

Mobile Visual Computing

Kari Pulli

Nokia Research Center, Palo Alto, CA

Abstract. I will talk about camera phones, how you can use camera as a sensor that gives natural access to the information about the real world around you (mobile augmented reality) and how you can combine general computation capability to combine several input images into better or more interesting output images (mobile computational photography). I will also discuss about mobile graphics and the latest development on the HW and APIs (OpenGL ES, OpenMAX IL, OpenCL) that allow using graphics HW for these applications.