

New APIs for mobile graphics

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A decade ago 3D graphics moved from dedicated and expensive engineering graphics workstations to normal PCs. Sophisticated graphics was now accessible to a much larger audience than before. A similar revolution is happening right now as mobile devices such as PDAs and cellular phones have their own standard 3D APIs, high-quality color displays, and even hardware acceleration is starting to become available. This talk covers the graphics capabilities of modern mobile devices, their limitations, and graphics APIs designed for these devices. Since most new handsets also contain digital cameras, we will discuss using smartphones also as platforms for mobile augmented reality.