ZLang: A Scripting Language for Digital Content Creation Applications

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Abstract:

ABSTRACT Digital Content Creation (DCC) Applications (e.g. Blender, Autodesk 3ds Max) have long been used for the creation and editing of digital content (e.g. Images, videos). Due to current advancement in the field, the need for controlled automated work forced these applications to add support for scripting languages that gave power to artists without diving into many details. With time these languages developed into more mature languages and were used for more complex tasks (driving physics simulations, controlling particle systems, or even game engines). For long, these languages have been interpreted, embedded within the applications, lagging the UIs or incomparable with real programming languages (regarding Completeness, Expressiveness, Extensibility and Abstractions). In this paper, we present a high level scripting language (Zlang) and a DCC Engine that addresses those problems. The language can be interpreted, compiled, extended in C/C++ and has a number of constructs, and optimizations dedicated to DCC domain. The engine provides geometric primitives, mesh modifiers, key-framed animation and Physics Simulations (Rigid Body, and Cloth Simulations). The engine is designed and implemented as a library so it can be used alone or embedded.

Keywords:

Three-Dimensional Graphics and Realism, modeling Packages, Methodology and Techniques-Languages.

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Performance Evaluation of Exhaustive-Search Equivalent Pattern Matching under Chebyshev distance

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Abstract:

Abstract Pattern Matching is a fundamental problem in computer vision, and image and video processing. Exhaustive-Search equivalent algorithms yield the same results as exhaustively searching all patterns in the image but significantly faster. Though much work have been done over the L1 and L2 distances, only small amount of work has been dedicated to the Chebyshev distance though its importance in many applications. In this paper, we provide an evaluation of available state-of-art exhaustive-search equivalent algorithm that targets the Chebyshev distance; we also provide detailed analysis of the performance characteristics of evaluated algorithms.

Keywords:

Pattern matching, template matching, fast algorithms, full search equivalent algorithm, Chebyshev distance, NOM.

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Abstract:

Abstract Pattern Matching is a fundamental problem in computer vision, and image and video processing. Exhaustive-Search equivalent algorithms yield the same results as exhaustively searching all patterns in the image but significantly faster. In this paper, we propose a novel exhaustive-search equivalent algorithm that is combined with a number of state-of-art algorithms to provide a significantly faster alternative in the problem of finding nearest pattern according to a predefined distance measure. Our technique also shows high resilience to both blurring and JPEG compression types of noise. This is demonstrated in the paper with results from over 15 million runs for each compared algorithm.

Keywords:

Pattern matching; Template matching; Fast algorithms; Full search equivalent algorithm; NOM

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