



Dear students

The MVG project is a central component of this Master's program. The project will be part of your next three semesters. The goal is to introduce you to requirements of industry and science in the field of visual computing. A project can deal with the development of:

- Video Games (Desktop, Mobile, ...)
- Display or Interaction Hardware
- VR or AR experiences
- Game Engines
- Rendering Frameworks (Ray Tracing, Path Tracing, Vulkan, ...)
- Scientific Visualization Toolkits
- Computer Vision Frameworks
- Machine Learning Toolkits with a focus on Visual Computing
- Interactive Simulation Scenarios
- ...

You will have to develop ideas for suitable projects, plan, coordinate, carry things out, and evaluate them. However, at the beginning is your vision.

Task:

Please prepare a 10 min project pitch of your ideas (presentation). Do not prepare more than 8 slides. Try to motivate the What, Why, When, and How of your project. The presentation must be in English.

Be prepared to give your presentation during the first lecture on April 23rd

You will have to work in small groups (three to five) and not every project will get a chance to be chosen by a sufficiently high number of participants. Though we will do our best to match up groups as best as we can, a good and catchy pitch can make the difference in favor of your project vision. Please also take into account that the project must be worked on as a group during the next three semesters. The project must be big enough to keep you and your entire group busy for that time ;)

Course material will be provided using the lea system. The course can be found using the following link

https://lea.hochschule-bonn-rhein-sieg.de/goto.php?target=crs_708446

In case there are any questions, you need support, or you do not have a university account yet, please contact

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We will set up regular video meetings during the lecture times. Further information will be provided via email. Please check your official university account regularly.