

Research Gallery

Some Pictures in My Projects

Reappearing patterns occurred at the same time segment
for groups of dimensions

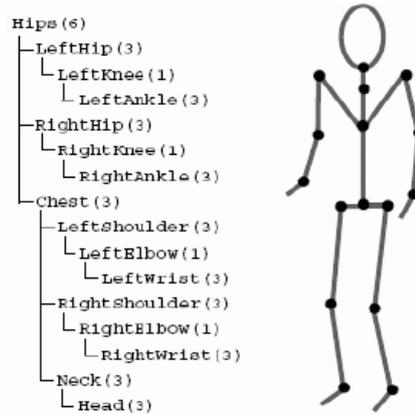
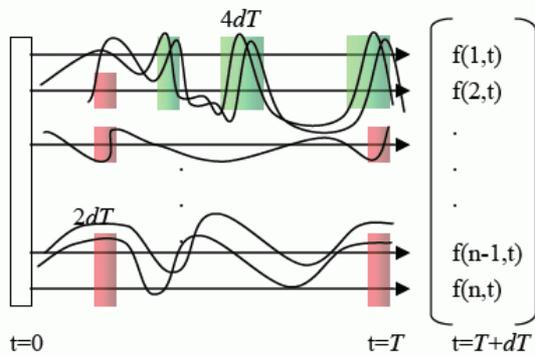


Figure 1. Synthesizing Real-time Human Animation by Learning and Simulation: A theoretical framework of simulation theory is developed and applied in autonomous animation system.

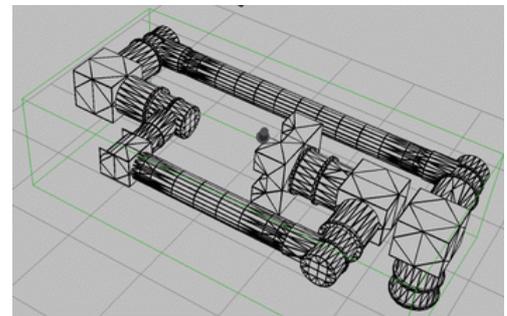
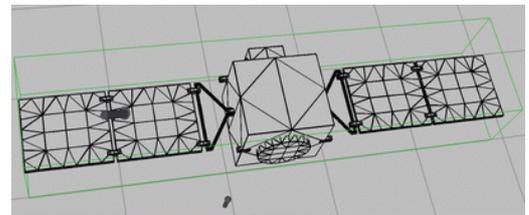
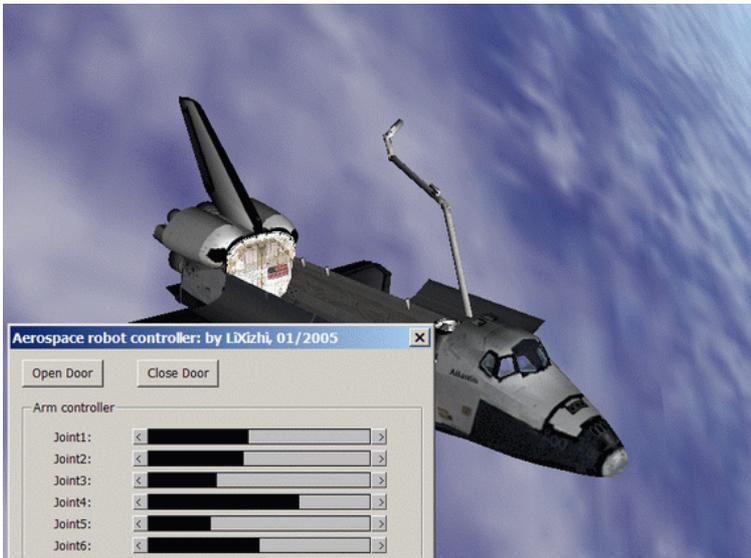


Figure 2. Physically-based Aerospace Robot Simulation Platform: Rendering and simulating in real-time

