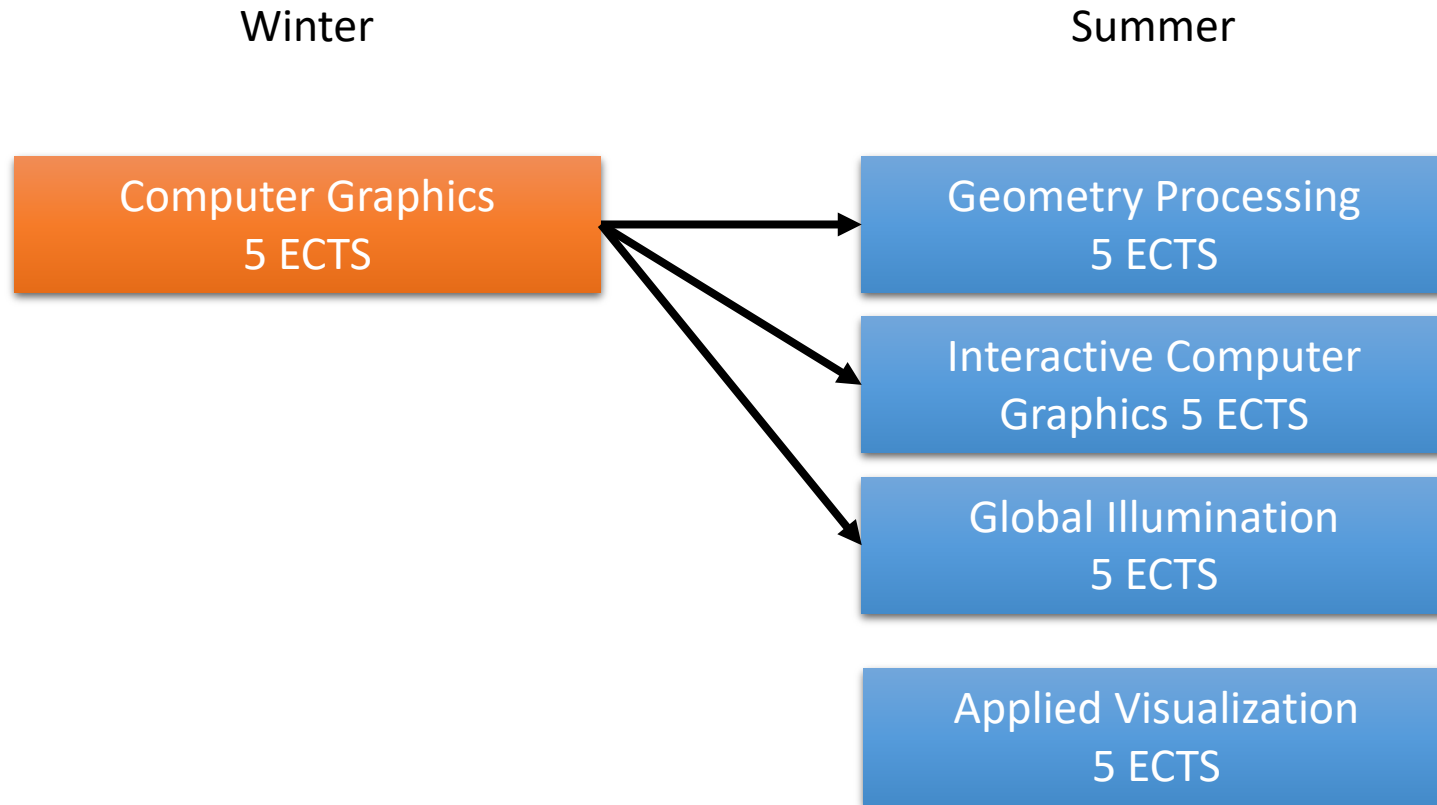


What's Next ?

