CMPT 757 - G100 Frontiers of Visual Computing

Instructor(s): Manolis Savva

Calendar Objective/Description:
A seminar-oriented course covering the latest technological advances and trends in visual computing and relevant domains. The focus is on relating fundamental visual computing concepts and techniques to the inception, evolution, and future prospects of these trend-setting technologies.

Instructor’s Objectives:
To give students a broad overview of emerging technologies in visual computing and their impact in a variety of application domains. Students will be exposed to state-of-the-art research in a breadth of topics spanning disciplines involving visual computing.

Prerequisites:
This course is only available to students enrolled into the Visual Computing Specialization of the Professional Master’s program in Computer Science.

Topics:
- Topics covered will evolve over time, depending on the latest technological trends in visual
- Generative models for 3D content creation
- Computational design and fabrication
- Human interaction capture and its applications in animation, robotics, AR/MR
- Autonomous driving and enabling technologies

Grading:
To be discussed in the first week of class.

Academic Honesty Statement:
Academic honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty will be handled in accordance with the SFU Academic Honesty and Student Conduct Policies (http://www.sfu.ca/policies/gazette/student.html).