**İLERİ GÖRÜNTÜ İŞLEME DERS İZLENCESİ**

**İşlenecek konular**

1. <https://www.opengl-tutorial.org/beginners-tutorials/>
2. Görüntü işlemeye giriş [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/01_Intro_to_image_processing_1pp.pdf)
3. Gelişmiş görüntü işleme [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/02_Advanced_image_proc_1pp.pdf)[(notlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/grad_domain.pdf)
4. OpenCL'de paralel programlama [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/03_OpenCL_1pp.pdf)
5. Işık alanları [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/04_Lightfields_1pp.pdf)[(notlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/lf_rendering.pdf)
6. Renk [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/05_Colour_1pp.pdf)
7. Erken algı modelleri [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/06_Models_early_perception_1pp.pdf)
8. HDR ve ton eşleme [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/07_HDR_and_tone_mapping_1pp.pdf)
9. AR/VR [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/08_VR_intro_1pp.pdf)
10. Görüntüleme teknolojileri [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/09_Display_Technologies_1pp.pdf)
11. Stereo render [(slaytlar)](https://www.cl.cam.ac.uk/teaching/2021/AdvGraphIP/10_Stereo_rendering_1pp.pdf)

**Kaynaklar**

1. Hainich, R. and Bimber, O. (2016) *Displays: Fundamentals and Applications*. CRC Press (2nd ed.).
2. Boreskov, A. and Shikin, E. (2013) *Computer Graphics: From Pixels to Programmable Graphics Hardware*. CRC Press.
3. Reinhard, E., et. al. (2010) *High Dynamic Range Imaging: Acquisition, Display, and Image-Based Lighting*. Morgan Kaufmann (2nd ed.).