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 ).