

Virtual Laboratory for Computer Graphics & Machine Vision



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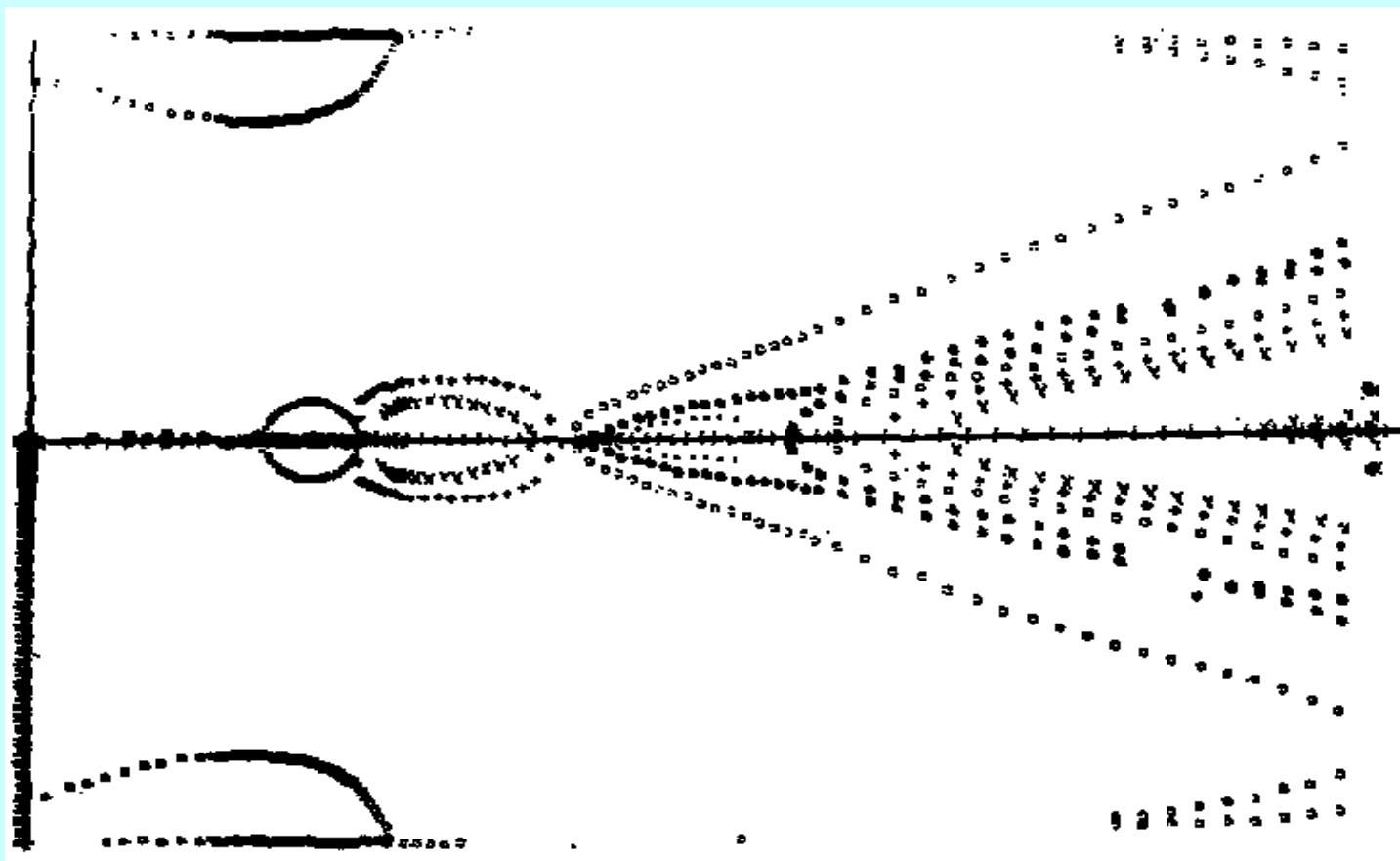
- ☒ Evolution: Formation and Development of CG Education at MSU
- ☒ Approaches and Techniques: Dependence on Level of Education

Formation and Development of CG Education at MSU



- ☒ Russian Academy of Sciences (RAS) vs Universities
- ☒ The first steps in CG research and education
- ☒ Levels of Education

The first steps in CG research and education



International Conference Graphicon 1999,
Moscow, Russia, <http://www.graphicon.ru/>


Levels of Education at MSU



CG curriculum embraces all levels of education:

- ☒ Undergraduate level (300 students)
computer science majors
- ☒ Graduate level (30 students)
computer graphics majors
- ☒ Post-graduate level (6 students)

Undergraduate level



The main concerns:

- ☒ The content and methodology for teaching the introductory computer graphics course
- ☒ Course delivery and communication between teaching team and students
- ☒ Distance learning, digital library

Undergraduate level

OpenGL



International Conference Graphicon 1999,
Moscow, Russia, <http://www.graphicon.ru/>

Graduate level



The main concerns:

- ☒ Advanced topics of Computer Graphics dependent on specialization
- ☒ Guidance team projects through the projects
- ☒ Virtual laboratory, digital library


Graduate level



Topics of research projects:

- ⌘ Fractal Image Compression
- ⌘ Photorealistic rendering
- ⌘ Reconstruction and Visualization of Dynamic 3D-Real-World Scenes from Calibrated Video Feeds
- ⌘ Adaptive representation of radiance functions

Post-graduate level



The main concerns:

- ☒ Real experience in the production process
- ☒ Real world projects
- ☒ Turning a research prototype in product and technology transfer from university to industry