

Department of Computer Science IV



Get Together HWS 2016
Benjamin Guthier

Department of Computer Science IV

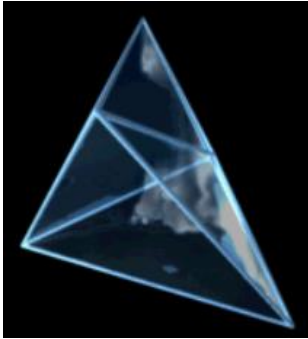


Computer Networks and Multimedia Technology

Prof. Dr.-Ing. W. Effelsberg



Graphics & Multimedia



Rendering



Colors



Ray tracing



Images: wikipedia.org

Serious Games



www.knowledge-gaming.de/games/word_domination/

Graphics & Multimedia, cont.



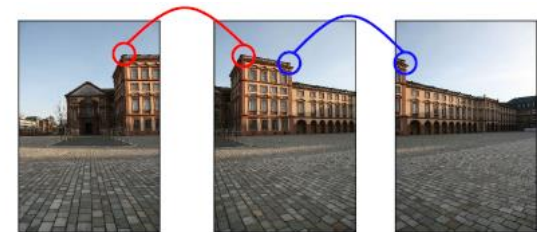
Object recognition (Kinect)



Detect regions



HDR (high dynamic range)



Panoramic images

Course Overview

Name of Module	Offered	Language	ECTS
Computer Vision	Fall 2016	E / G	6
Computer Games	Fall 2016	E / G	6

Seminar (Fall 2016)

Procedural Content Generation for Computer Games

Team Project (Fall 2016, only 1 semester!)

Bringing Virtual Reality to Serious Games

Additional information is available on the Web:

<http://ls.wim.uni-mannheim.de/de/pi4/teaching/>

QUESTIONS?

CONTACT

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