Seminar Computergraphik
Wintersemester 2022

Current research topics and results in the field of computer graphics

Seminar Overview

- Goal: Introduction to scientific work
- Individual topic and supervisor
- Tasks:
  - Writing a **summary** about a paper (scientific publication)
  - Write a **review** about the summary of another participant
  - **Presentation** of the paper with subsequent discussion

Task — Latex Summary

- Reading and understanding the paper
- Contacting the supervisor in case of questions
- Summary:
  - Show that you understood the topic
  - What are the positive and negative aspects of the paper?
  - Written in your own words
  - At least 8 pages in the CG Latex template
  - Language: German or English

Task — Review

- Read and review the summary of another participant
  - Is the contribution of the paper clear?
  - Has the method been explained sufficiently?
  - Are equations, plots, and images correct and adequate?
  - …
- Roughly 1 – 2 pages
- Afterwards: Improve your own summary based on the feedback

Task— Presentation

- Create slide using your preferred template and software tool
- **Practice of the talk** with your supervisor (Mandatory!)
- Final Presentation
  - Max. 20 mins
  - 10 mins discussion and questions
  - *27.01.2023, 09:00 - 12:00: Talks 1*
  - *03.02.2023, 09:00 - 12:00: Talks 2*

Evaluation Criteria

- Compliance with mandatory deadlines
- Communication with supervisor
- Bachelor or Master student
- Quality of the latex summary
- Active participation in the review process
- **Main part**: Quality of presentation and slides

Timeline

Kick-Off	Now ☺
Deregistration deadline	*07.11.2022*
Summary deadline	27.11.2022
Review deadline	07.12.2022
Improved summary deadline	27.12.2022
Practice talk deadline	20.01.2023
Hand in of presentation slides	26.01.2023
Talks 1	27.01.2023, 09:00
Talks 2	03.02.2023, 09:00

Topic Assignment

Name	Topic	Supervisor	Mail
Amit	Datamations: Animated Explanations of Data Analysis Pipelines	Susana	castillo@cg.cs.tu-bs.de
Niclas	Adaptive Redirection: A Context-Aware Redirected Walking Meta-Strategy	Colin	groth@cg.cs.tu-bs.de
Karl	Neural 3D Holography: Learning Accurate Wave Propagation Models for 3D Holographic Virtual and Augmented Reality Displays	Sascha	fricke@cg.cs.tu-bs.de
Eric	Plenoxels: Radiance Fields without Neural Networks	Moritz	kappel@cg.cs.tu-bs.de
Adem	Vanishing Importance: Studying Immersive Effects of Game Audio Perception on Player Experiences in Virtual Reality	JP	tauscher@cg.cs.tu-bs.de
Yousri	EAMM: One-Shot Emotional Talking Face via Audio-based Emotion-Aware Motion Model	Leslie	woehler@cg.cs.tu-bs.de

Presentation dates

	27.01.2023	03.02.2023
9:00	Eric	Niclas
9:30	Adem	Karl
10:00	Yousri	Amit

Attendance is mandatory in both sessions!

graphics.tu-bs.de/teaching

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