

Last

Finally

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Praise to God

فِي سَبْعِينَ

Resources

Course Resources

- <https://github.com/helghareeb/gfx19>
- <https://videos.haitham.ws>
- <https://youtube.com/user/helghareeb>
- <https://t.me/joinchat/AAAAAFdPiGqxrkQC1fJUsw>

Lectures Summary

Lectures Summary

Lecture-01

Lecture-01

- Course MetaData
- Course Description
- Course Syllabus
- What is This Course About
- What is This Course is Not About
- Mechanics
- Lab
- Resources

Lectures Summary

Lecture-02

Lecture-02

- Computer Graphics
- Interactive Computer Graphics
- Modern Computer Graphics
 - Hardware
 - Software
 - Algorithms
 - Graphics Subsystems
- Rendering
 - Wire-frame
 - Polygonal Modeling
 - Scanline Rendering
 - Rasterization
 - Ray Tracing

Lectures Summary

Lecture-03

- Environmental Evolution
 - Character Displays
 - Vector Display
 - 2D vs. 3D
 - High-end PCs
- Graphics Display Hardware
- Application Distinctions
 - Sample-based Graphics
 - Geometry-based Graphics
- Decomposition of Geometric Models

Lectures Summary

Lecture-04

Lecture-04

- Game Programming
- Different Types of Games
- First Person Shooter
- Strategy Games
- Simulation Games

Lectures Summary

Lecture-05

- Scalable Vector Graphics - SVG
- SVGs are Not Images
- Benefits
- Comparing Different Images' Formats
- Basic Examples
- Implementing SVG Shapes

Lectures Summary

Lecture-06

Lecture-06

- NumPy Arrays
- What is an Image?
- NumPy and Images
- Matplotlib Color Maps
- Color Values
- Image Basics of OpenCV
- RGB vs. BGR
- Drawing on Images
- Saving an Image
- Freehand Drawing

Lectures Summary

Lecture-07

Lecture-07

- Color Models
 - RGB
 - CMYK
 - HSL and HSV
- Image Processing
 - Classification
 - Feature Extraction
 - Pattern Recognition
 - Projection
- Cont.

- Image Editing
 - ...
 - Image Size Alteration
 - ...
 - Histogram
 - Noise Reduction
 - ...
 - Perspective Control and Distortion
 - Lens Correction
 - ...
 - Image Warping
 - ...

Lectures Summary

Lecture-08

Lecture-08

- Excluded from Exam
- Real world Applications and Demos
 - Read from File (image, video)
 - Read from Webcam
 - Drawing and Writing on images
 - Basic Image Operations
 - Add Images and Threshold
 - Blending Images
 - Bitwise Operators
 - Trackbars
 - Object Detection using HSV
 - Basic Thresholding
 - Cont.

- Real world Applications and Demos (Cont.)
 - Digital Image Transformations
 - Basic Geometric Transformations
 - Perspective Transformation
 - Affine Transformation
 - Adaptive Thresholding
 - Smoothing Images
 - Morphological Transformations (image and video)
 - Edge Detection (image and video)
 - Find and Draw Contours
 - Template Matching
 - Lines Detection (image and video)
 - Corners Detection

Lectures Summary

Lecture-09

- Introduction
- Run-Length Encoding (RLE)
 - Problem-01
 - Problem-02
 - Solutions
- Lempel-Ziv Compressor Family
 - LZ-77
 - LZ-78 (Dictionary Representation)

Lectures Summary

Lecture-10

- Computer Vision
 - Related Fields
 - Distinctions
 - Applications
 - Tasks
 - Typical Functions
 - Image Understanding Systems

Lectures Summary

Lecture-11

- Human Computer Interaction
 - Introduction
 - Definition
 - Unexpected Problems
 - Goals for Computers
 - Related Fields
 - Design and Principles
 - Thirteen Principles of Display Design
 - Brain Computer Interface

Lectures Summary

Lecture-12

Lecture-12

- Summary
- Statistics
- What Next?

