Seminar Computergraphik
Winter semester 2023-24

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 the slides 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
• **26.01.2024, 09:00 - 10:30 Talks 1**
• **02.02.2024, 09:00 - 10:30 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
<table>
<thead>
<tr>
<th>Event</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kick-Off</td>
<td>Now 😊</td>
</tr>
<tr>
<td><em>Deregistration deadline</em></td>
<td>06.11.2023</td>
</tr>
<tr>
<td>Summary deadline</td>
<td>26.11.2023</td>
</tr>
<tr>
<td>Review deadline</td>
<td>06.12.2023</td>
</tr>
<tr>
<td>Improved summary deadline</td>
<td>20.12.2023</td>
</tr>
<tr>
<td>Practice talk deadline</td>
<td>19.01.2024</td>
</tr>
<tr>
<td>Hand in of presentation slides</td>
<td>25.01.2024</td>
</tr>
<tr>
<td>Talks 1</td>
<td>26.01.2024, 09:00 Uhr</td>
</tr>
<tr>
<td>Talks 2</td>
<td>02.02.2024, 09:00 Uhr</td>
</tr>
</tbody>
</table>
# Topic Assignment

<table>
<thead>
<tr>
<th>Name</th>
<th>Topic</th>
<th>Supervisor</th>
<th>Mail</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minela Becirovic</td>
<td>A Study of Change Blindness in Immersive Environments (IEEE VR 2023)</td>
<td>Colin Groth</td>
<td><a href="mailto:groth@cg.cs.tu-bs.de">groth@cg.cs.tu-bs.de</a></td>
</tr>
<tr>
<td>Marius Werkmeister</td>
<td>Iterative alpha-(de)Blending: a Minimalist Deterministic Diffusion Model (SIGGRAPH 2023)</td>
<td>Sascha Fricke</td>
<td><a href="mailto:fricke@cg.cs.tu-bs.de">fricke@cg.cs.tu-bs.de</a></td>
</tr>
<tr>
<td>Mathias Ivanov</td>
<td>K-Planes: Explicit Radiance Fields in Space, Time, and Appearance (CVPR 2023)</td>
<td>Moritz Kappel</td>
<td><a href="mailto:kappel@cg.cs.tu-bs.de">kappel@cg.cs.tu-bs.de</a></td>
</tr>
<tr>
<td>Felix Wischhusen</td>
<td>3D Gaussian Splatting for Real-Time Radiance Field Rendering (TOG 2023)</td>
<td>Florian Hahlbohm</td>
<td><a href="mailto:hahlbohm@cg.cs.tu-bs.de">hahlbohm@cg.cs.tu-bs.de</a></td>
</tr>
<tr>
<td>Amjad Alwadi</td>
<td>A Hybrid Generator Architecture for Controllable Face Synthesis (SIGGRAPH 2023)</td>
<td>Jan-Philipp Tauscher</td>
<td><a href="mailto:tauscher@cg.cs.tu-bs.de">tauscher@cg.cs.tu-bs.de</a></td>
</tr>
<tr>
<td>Steffen Szramka</td>
<td>Review and Collation of Graphical Perception Knowledge for Visualization Recommendation (CHI 2023)</td>
<td>Susana Castillo</td>
<td><a href="mailto:castillo@cg.cs.tu-bs.de">castillo@cg.cs.tu-bs.de</a></td>
</tr>
</tbody>
</table>

Institut für Computergraphik
Susana Castillo Alejandre
Presentation dates

26.01.2024

9:00 Felix Wischhusen
9:30 Steffen Szramka
10:00 Marius Werkmeister

02.02.2024

9:00 Amjad Alwadi
9:30 Mathias Ivanov
10:00 Minela Becirovic

Attendance is mandatory in both sessions!