

Student works, Lectures, Excursion, Workshops, ...

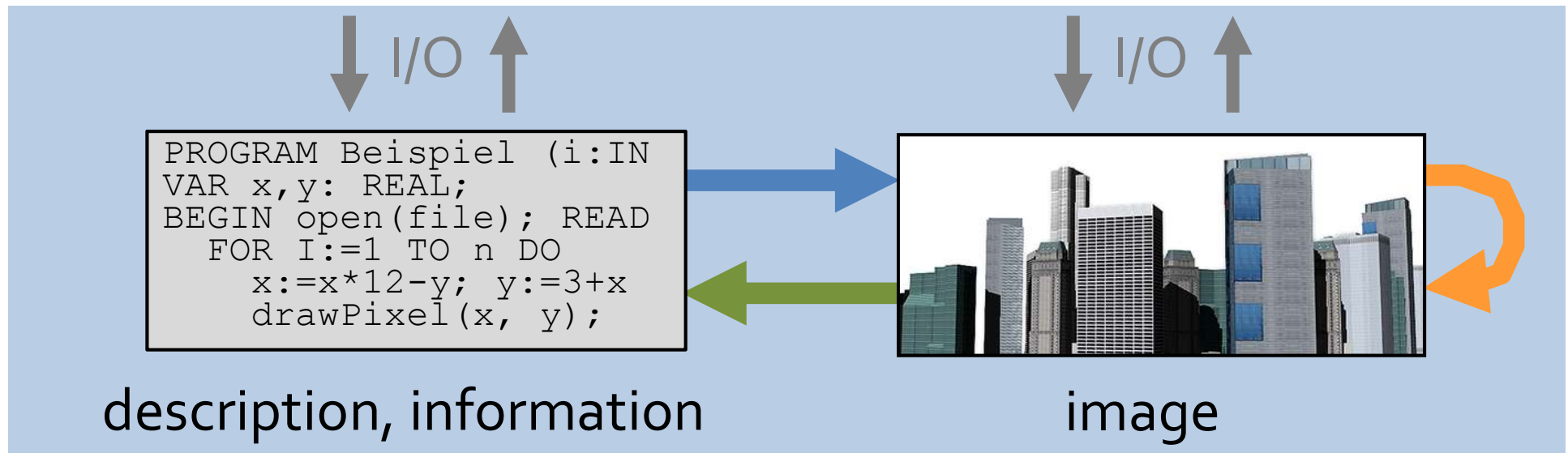
Prof. Dr. Daniel Scherzer

Daniel



Professor for Visual Computing

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



CG + BV + CV = „Visual Computing“

What do I do here?

- Since March 1st 2013 Professor for Visual Computing
- Bachelor
 - Programmieren Praktikum (AI1)
 - Spiele 2D (Computergrafik) (AI4, MD4)
 - Spiele 3D (Spieleentwicklung) (AI6, MD3)
- Master
 - Spiele 2D & 3D (IN)
 - Fortgeschrittene Spiele-Entwicklung (IN)
 - Multimediaprogrammierung (IN)
 - Spiele-Architektur und Programmierung (IN)
- Workshops, Excursions, Projects & bach/master thesis

Games lab

- Since WS 2015 in Toog
 - 7 PCs
 - Core i7 6Core
 - GTX1080
 - 4k monitors
 - 7 Oculus Rift
 - 2 HTC Vive
 - Leap motion
 - Kinect 1+2
 - 5 XBOX controllers



Exkursion - gamescom



Workshop – Content Lab (with FA)



Videos...

FANTOCHE

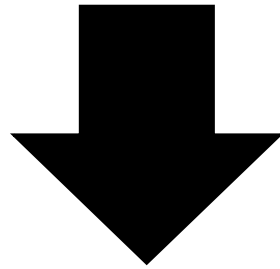
13. INTERNATIONALES FESTIVAL
FÜR ANIMATIONSFILM
BADEN / SCHWEIZ, 1. – 6. SEPTEMBER 2015

Game Workshop



Demo Videos...

Interested



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