Statistics

Statistics

Telegram

- 646 Subscribers

Statistics

Quizzes

Quizzes

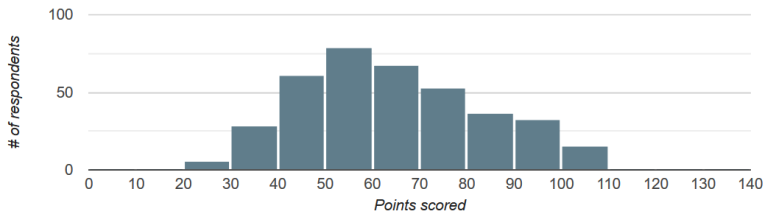
- Quiz-01: 373 - Total Points: 130
- Quiz-02: 536 - Total Points: 40
- Quiz-03: 534 - Total Points: 35
- Quiz-04: 553 - Total Points: 10
- Quiz-05: 545 - Total Points: 50
- Quiz-06: 661 - Total Points: 16
- Quiz-07: 578 - Total Points: 9

Average
63.54 / 130 points

Median
62 / 130 points

Range
27 - 108 points

Total points distribution

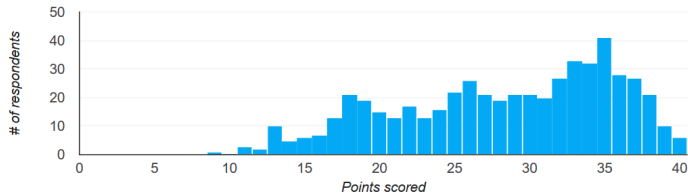


Average
28.27 / 40 points

Median
29 / 40 points

Range
9 - 40 points

Total points distribution

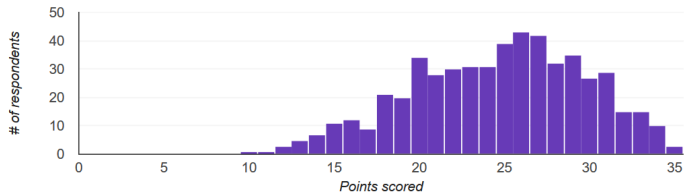


Average
24.61 / 35 points

Median
25 / 35 points

Range
10 - 35 points

Total points distribution

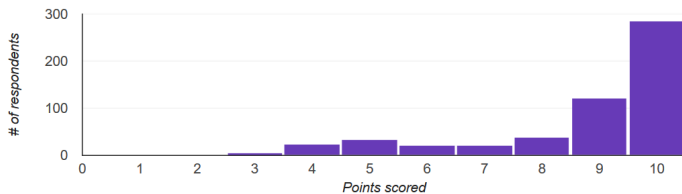


Average
8.72 / 10 points

Median
10 / 10 points

Range
3 - 10 points

Total points distribution

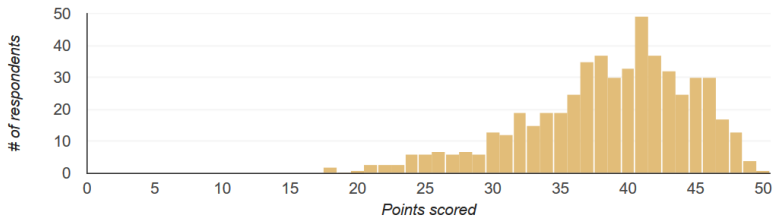


Average
38.47 / 50 points

Median
39 / 50 points

Range
18 - 50 points

Total points distribution

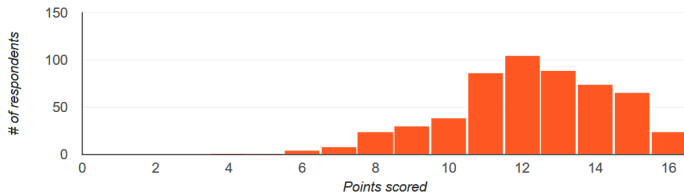


Average
12.19 / 16 points

Median
12 / 16 points

Range
4 - 16 points

Total points distribution

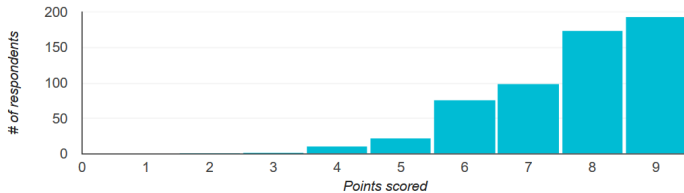


Average
7.68 / 9 points

Median
8 / 9 points

Range
2 - 9 points

Total points distribution



Statistics

Video Lectures

- Current Subscribers: 357
- Watch Time (Minutes): 70.1K
- Views: 9.6K

What Next?

Course Mechanics

- Attend Oral and Practical Exam - Next Week
- Follow Telegram for Announcements and Updates

- Take a Closer Look on Lectures 6,8,10,11
- Computer Vision
- Augmented Reality
- Game Programming

Thank You!



Thank
you!!

<https://www.haitham.ws>