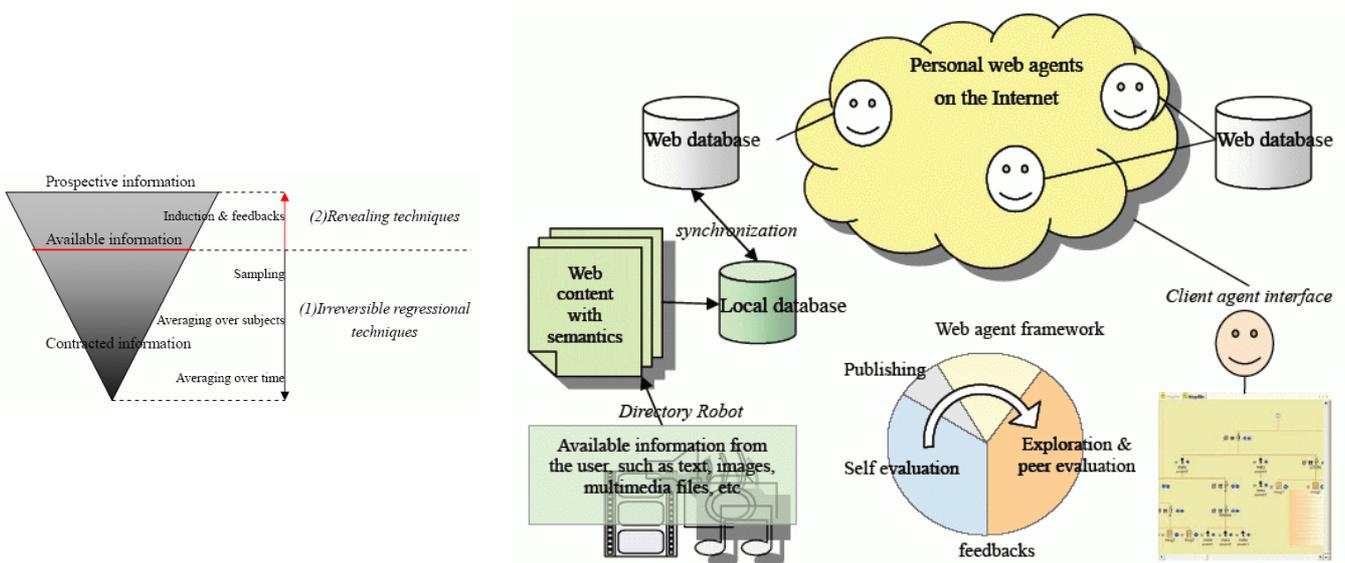


Figure 3. Web Agent Based Evaluation Framework in Higher Education

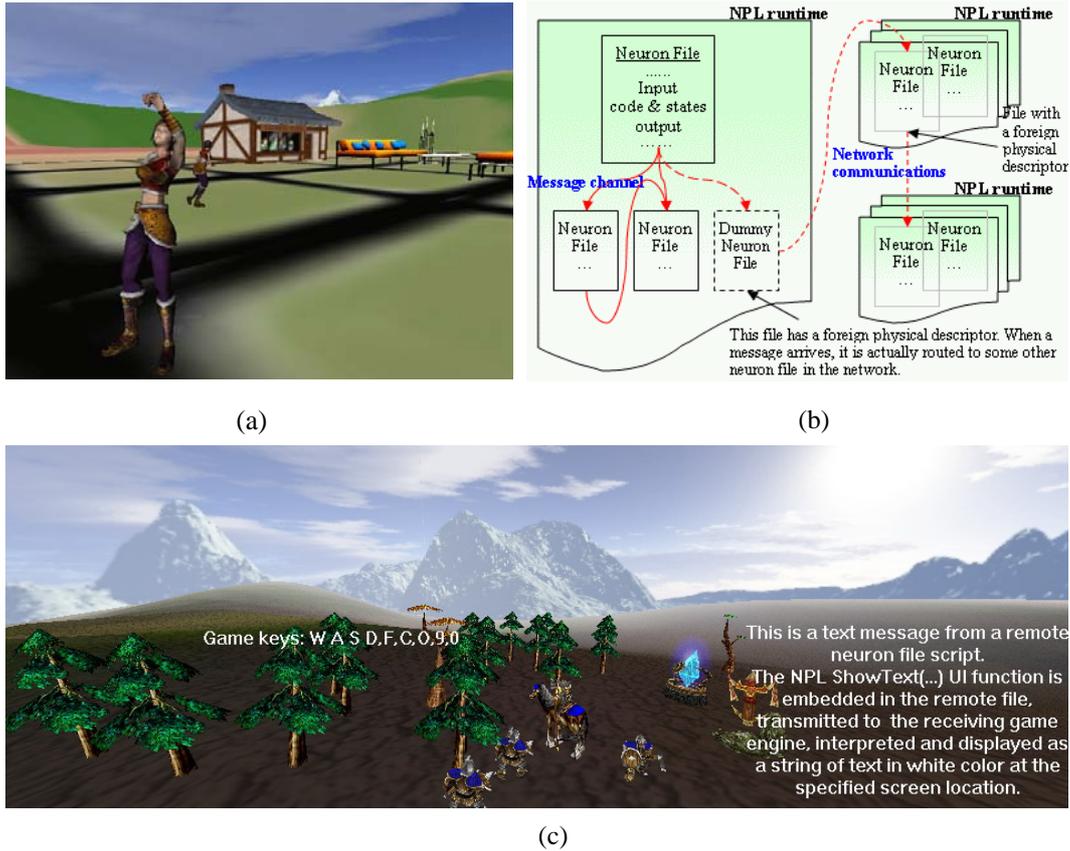


Figure 4. Using Neural Parallel Language in Distributed Game World Composing