Computer Graphics
Winter Term 2020/21

Marc Stamminger / Roberto Grosso

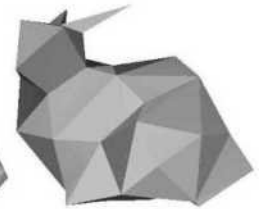
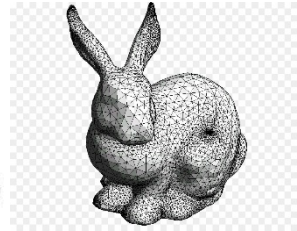
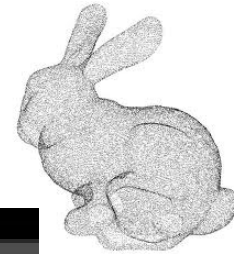
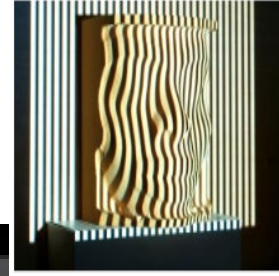
Summer Lectures related to Computer Graphics



Geometry Processing

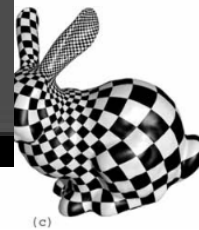
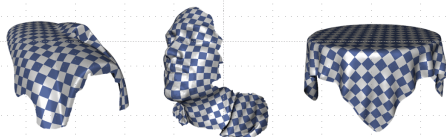
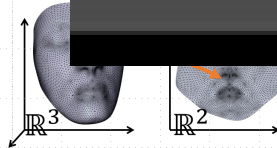
u.a.:

- 3D Scanning
- Registration of 3D s
- Simplification of tri
- Segmentation of m
- Parameterization
- Animation and defo



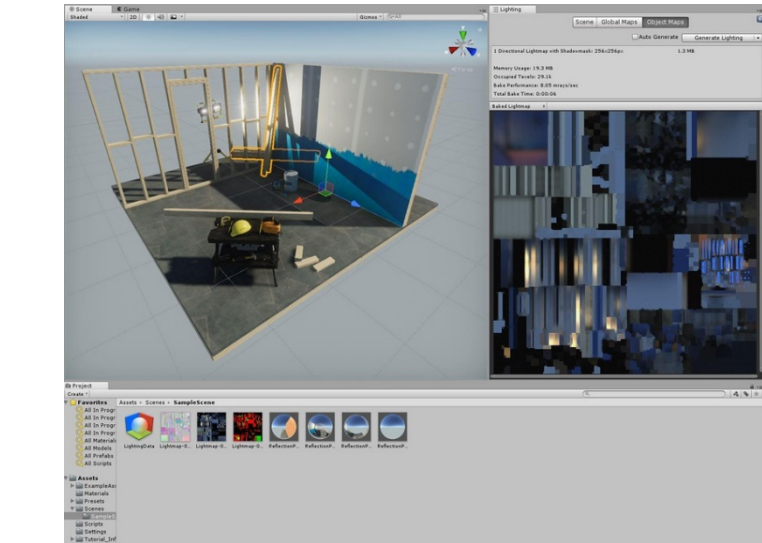
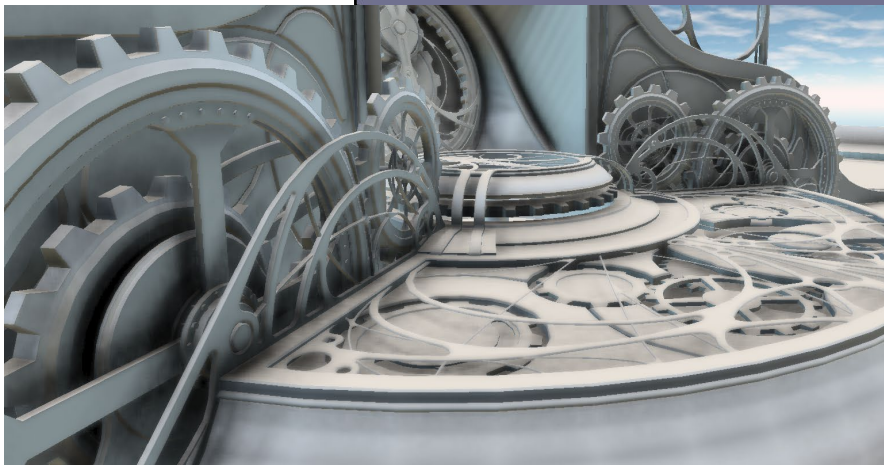
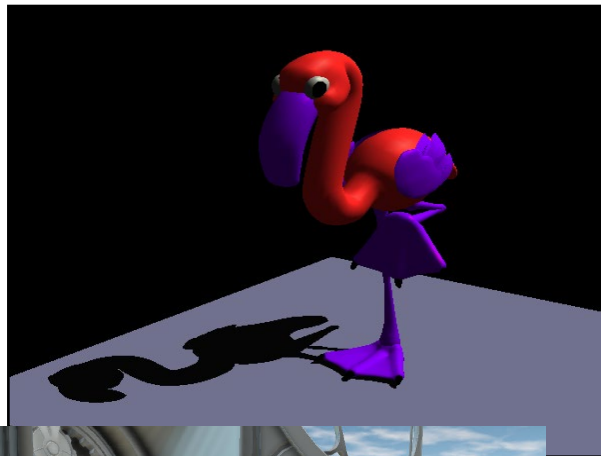
Parameterization

