

# Visual Computing - AS17 - Schedule

Lecture	Topic	Lecturer	Exercise
Sept. 19/21	Introduction - Digital images and sensors	O. Hilliges	(none)
Sept. 26/28	Image segmentation and morphology	O. Hilliges	Ex 1: Background Subtraction
Oct. 3/5	Convolution and image features	O. Hilliges	Ex 2: Edge Detection
Oct. 10/12	Fourier transform and optical flow	O. Hilliges	Ex 3: Fourier Transform
Oct. 17/19	Unitary transformations and compression	O. Hilliges	Ex 4: PCA
Oct. 24/26	Pyramids, Wavelets and Radon	O. Hilliges	Ex 5: Optical Flow
Oct. 31/Nov. 02	(tbd)	O. Hilliges	(none, discussion of Ex 5)
Nov. 07/09	Introduction - Graphics Pipeline	S. Coros	Ex 6: OpenGL rendering
Nov. 14/16	Light and Colors - Transformations	S. Coros	Ex 7: Matrices and quaternions
Nov. 21/23	Lighting and Shading	S. Coros	Ex 8: Theory: Light and colors
Nov. 28/30	Geometry and Textures	S. Coros	Ex 9: Shaders in OpenGL
Dec. 05/07	Scan Conversion, Clipping, Shadows, Ray Tracing	S. Coros	Ex 10: Lighting and Shading
Dec. 12/14	Game Development - Physically-based Simulation	S. Coros	Ex 11: Rigid body dynamics
Dec. 19/21	Animation - Geometry Processing	S. Coros	(Q&A session)