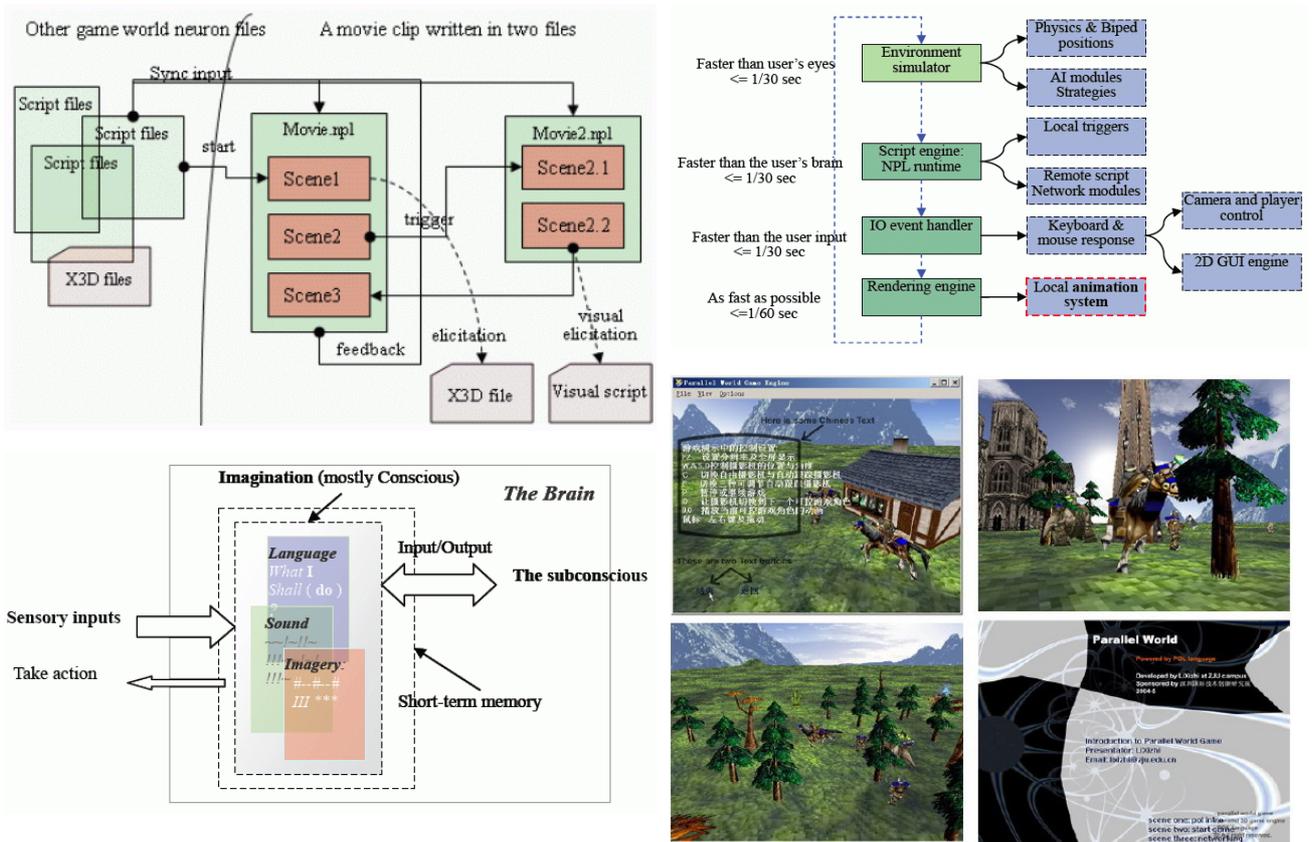


Figure 5. A Modern Computer Game Engine based on Neural Parallel Language: Reference book over 700 pages; a new-concept distributed game is being developed with this engine.

