

Concordia Institute for Information Systems Engineering

**THE CONCORDIA INSTITUTE FOR INFORMATION SYSTEMS ENGINEERING
IS PLEASED TO PRESENT THE FOLLOWING GUEST LECTURE IN
OUR CIISE SEMINAR SERIES**

**Mr. Wentao Fan, M.A.Sc. Student
Information Systems Security**

Video Textures: State of The Art and Applications

Video texture, is a new type of medium which can provide an infinitely changing stream of images. In order to create a video texture, the first step is to extract all frames in the original video, then texture synthesis techniques are used to rearrange the order of the frames into a new video clip, the last step is to use rendering techniques to provide more smooth and vision appealing results. Compared to other mediums like images and videos, video texture has timeless and dynamical properties that can make it applicable in many fields. One simple example is that it can be used to replace the static digital photos with dynamical scenes on a web page to make it more interesting and attractive. Recently, many applications and extensions have been made based on the idea of video texture. This presentation demonstrates the applications and extensions of video textures, and discusses the fundamental principles behind each technique.

Biography: Wentao Fan got his bachelor in computer science from Concordia University. He is currently a Master of Applied Science student in Information systems security in CIISE at Concordia University. His research topic mainly focuses on video textures and machine learning techniques.

Thursday, March 5, 2009

16:00 – 17:00

EV001.162

Refreshments will be served
(1515 St. Catherine Street West)

