Student works, Lectures, Excursion, Workshops, …

Prof. Dr. Daniel Scherzer
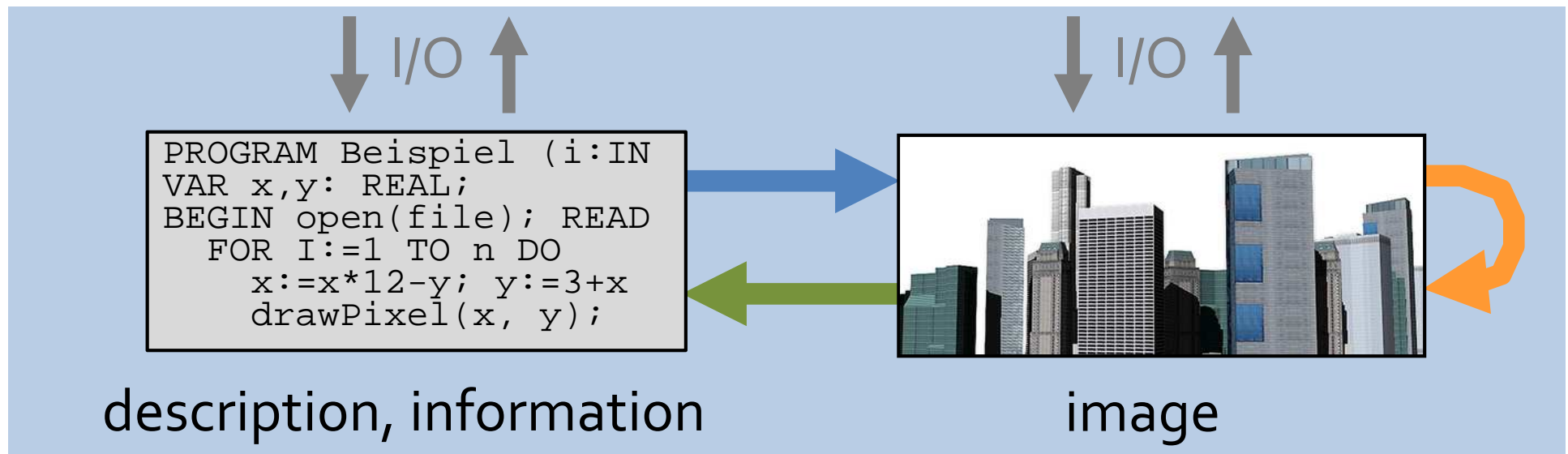
Who is talking to you?

- Daniel Scherzer (scherzer@hs-weingarten.de)
- Tyrolean (please note the dialect)
- "Du" vs "Sie"
- Studied (Dipl. Ing., Mag.) & PhD (Dr.) in Vienna
- Worked in Cuba, Saudi Arabia, Saarland (Max Planck)
- Research in real-time methods in computer graphics
- Climbing , mountaineering, paragliding, running, yoga

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

- Bachelor
    - Programmieren Praktikum
    - Spiele 2D (Computergrafik)
    - Spiele 3D (Spieleentwicklung)

- Master
    - Spiele 2D & 3D
    - Fortgeschrittene Spiele-Entwicklung
    - Multimediaprogrammierung
    - Spiele-Architektur und Programmierung

