

A few words about ZEFIR and ZEBRA

About 1994 Gernot Hoffmann and Ralph Scherge, Fachhochschule Ostfriesland in Emden, Germany, started a Graphics System.

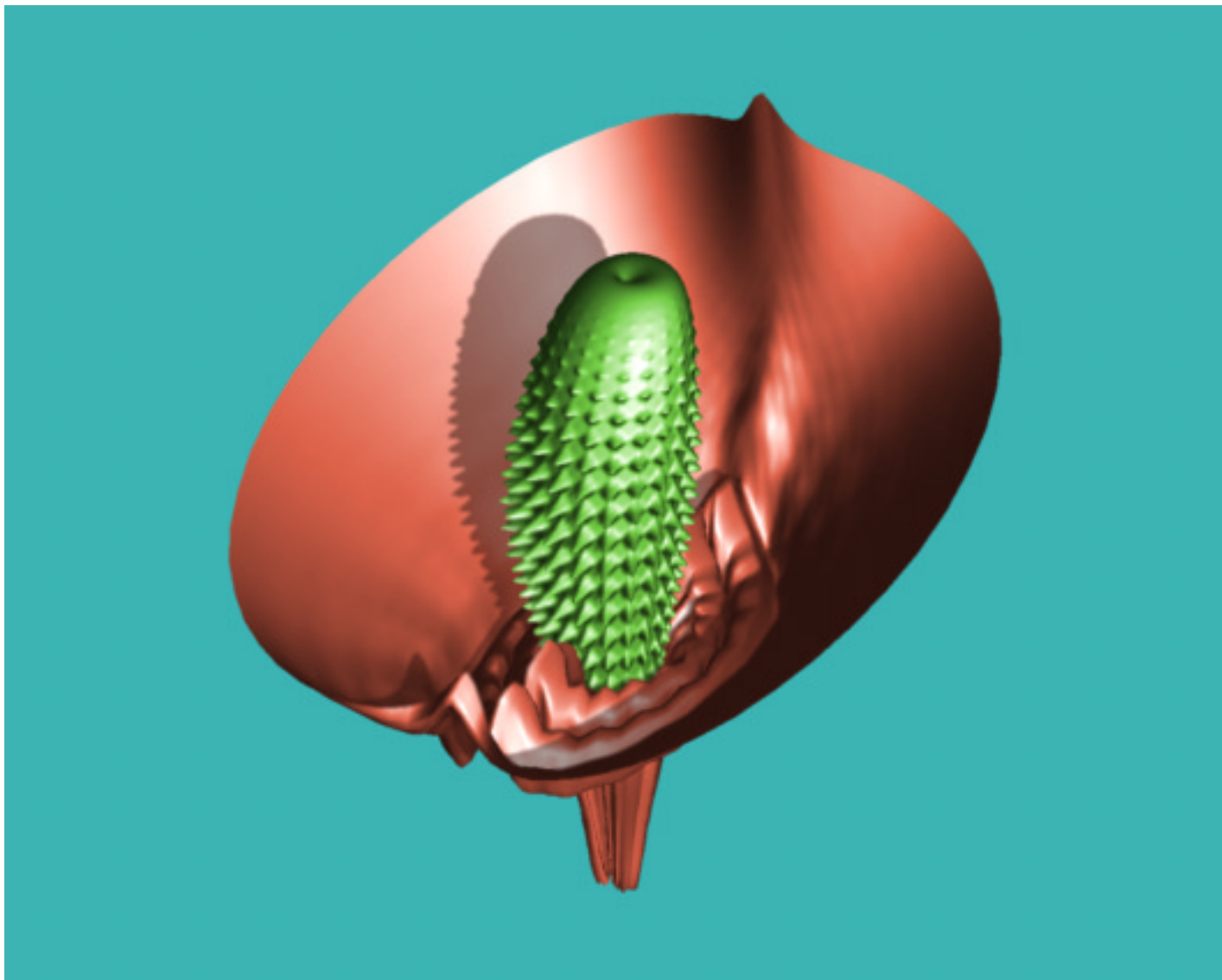
Based on the Borland Pascal Protected Mode and Intel Assembler in 16-bit address mode / 32-bit data mode, up to now about 850 procedures and functions were developed.

ZEFIR is an experimental Computer Graphics System. ZEFIR Tutor demonstrates the generation of graphics with all aspects, like geometry, color models, light, shadow, textures. It is mainly a trainer for the lecture „Computer Vision“ . More on the page „Computer Graphics“.

ZEBRA is an Image Processing System. The features are described on the page „Image Processing“.

A few years ago, Ralph Scherge went to the Hewlett-Packard Company. The whole system was then further evaluated by G.Hoffmann, with one exception: Hermann Hildebrandt made the modules for JPEG encoding and decoding.

Both systems use this concept: the maximum image resolution is 1280 x 1024 x 32. Images are kept simultaneously in up to seven layers in the main memory. Therefore ZEBRA is extremely fast. ZEBRA and ZEFIR work without any problems with Win95 and Win98, but an appropriate graphics card is essential, like Matrox G400 AGP.



An early ZEFIR Image - pure Mathematics

Considering the huge amount of development time - more than 7000 hours - we cannot see any chance to convert the whole package into a true Windows system.