

Virtual Worlds and Digital Games Group

- Augmented Reality
- Diminished Reality
- Advanced Tracking
- Global Illumination
- Natural User Interfaces

High-quality Real-time Video
Inpainting with PixMix

Jan Herling & Wolfgang Broll, TVCG 2014



Random Model Variation for
Universal Feature Tracking

Jan Herling & Wolfgang Broll, ACM VRST 2012



Differential G-Buffer Rendering for
Mediated Reality Applications

Tobias Schwandt & Wolfgang Broll, 2017



Open Research Positions @ Virtual Worlds and Digital Games Group

2 Ph.D./Post-Doc Positions in Computer Vision / Augmented Reality

1 Ph.D./Post-Doc Position in Augmented Reality / Global Illumination

2 Ph.D./Post.-Doc Positions in Computer Vision / Deep Learning

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