Project 2 Requirements

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School of Data and Computer Science

CG Topics

- You can choose an interesting CG topic as the Project 2 achievement.

- including but not limited to:

  - Mesh Processing

  - Shape Analysis

  - Image Manipulation

  - Media Enhancement

  - Video Editing

  - Realistic & NPR Graphics
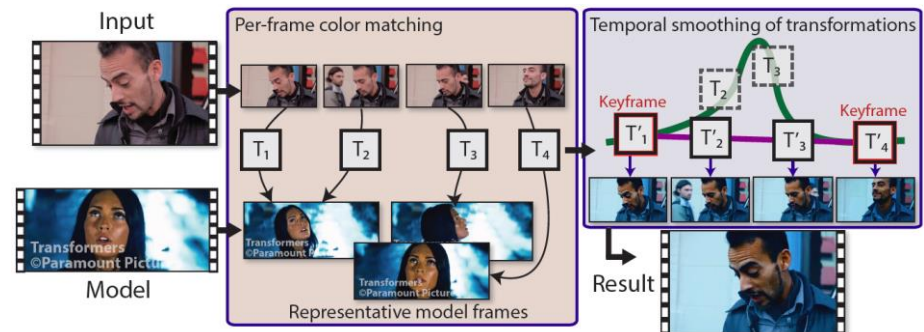
  - Games & Simulation
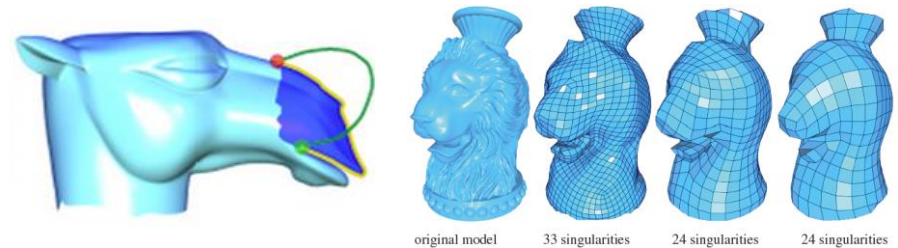
Range

- For academic topics

  - No earlier than 2012 year

  - Published in Conference: SIGGRAPH, SIGGRAPH Asia, Eurographics

  - Published in Journal: ACM TOG, IEEE TVCG

  - No full codes (just demo program is OK)

- For industrial topics

  - Do not use CUDA, OpenGL, DirectX or other toolkit samples.

  - Do not use the whole open source project without any new improvements.

Submission Requirements

- All source codes and datasets

- Executable files (e.g C++ program) or scripts (e.g. MATLAB M-files, Python script)

- Presentation slides (.pptx or .ppt format)

- Instruction for the program and screenshots (.docx document)

- Use screen recorder to record the manipulation for your work

- Deadline: Before 2016-07-10 24:00

Assistant Tools

- LIBIGL: A C++ Library for Geometry Processing without a Mesh Data Structure
  - http://libigl.github.io/libigl/tutorial/tutorial.html
- MATLAB 2015a or later (self-contained)
  - Image Processing Toolbox http://cn.mathworks.com/products/image/
  - Statistics and Machine Learning Toolbox http://cn.mathworks.com/products/statistics/
  - Optimization Toolbox http://cn.mathworks.com/products/optimization/
  - Computer Vision System Toolbox http://cn.mathworks.com/products/computer-vision/
- Geometric Tools Engine
  - http://www.geometrictools.com/index.html
- NVIDIA CUDA Toolkit 7.5
  - https://developer.nvidia.com/cuda-downloads
- The Numerical Tours of Signal Processing
  - Lots of samples in MATLAB, Python http://www.numerical-tours.com/