TIC-144 Computer Graphics and Geomatics

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The "Computer Graphics and Geomatics" research group is engaged in generating knowledge in the field of Computer Graphics and Geomatics, encompassing 3D Modeling Systems, Virtual Reality, Augmented Reality, Simulation, 2D/3D/4D Geographic Information Systems, Drone-based Precision Agriculture.

The group has various Virtual Reality and Augmented Reality devices in place as well as 3D Printers and Drones equipped with latest-generation sensors. In parallel, it has available all existing equipment at the CEATIC (Center for Advanced Studies in Information and Communication Technologies).

Website for the group

Website for the Computer Graphics and Geomatics Research Group

Research lines

- Advanced applications in Computer Graphics
- HPC (High-Performance Computer) cob GPUs
- 3D Modeling System
- Development of Virtual Reality and Augmented Reality environments
- Design and implementation of 2D/3D/4D Space Information Systems
- Internet-based 3D advanced graphics: applications Advanced Simulation and Modeling
- Precision agriculture based on Drones and IoT
- Developments for "Smart Cities" and "Smart Territories"

Related services and products

- On/off switching device and switching method based on QR codes
- Standalone Photobioreactor 2015 PROTOTYPES
- Research and Innovation in 3D and CAD 3D Modeling
- Scanning of 3D Models Design of prototypes
- Design and recreation of Virtual Environments
- HPC (High-Performance Computer) cob GPUs
- Design of 3D WEB portals
- Design and implementation of SIG/SIE
- Design and implementation of computer applications
- Implementation of precision agriculture applications
- Geomarketing studies
- Projects based on 3D/4D Geographic Information Systems
- Surveying and measuring terrains
- Advanced management of data drawn from drone-mounted sensors
- <u>Drones and Precision Agriculture</u>
- Advanced management of data drawn from IoT sensors
- Specialization courses in Computer Graphics and Geomatics

Spanish website: http://bit.ly/2A9HUEP