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## Title: Human perception for graphics and interaction Christian Richardt - CRISP

The goal of the CRISP associate team between REVES and UC Berkeley is to investigate novel ways to create, render and interact with images based on the study of human perception. To achieve this goal, we focus on understanding how people perceive complex material, lighting and shape, on developing new rendering algorithms based on this understanding, and on building interactive tools that enable users to efficiently design images.

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