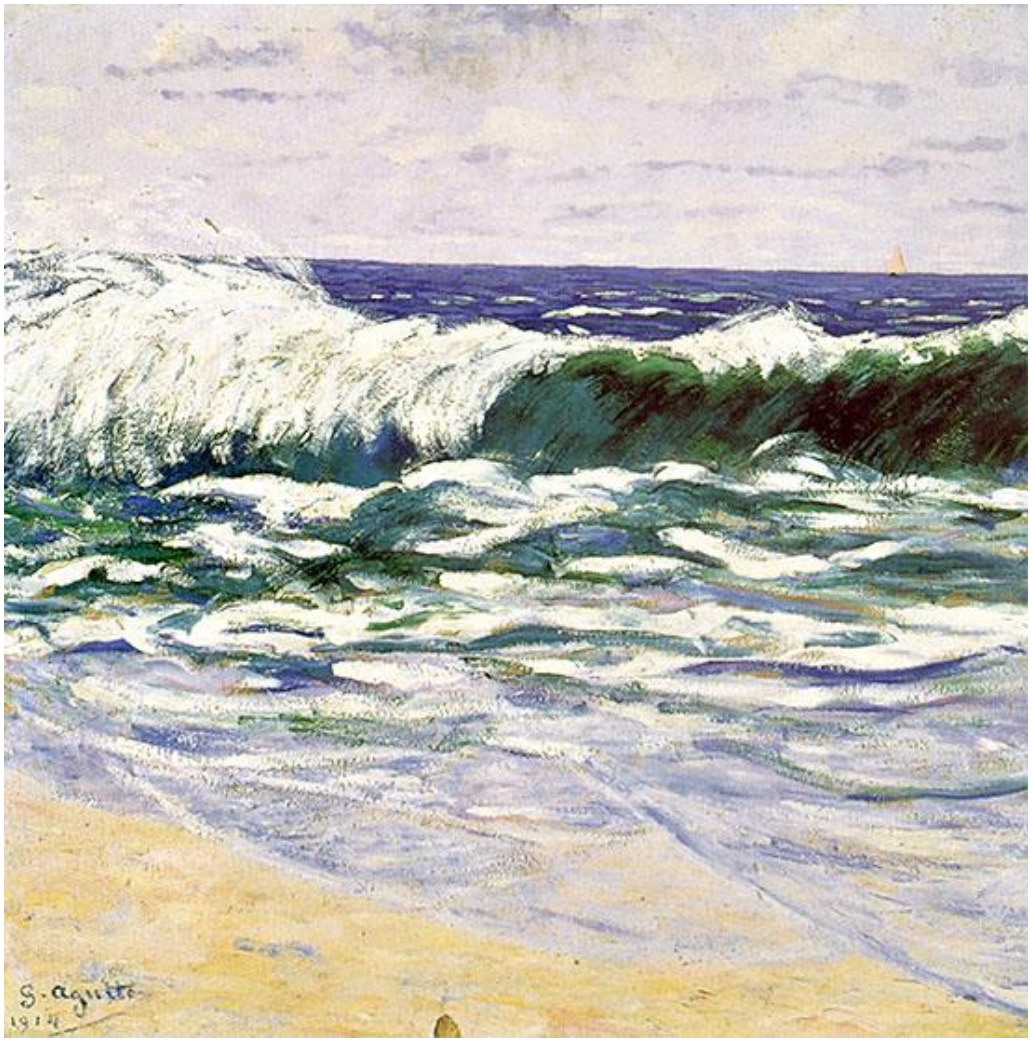
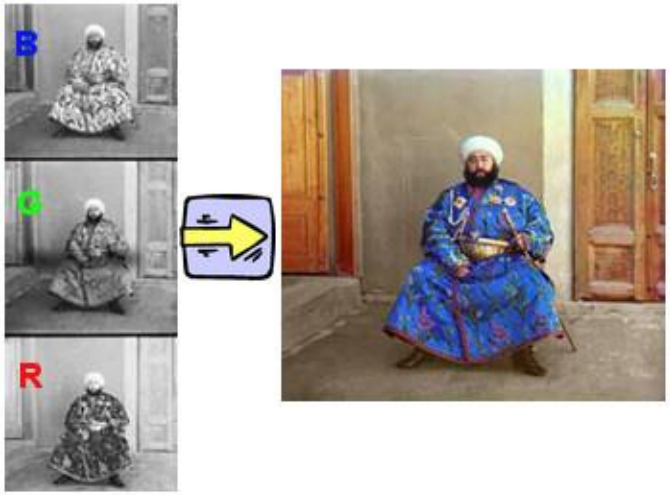
Overview and looking ahead

