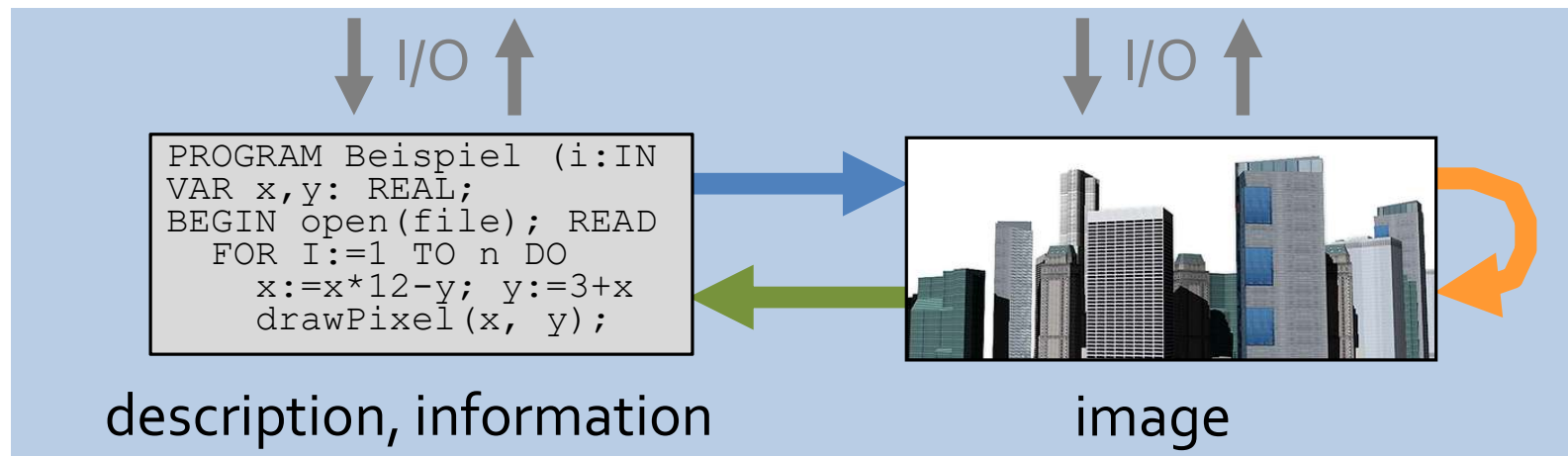


What do I do here?

Prof. Dr. Daniel Scherzer

Professor for Visual Computing

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



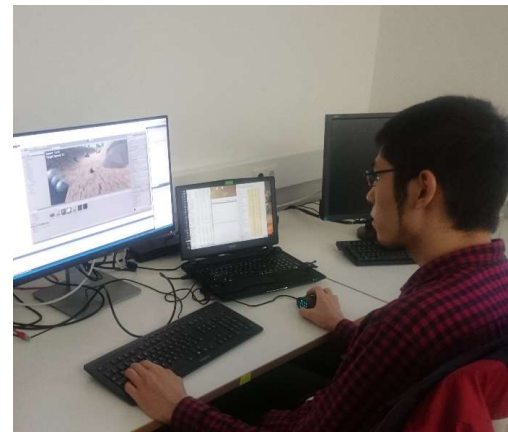
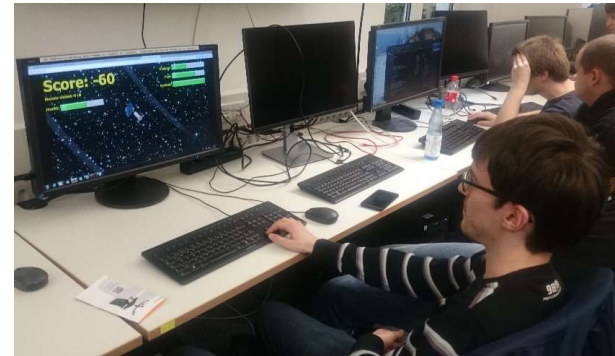
CG + BV + CV = „Visual Computing“

What do I do here?

- Since March 1st 2013 Professor for Visual Computing
- Computer Graphics (Games 2D) (AI₄, MD₄, IN)
- Game Programming (Games 3D) (AI₆, MD₆, IN)
- Game Design (AI₅, MD₅, IN)
- Tutorials (2ECTS/5ECTS, \$\$\$)
- Workshops, Excursions, Projects (AI, MD, IN)
- Bachelor/Master thesis (AI, MD, IN)
- Shader Programming (IN)
- Advanced Computer Graphics (IN)
- Scientific Project (IN)

Games lab

- Since WS 2016 in G101
 - 10 PCs
 - Core i7 6Core
 - GTX1080
 - 4k monitors
 - 2 notebooks
 - GTX 1070
 - 9 Oculus Rift
 - 3 HTC Vive
 - Leap motion
 - Kinect 1+2
 - 10 XBOX controllers



Workshops



Zur Gamescom als Fachbesucher



All Game Relevant Events

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

GAME events

Heute



Dienstag, 3. Oktober ▼

Donnerstag, 5. Oktober

15:00 GAMES: Unity Intro Tutorial

Freitag, 6. Oktober

14:00 Game Design workshop

Samstag, 7. Oktober

11:00 Game Design workshop

Dienstag, 24. Oktober

09:45 CG: Game concept talks

Samstag, 28. Oktober

11:00 Game Design Schulterblick