Brown Visual Computing - Onboarding

Please read this page in its entirety before submitting this form:
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max_guo@brown.edu Switch account   Draft saved

* Indicates required question

Email *

☑ Record **max_guo@brown.edu** as the email to be included with my response

Your name *

Max Guo

Your concentration (e.g. "Computer Science") *

Computer Science

Your class level *

Sophomore ▾

Relevant CS courses you have taken / are currently taking *

- ☑ CSCI 1230: Introduction to Computer Graphics
- ☐ CSCI 1250: Introduction to Computer Animation
- ☐ CSCI 1280: Intermediate Computer Animation
- ☐ CSCI 1290: Computational Photography and Image Manipulation
- ☐ CSCI 1300: User Interfaces and User Experience
- ☐ CSCI 1320: Creating Modern Web and Mobile Applications
- ☐ CSCI 1370: Virtual Reality Design for Science
- ☐ CSCI 1410: Artificial Intelligence
- ☐ CSCI 1420: Machine Learning
- ☐ CSCI 1430: Introduction to Computer Vision
- ☐ CSCI 1470: Deep Learning
- ☐ CSCI 1950-N: 2D Game Engines
- ☐ CSCI 1950-U: 3D Game Engines
- ☐ CSCI 1950-T: Advanced Animation Production
- ☐ CSCI 2240: Interactive Computer Graphics
- ☐ CSCI 2300: Human Computer Interaction Seminar
- ☐ CSCI 2370: Interdisciplinary Scientific Visualization
- ☐ CSCI 2951-I: Computer Vision for Graphics and Interaction
- ☐ CSCI 2952-K: Topics in 3D Computer Vision and Machine Learning

Other relevant courses you have taken / are currently taking

Math 1060: Differential Geometry

Any other relevant skills / prior experience we should know about?

N/A

Specific faculty member you are interested in working with (optional)

Daniel Ritchie ▾

During which upcoming academic terms are you interested in doing research? *

☐ Next fall

☑ Next spring

☑ Next summer

What research project in the lab do you want to join? Or, if you're not sure: what kind of research are you interested in doing? *

I'm not sure about specific projects within the lab, but I'm very interested in the projects pertaining more towards the synthesis of 3D scenes and shapes. I went to one of the visual computing meetings recently where there was a presentation on generating "impossible geometry" and found it to be really interesting and was hoping to participate in research in that vein.

What starter project will you be doing? *

Train a neural net to generate 3D shapes ▾

If you selected "Some other project" above, please describe the project and justify why it is appropriate (e.g. what skills does it demonstrate?)

Your answer

If you selected "Some other project," and the project is one you've done in the past, please:
(a) Provide a link to a writeup or other documentation for the project, and
(b) Describe your process for carrying it out (timeline, etc.), and
(c) If it was a group project, please describe in detail what you personally completed of the project.

Your answer

A copy of your responses will be emailed to max_guo@brown.edu.

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