CMPT 742 - G100 Visual Computing Lab I

Instructor(s): Ali Mahdavi-Amiri

Calendar Objective/Description:
Visual Computing Lab I

Instructor's Objectives:
To give students hands-on experience in vision, image processing, and graphics, including image inpainting, 3D reconstruction, computational fabrication, and AR/VR. Guided labs teach students to exploit these algorithms to build prototype programs for real industrial applications.

***Note that if you are participating online, you need fast internet, a laptop, and a webcam for attending lectures and complete assignments.

Prerequisites:
see go.sfu.ca

Topics:
- Image Inpainting, AR/VR, Computational Fabrication, 3D reconstruction

Grading:
Tentative: 60% Assignments, 40% Final Project. Exact grading scheme will be communicated with student during the first week of the course.

Recommended Books:

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).