- Workshops, Excursions, Projects & bach/master thesis
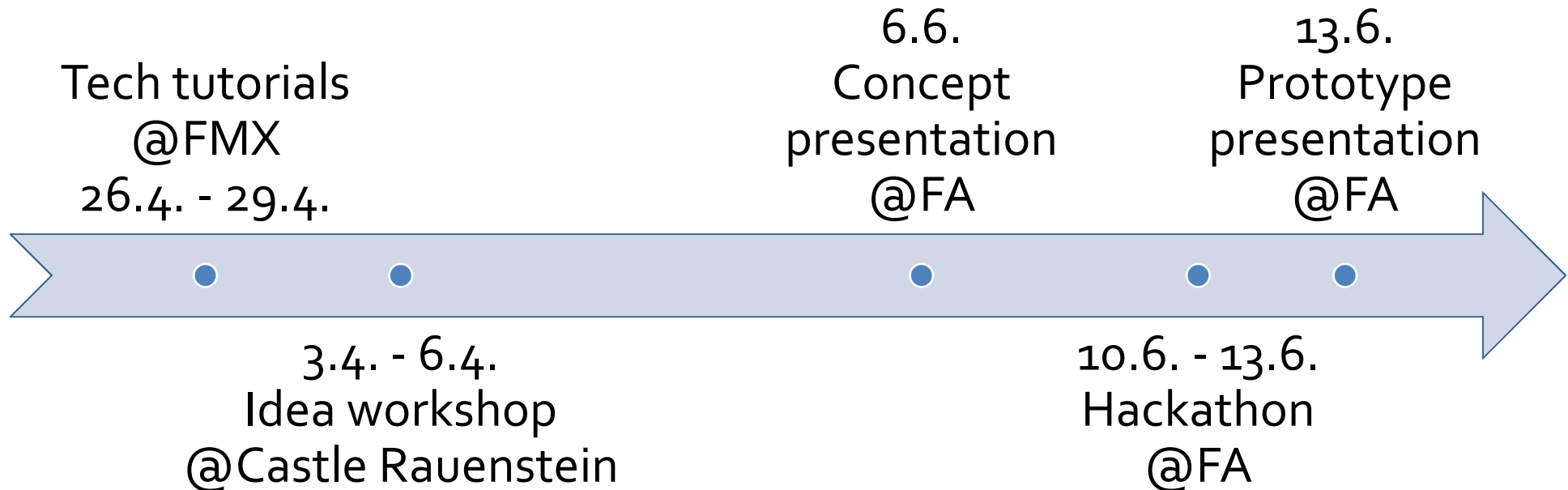
Games lab

- Since WS 2015 in T009
  - 7 PCs
    - Core i7 6Core
    - GTX980
    - Full HD / 4k monitors
  - 9 Oculus Rift
  - Leap motion
  - Kinect 1+2
  - 5 XBOX controllers

Workshop – Content Lab (5 ects)

- Together with Filmakademie Ludwigsburg (FA)
- Each group develops a prototype

Tech tutorials
@FMX
26.4. - 29.4.

6.6.
Concept
presentation
@FA

13.6.
Prototype
presentation
@FA

3.4. - 6.4.
Idea workshop
@Castle Rauenstein

10.6. - 13.6.
Hackathon
@FA

Workshop – Content Lab

- Idea workshop
  - Location Castle Rauenstein, Überlingen
  - 4 days
  - With students from *Interaktive Medien und Animation (FA)*

Content Lab Extended

- Projektarbeit/Praxisphase
  - Prototype → final product
  - Marketing

- Bachelor/Master thesis
  - Scientific treatment

| Content Lab | Projektarbeit (voluntary) | Praxisphase (voluntary) | Bachelor thesis (voluntary) |

