## **Applications of Information Theory to Computer Graphics**

Mateu Sbert

University of Girona Spain

## **Abstract**

We present in this talk several applications of Information Theory to Computer Graphics, based on the use of the measures of entropy and mutual information, f-divergences and generalized entropies.

Application areas presented are hierarchical radiosity, adaptive pixel supersampling, selection of best view-points, object and scene exploration, mesh saliency, mesh simplification and object recognition.