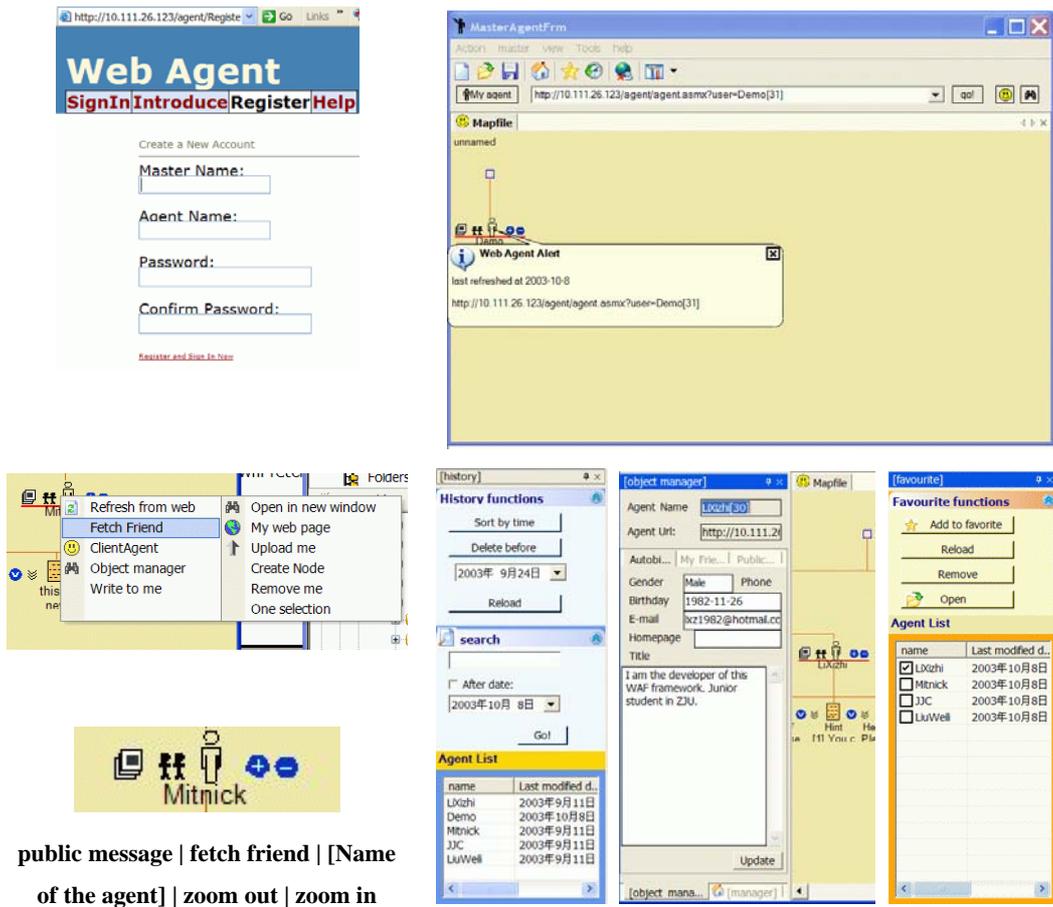


Figure 6. DHCI: an HCI Framework in Distributed Environment: figure shows the Web Agent Framework, an application based on the proposed distributed HCI concepts.