Hochschule Ravensburg-Weingarten

FILMAKADEMIE BADEN-WÜRTTEMBERG

Content Lab - Results

FANTOCHE
13. INTERNATIONALES FESTIVAL
FÜR ANIMATIONSFILM
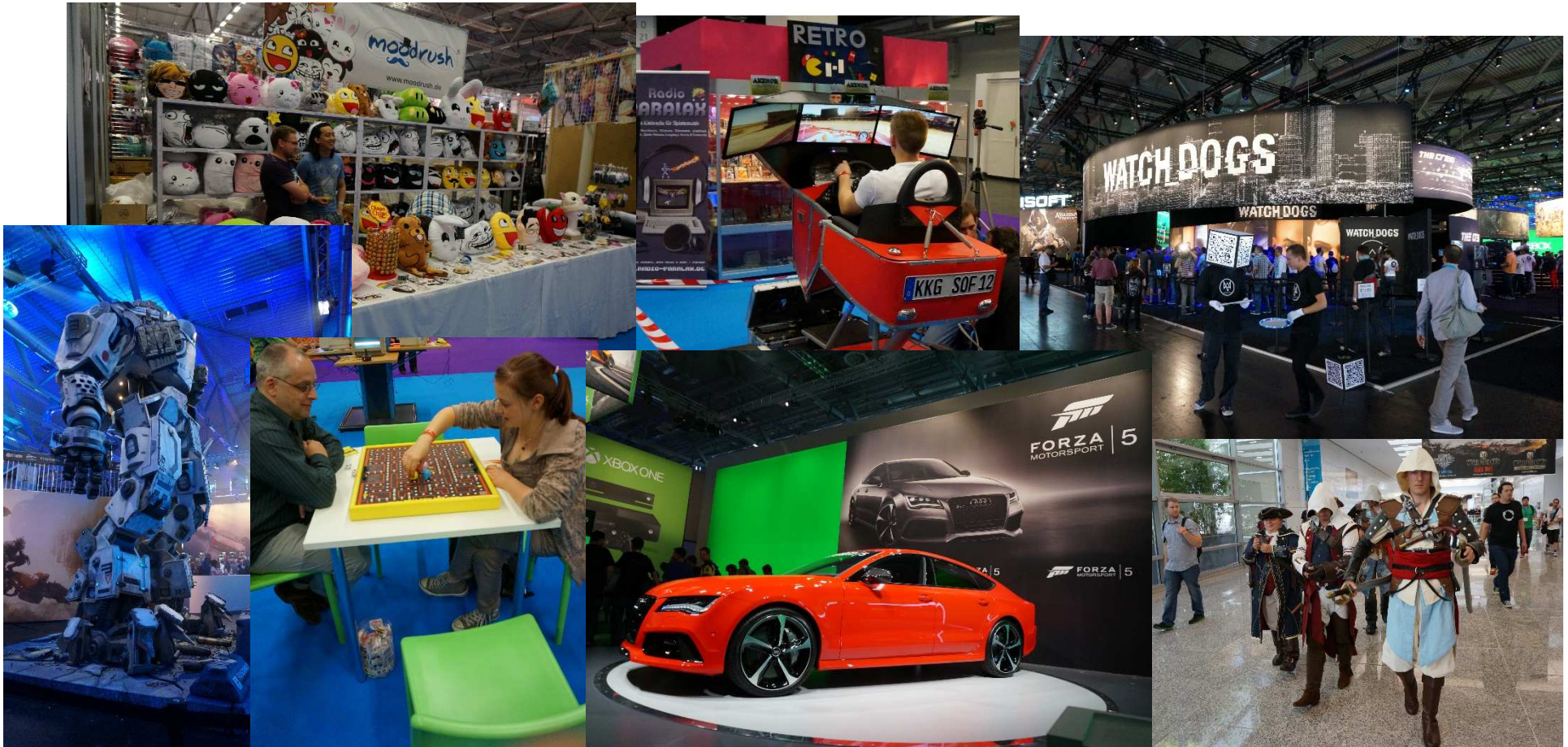BADEN / SCHWEIZ, 1. – 6. SEPTEMBER 2015

- 6 day workshop (~first week of September) in Baden
  Inbetween Animation and Game Design. Click it
  - Create a one-click game prototype with Unity3D
  - People from
    - Gamedesign ZHDK
    - HSLU Animation
    - Filmakademie
    - ETH
  - Results
    - Fantoche ArtistsTalk
    - gameZFestival

Exkursion - gamescom

- August
- Selected students

What else?

- Job mailing lists
    - lists.hs-weingarten.de/cgi-bin/mailman/listinfo/stud-jobs
    - (games, cg) industry, research
    - lists.hs-weingarten.de/cgi-bin/mailman/listinfo/jobs
- Trash movie nights
- Yoga@Sportzentrum

Student Projects

Project – Rollstuhl Simulator
Himmer, Wydler, Zimmermann

- Unity

- Oculus Rift

- Leap Motion

- Präsentiert
  - FMX
  - 50 Jahr Feier