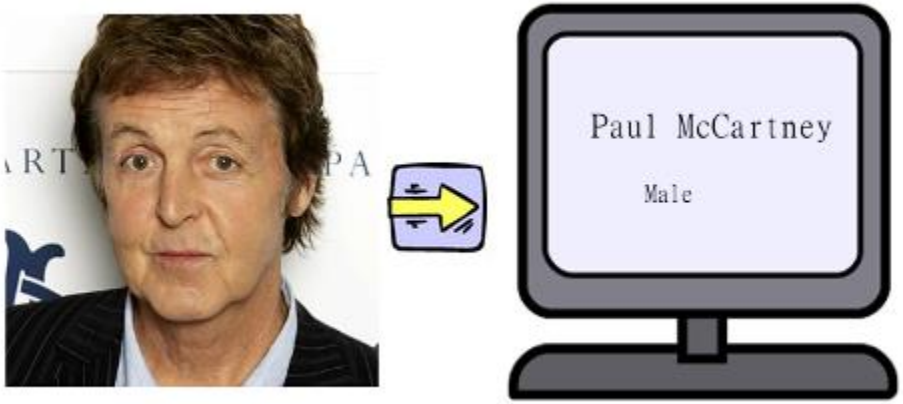


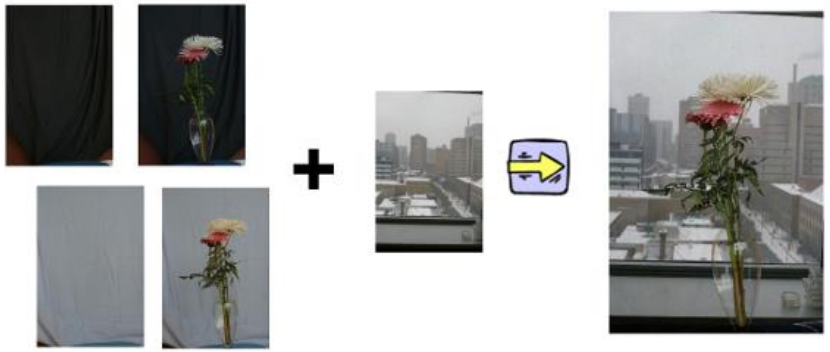
Georgette Agutte, “Wave in Lacanau”

CSC320: Introduction to Visual Computing

Michael Guerzhoy


B
G
R


Paul McCartney
Male



Special topics

- Hybrid images
- Flash/no flash photography
- Eulerian motion magnification (need just the high-level story for the exam)
- Scene completion with Millions of Photographs(need just the high-level story for the exam)
- White balancing and #thedress
- …

What next

Interested in big data/practical ML and here in the summer? Check out http://www.cs.toronto.edu/~guerzhoy/utds/ in the summer

- CSC420
  - Focused on *image understanding* – e.g., object recognition, a bit on understanding the geometry of the objects in the scene (e.g., how find rectangles in an image). Uses edge detection, filtering, etc. as basic building blocks of algorithms
- CSC321, CSC411, CSC412
  - Machine learning: how to build good classifiers. Lots of applications to computer vision (cover e.g. PCA and nearest-neighbour, go from there)
- CSC418
  - Computer graphics: create artificial images. Uses e.g. homogenous coordinates
- Check out the grad courses calendar as you go into fourth year, and try to work with a prof in the summer or as CSC494 at any time
- Industry: you now have some experience with dealing with data (P3) and with visual computing applications

See you at the pre-exam office hours!

- Almost every day 4-7. See website on Wednesday night for details.