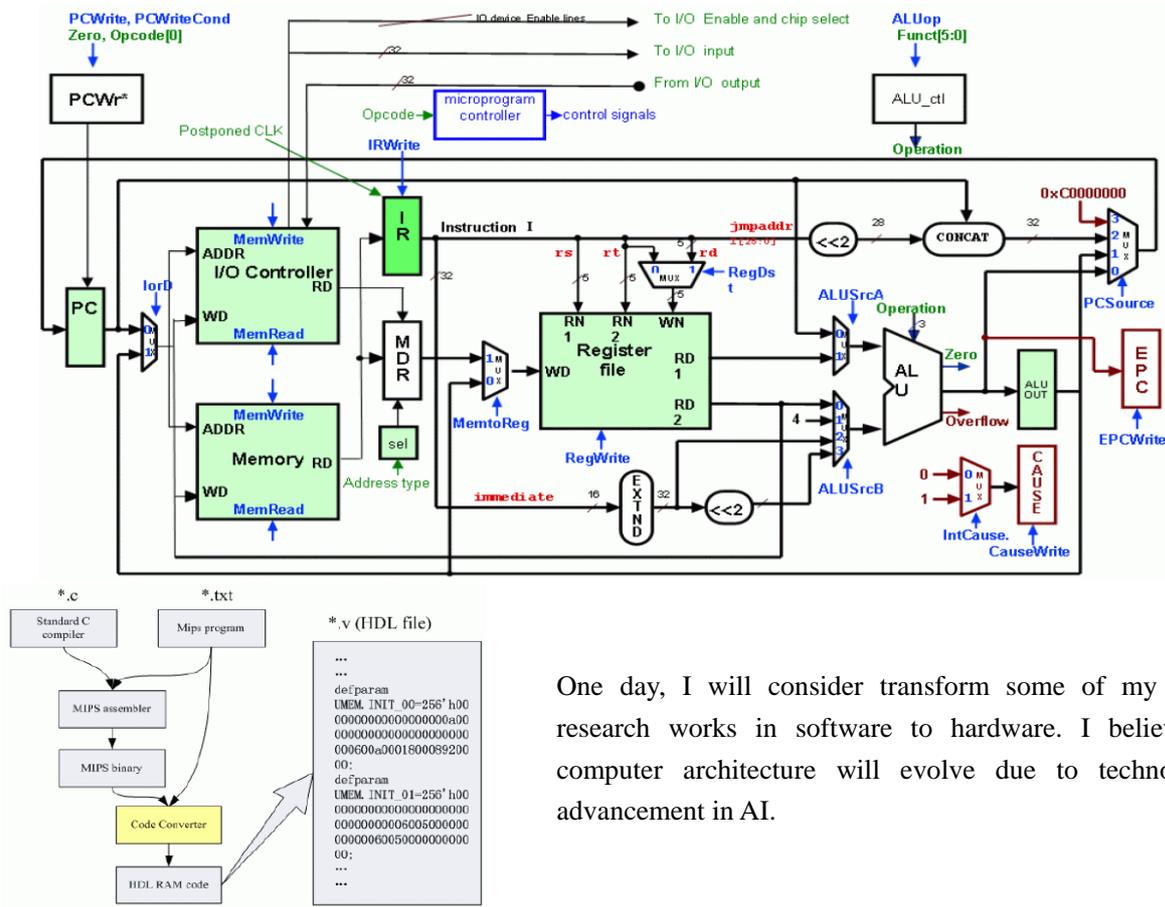


Figure 7. ECOMIPS: An Economic MIPS CPU Design on FPGA

One day, I will consider transform some of my related research works in software. I believe that computer architecture will evolve due to technological advancement in AI.