- Find a mapping from 3D surface to 2D plane (or vice versa)
- Long standing problem
- solutions available in modeling programs, often not robust
- → lecture „Geometry Processing“

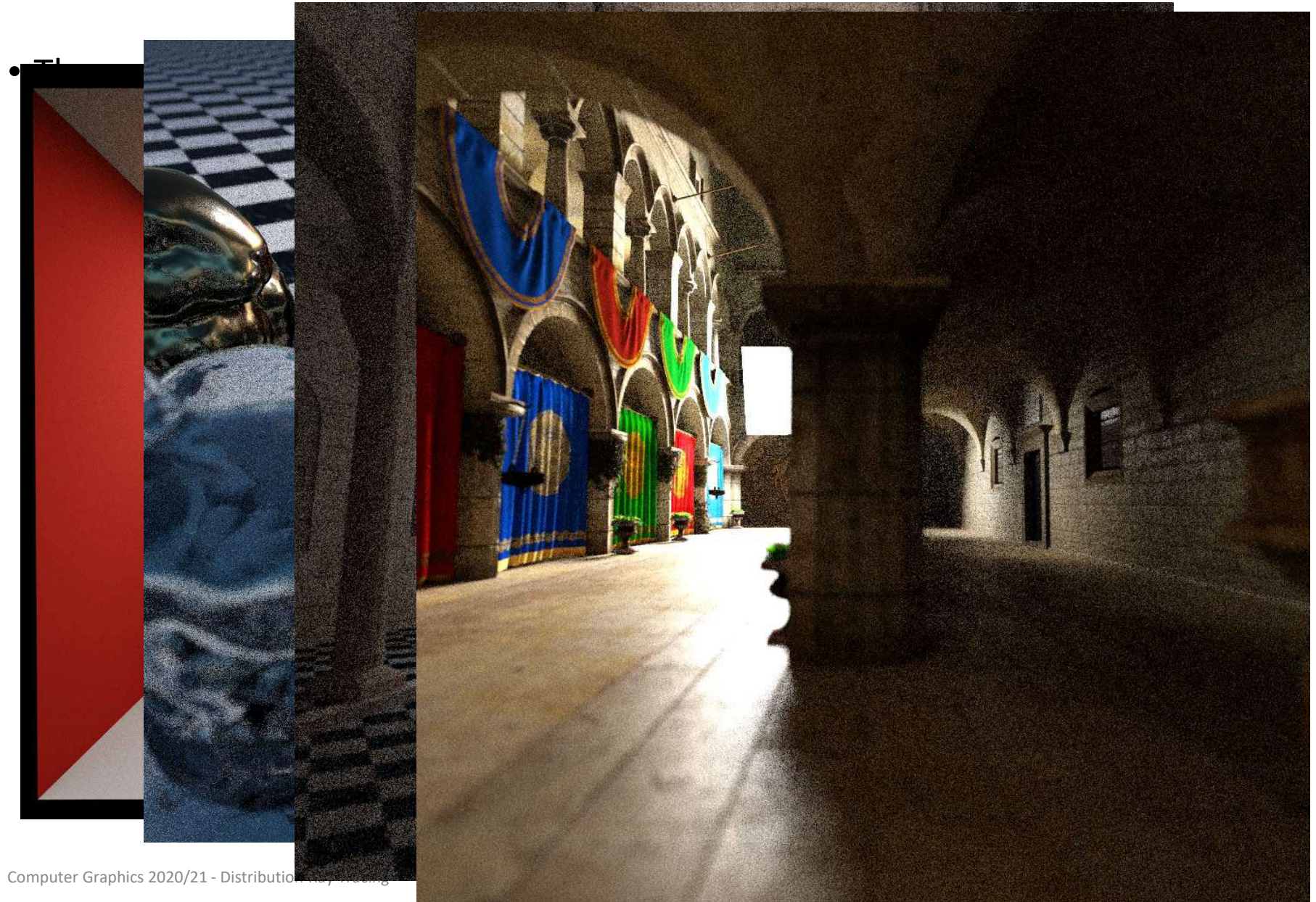


Interactive Computer Graphics

- cool effects using GPUs
- in real-time

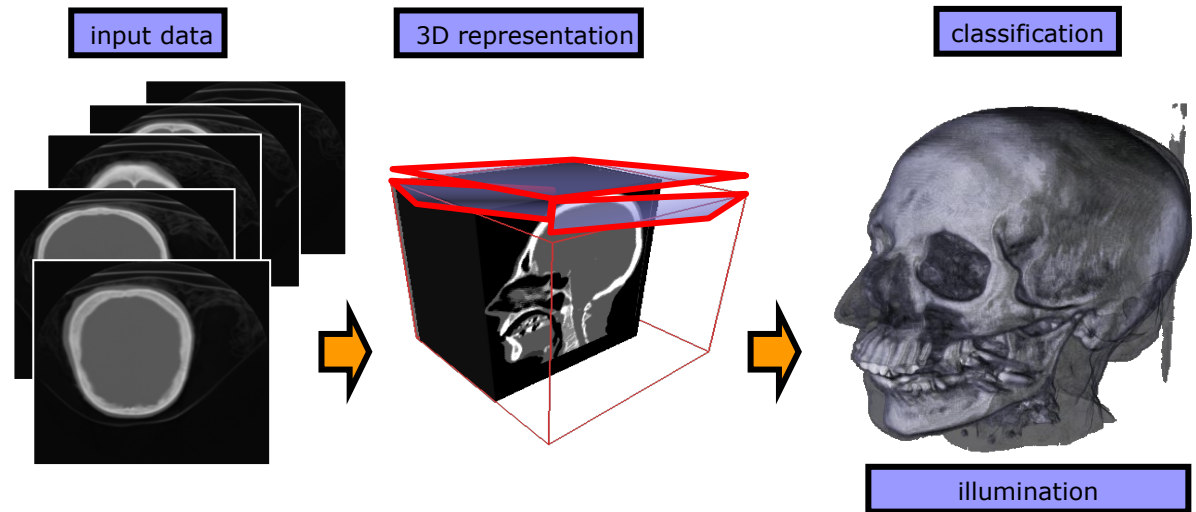


Global Illumination

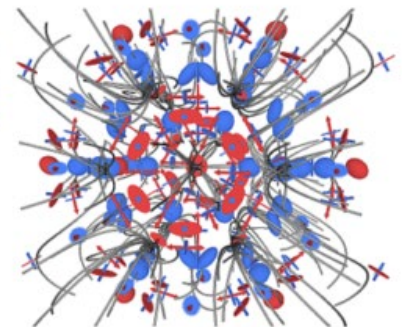


Applied Visualization

- Non-realistic Rendering



- Prof. Tobias Günther



Other

- Bachelor and Master Theses
- GraPra – Graphics Praktikum (Bachelor)
- Graphics Projects (Master)

In Winter:

- **Geometric Modelling**
Beziér Curves and Surfaces, Splines, Subdivision Surfaces etc.
- **Information Visualization**
Visualization of Graphs and Networks, Hierarchies, Text, Diagrams etc.
- **Simulation in Computer Graphics**
spring-mass models, rigid bodies, deformable bodies, numerical methods, ...
- **Visual Computing in Medicine I & II**
imaging methods, segmentation, registration, medical visualization, etc.