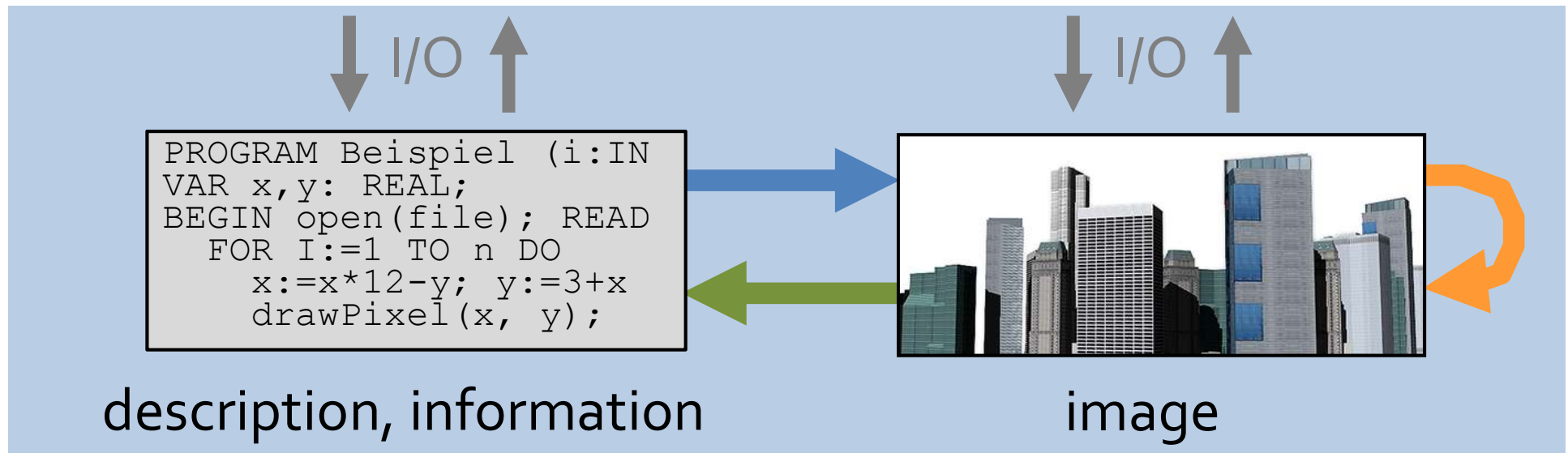# Student works, Lectures, Excursion, Workshops, …

Prof. Dr. Daniel Scherzer

Daniel

Professor for Visual Computing

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

↓ I/O ↑   ↓ I/O ↑

```
PROGRAM Beispiel (i:IN
VAR x,y: REAL;
BEGIN open(file); READ
  FOR I:=1 TO n DO
    x:=x*12-y; y:=3+x
    drawPixel(x, y);
```

description, information   image

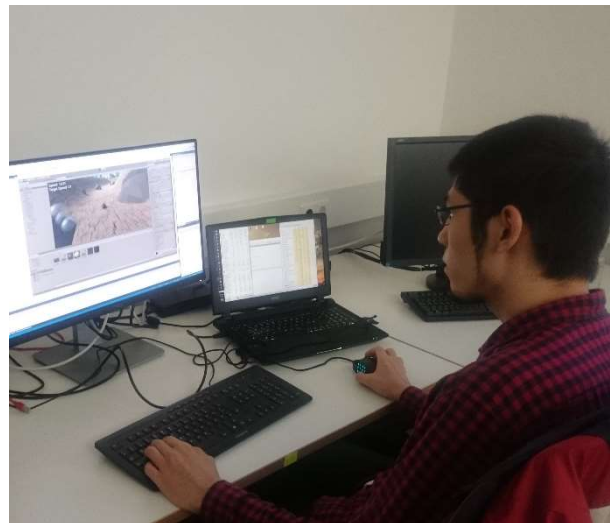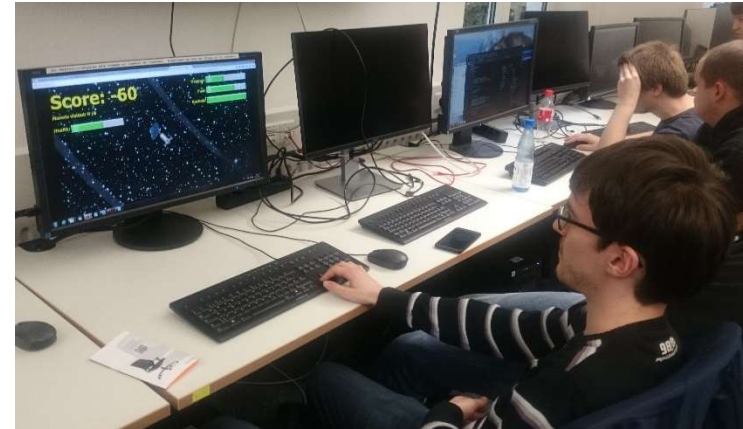*CG* + *BV* + *CV* = „*Visual Computing*"

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
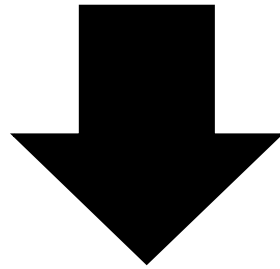 - 5 XBOX controllers

Workshops

Exkursion - gamescom

All Game Relevant Events

- Google calendar https://goo.gl/SySLwF

Videos...

Interested

↓

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