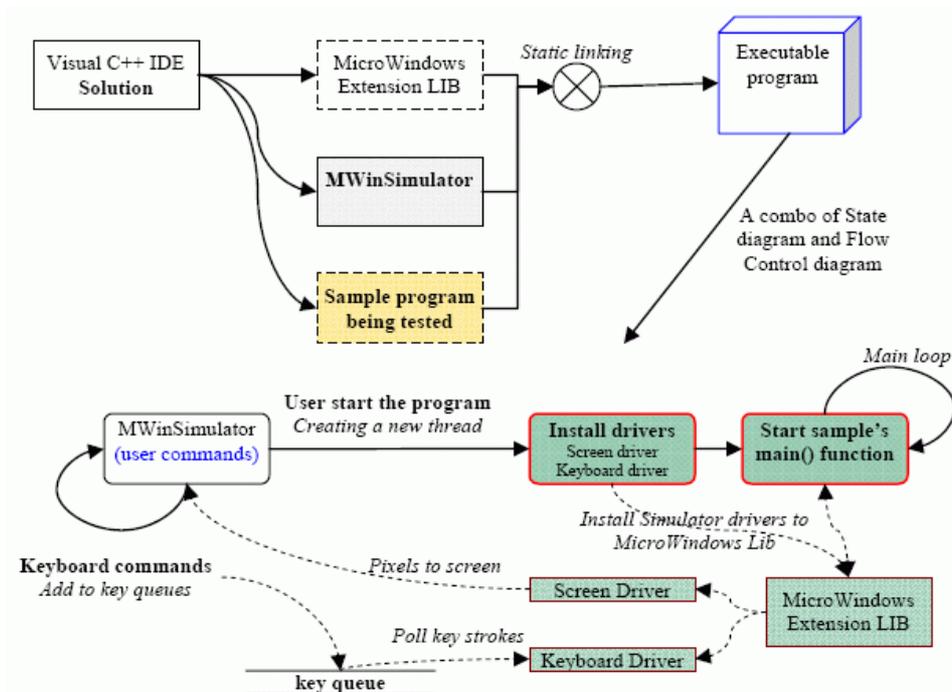
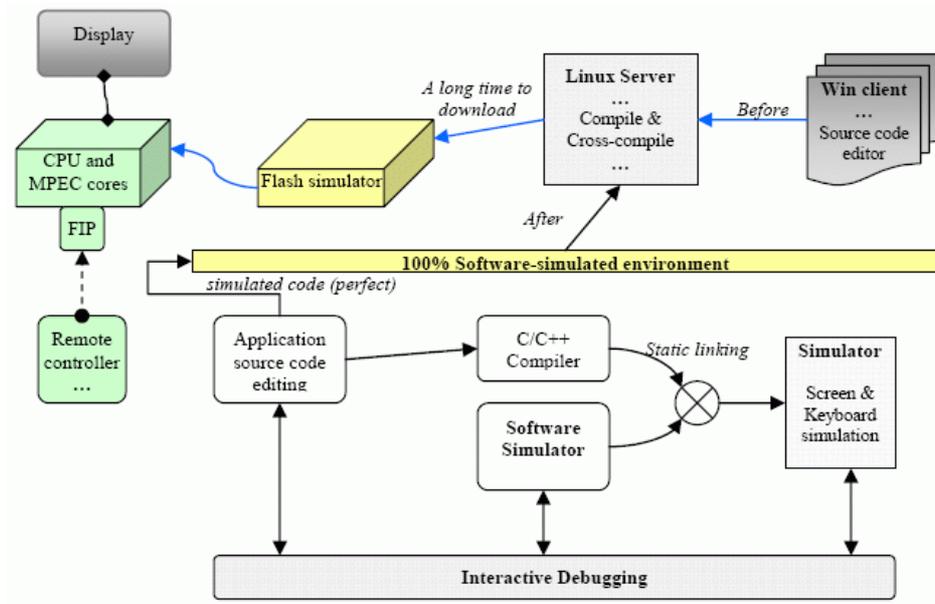


Figure 8. MicroWindows program development and embedded-device simulation platform: It is used with the Wearable DVD hardware platform with emulated GUI and remote controller.



Below are some of my written works, such as manual and reference books.



Figure 9. My Recent Work Photo and Written Works.