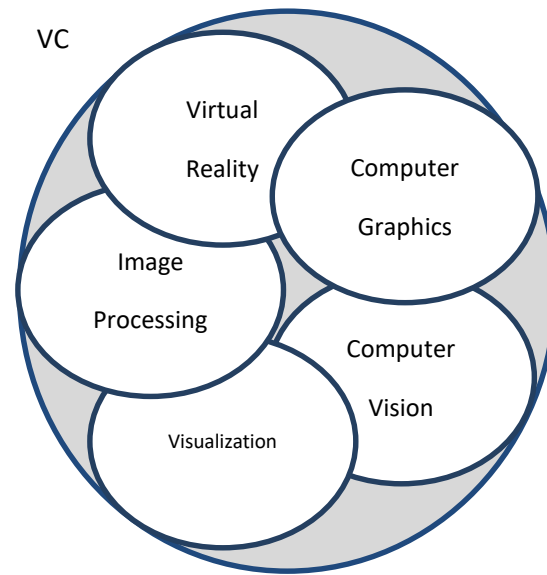


Visual Computing



Computer Graphics

Vertices
v1 v2 v3 v4 v5...

Triangles
t1: v1 v3 v4
t2: v5 v3 v1
...



Image Processing

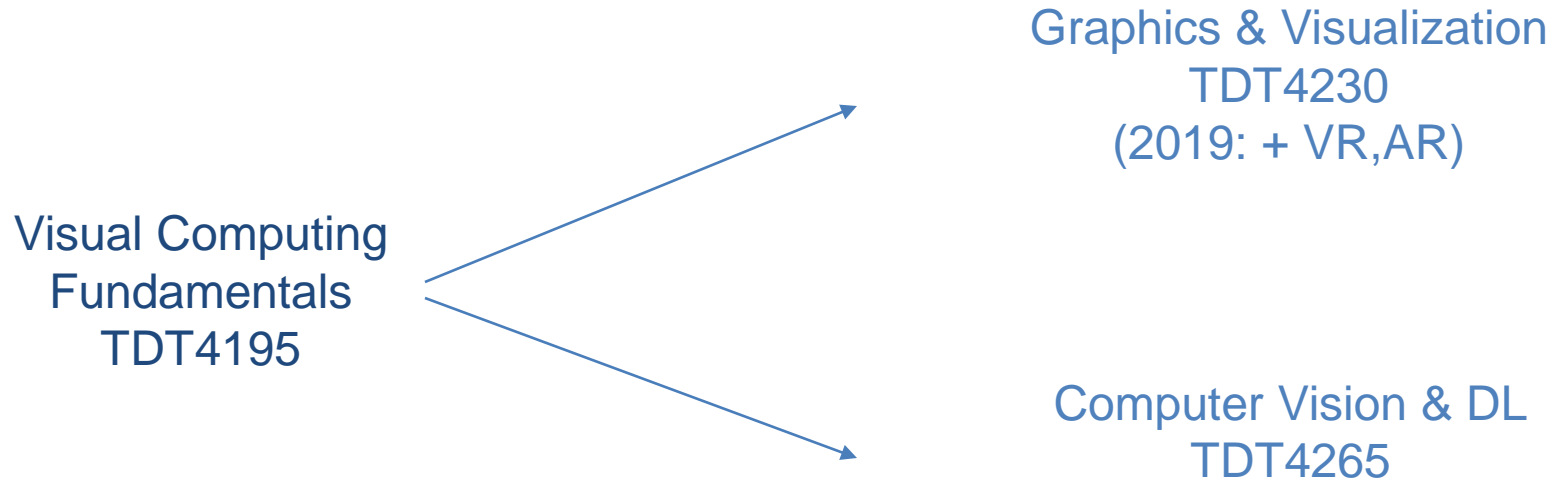


Computer Vision



Inger smiling!

VC Courses at IDI



TDT4195

- Composed of two parts:
 - Computer Graphics (first half)
 - Theo Theoharis & Bart Van Blokland
 - Digital Image Processing (second half)
 - Frank Lindseth & Håkon Hukkelås
- Guest lecture(s)
 - ARM: Danner Nielsen



Schlumberger VC Prize

- For best performance in VC courses in a year
 - TDT4195, TDT4230, TDT4265
- NOK 25.000 (may be shared)
- See Visual Computing lab website



TDT4195: Books & Grading

- Graphics part is based on:
"Graphics and Visualization: principles & algorithms", by T. Theoharis et al, Taylor & Francis
- Both books usable for follow-up courses
- Grading:
 - 30% based on ~6 small assignments
 - 70% based on written examination

TDT4195: Intended Syllabus

- Introduction to Visual Computing, Computer Graphics' main concepts, the Graphics Pipeline (1).
- Clipping (2).
- Transformations and Projections (4).
- Scene Graphs (1).
- Rasterization and Antialiasing (2).
- Colour Representation (1).
- Culling and Hidden Surface Elimination (1).
- Illumination (1).

Graphics Labs

- 1st Drawing triangles
- 2nd Transformations
- 3rd Composite transformations, scene graphs
- Held (almost) weekly at Cybele
- Remember the Doodle for lab help (see Blackboard)

TDT4195: Intended Timing 2019

