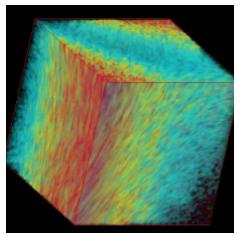# GPU Programming for Realtime 3D Line Integral Convolution
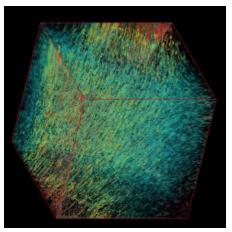
Vasu Lakshmanan and Mike Bailey
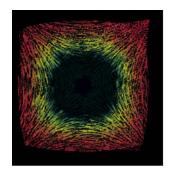lakshmva@cs.oregonstate.edu and mjb@cs.oregonstate.edu

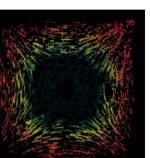**Purpose:** This project is using GPU programming to perform 3D Line Integral Convolutions to visualize 3D flow fields.
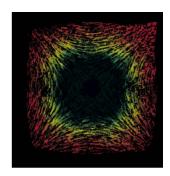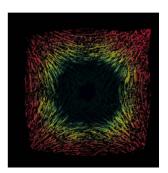

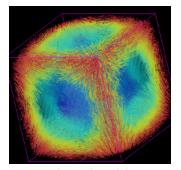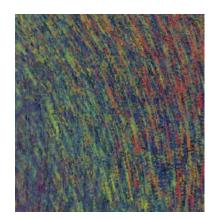3D LIC of Flow Around A Corner

Adding Sparcity Methods

Solenoid Field

Experiments in Different Sparcity Methods

Opportunities in Impressionist Painterly Rendering

September 28, 2006