



# Seminar Computergraphik

## Sommersemester 2023

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
  - *07.07.2023, 09:00 - 12:00: Talks 1*
  - *10.07.2023, 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 ☺
<i>Deregistration deadline</i>	<i>26.04.2023</i>
Summary deadline	14.05.2023
Review deadline	28.05.2023
Improved summary deadline	18.06.2023
Practice talk deadline	30.06.2023
Hand in of presentation slides	06.07.2023
<b>Talks 1</b>	07.07.2023, 09:00 Uhr
<b>Talks 2</b>	10.07.2023, 09:00 Uhr



# Topic Assignment

Name	Topic	Supervisor	Mail
<b>Philip Harling</b>	Noise-based Enhancement for Foveated Rendering	Colin Groth	groth@cg.cs.tu-bs.de
<b>Zevar Hoshimova</b>	Example-Based Microstructure Rendering with Constant Storage	Sascha Fricke	fricke@cg.cs.tu-bs.de
<b>Jan-Ole Kirstein</b>	Fast Dynamic Radiance Fields with Time-Aware Neural Voxels	Moritz Kappel	kappel@cg.cs.tu-bs.de
<b>Pankaj Rajoria</b>	Do You See What You Mean? Using Predictive Visualizations to Reduce Optimism in Duration Estimates	Susana Castillo	castillo@cg.cs.tu-bs.de
<b>Jan Peter Vierling</b>	SyncUp: Vision-based Practice Support for Synchronized Dancing	Jan-Philipp Tauscher	tauscher@cg.cs.tu-bs.de





# Presentation dates



**Attendance is mandatory in both sessions!**



[graphics.tu-bs.de/teaching](http://graphics.tu-bs.de/teaching)

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[seminar@cg.cs.tu-bs.de](mailto:seminar@cg.cs.tu-bs.de)

