Description:
We are working on a streaming rendering pipeline for head-mounted displays. The goal of this work is to create wireless VR headsets that still provide superior display quality with a high frame rate and image resolution. Your job would be to implement the communication and client part of this pipeline: Streaming of image and vertex data to a PC or an Android device and rendering the data with OpenGL ES.

Objective:
- Implement a simple OpenGL ES renderer
- Implement fast network data streaming
- Evaluate the capabilities and limits of the implementation

Qualifications:
- Experience in C++
- Interest in VR
- Interest in Networking and Android

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