

Student works, Lectures, Excursion, Workshops, ...

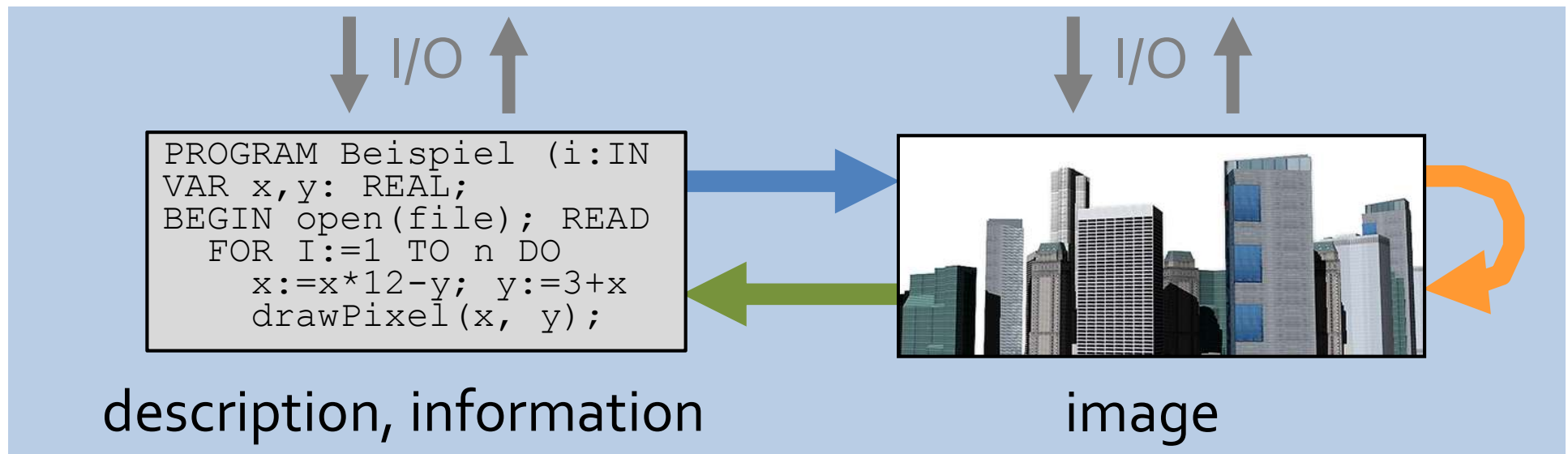
Prof. Dr. Daniel Scherzer

Daniel



Professor for Visual Computing

- Computer Graphics: description → image
- Image Processing: "bad" → "better" image
- Computer Vision: image → description



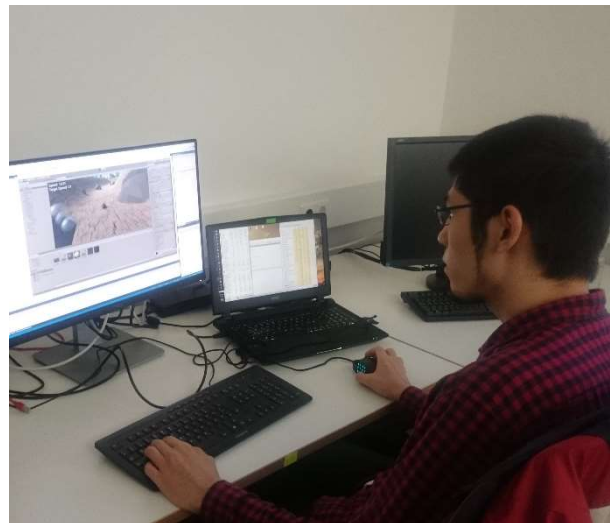
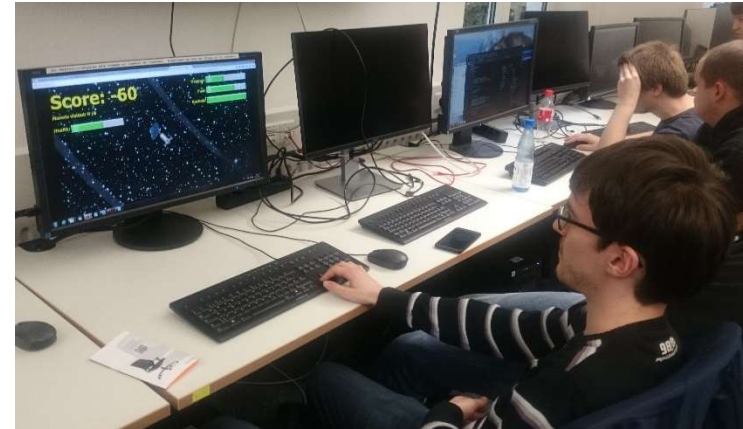
CG + BV + CV = „Visual Computing“

What do I do here?

- Since March 1st 2013 Professor for Visual Computing
- Computer Graphics (Games 2D) (AI₄, MD₃, IN)
- Game Programming (Games 3D) (AI₆, MD₄, IN)
- Game Design (AI₇, MD₅, IN)
- Workshops, Excursions, Projects (AI, MD, IN)
- Bachelor/Master thesis (AI, MD, IN)
- Shader Programming (Advanced Games) (IN)
- Advanced Computer Graphics (MMPROG+SARCH) (IN)
- Scientific Project (IN)

Games lab

- Since WS 2016 in G101
 - 7 PCs
 - Core i7 6Core
 - GTX1080
 - 4k monitors
 - 9 Oculus Rift
 - 2 HTC Vive
 - Leap motion
 - Kinect 1+2
 - 5 XBOX controllers



Workshops



Exkursion - gamescom



All Game Relevant Events

- Google calendar <https://goo.gl/SySLwF>
- Workshops
- Talks/presentations
- Play-testings
- Events

GAME events

Heute



Donnerstag, 16. März ▼

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11:30 GAMES: Unity Intro Tutorial

Freitag, 17. März

17:30 into the pixel - game jam

Samstag, 18. März

into the pixel - game jam

Sonntag, 19. März

» 18:00 into the pixel - game jam

Montag, 20. März

12:30 Presentation of the Demo Projekts of the Master Students

16:00 Master Kolloquium Thomas Würstle

Mittwoch, 22. März

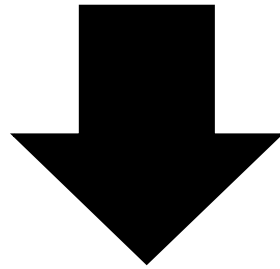
19:00 into the pixel - game jam - presentation

Donnerstag, 30. März

11:30 GAMES: play-testing

Videos...

Interested



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