



Fundamentals of 3D

Frank Nielsen
Ecole Polytechnique



Status de ``Visual Computing" aujourd'hui

Check the papers of those conferences to get a flavor:

ACM Siggraph
Eurographics

**Computer
graphics**



ACM Chi



**Human computer
interface**

Cross-fertilization

ICCV/CVPR

**Computer
vision**



CVPR 2008

IEEE Computer Society Conference
on Computer Vision and Pattern Recognition

Egan Convention Center, Anchorage, Alaska
June 24-26, 2008



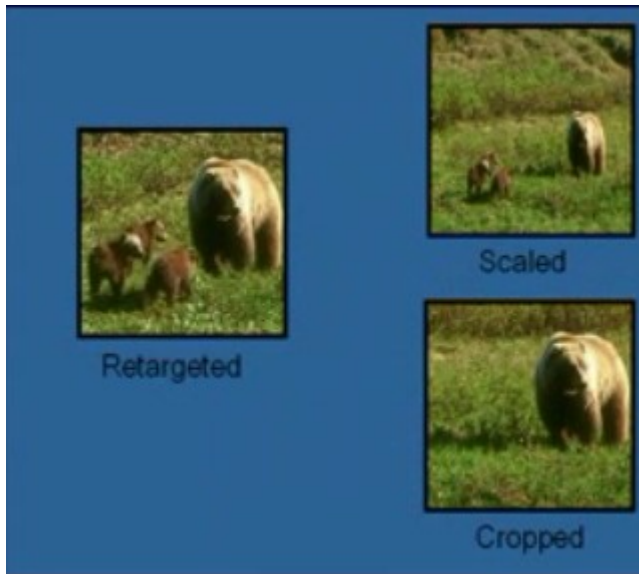
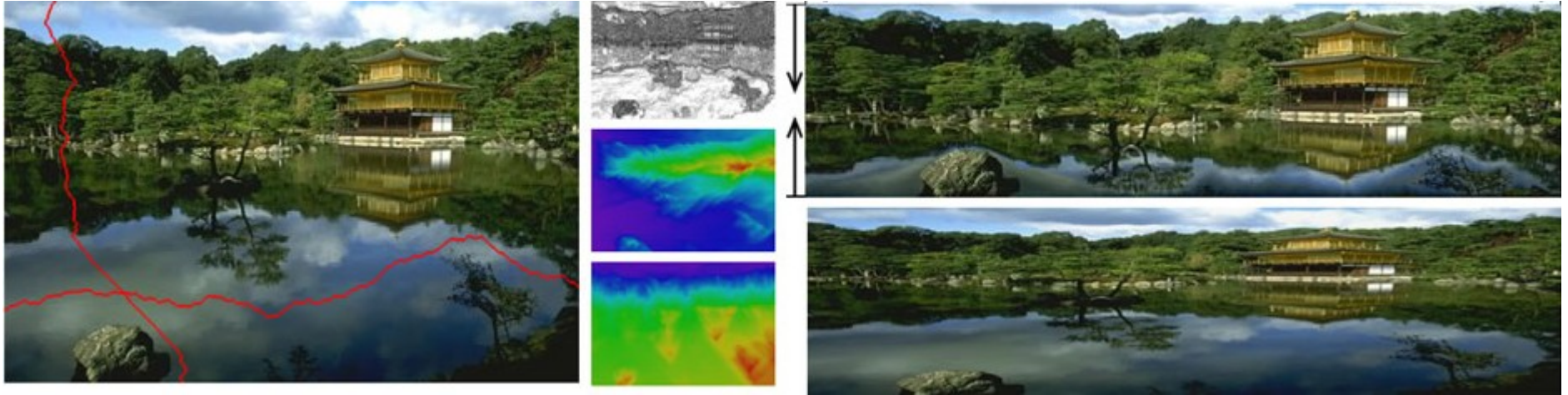
ICML

**Machine
Learning**



To give a starter (SIGGRAPH 2007)

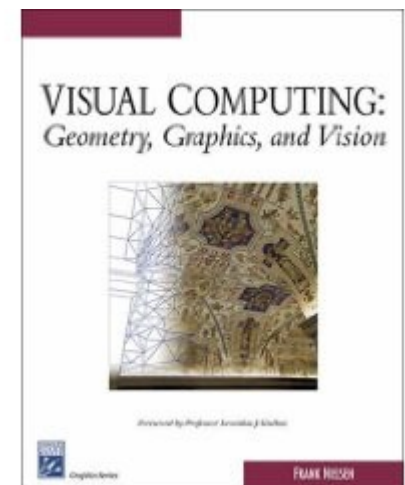
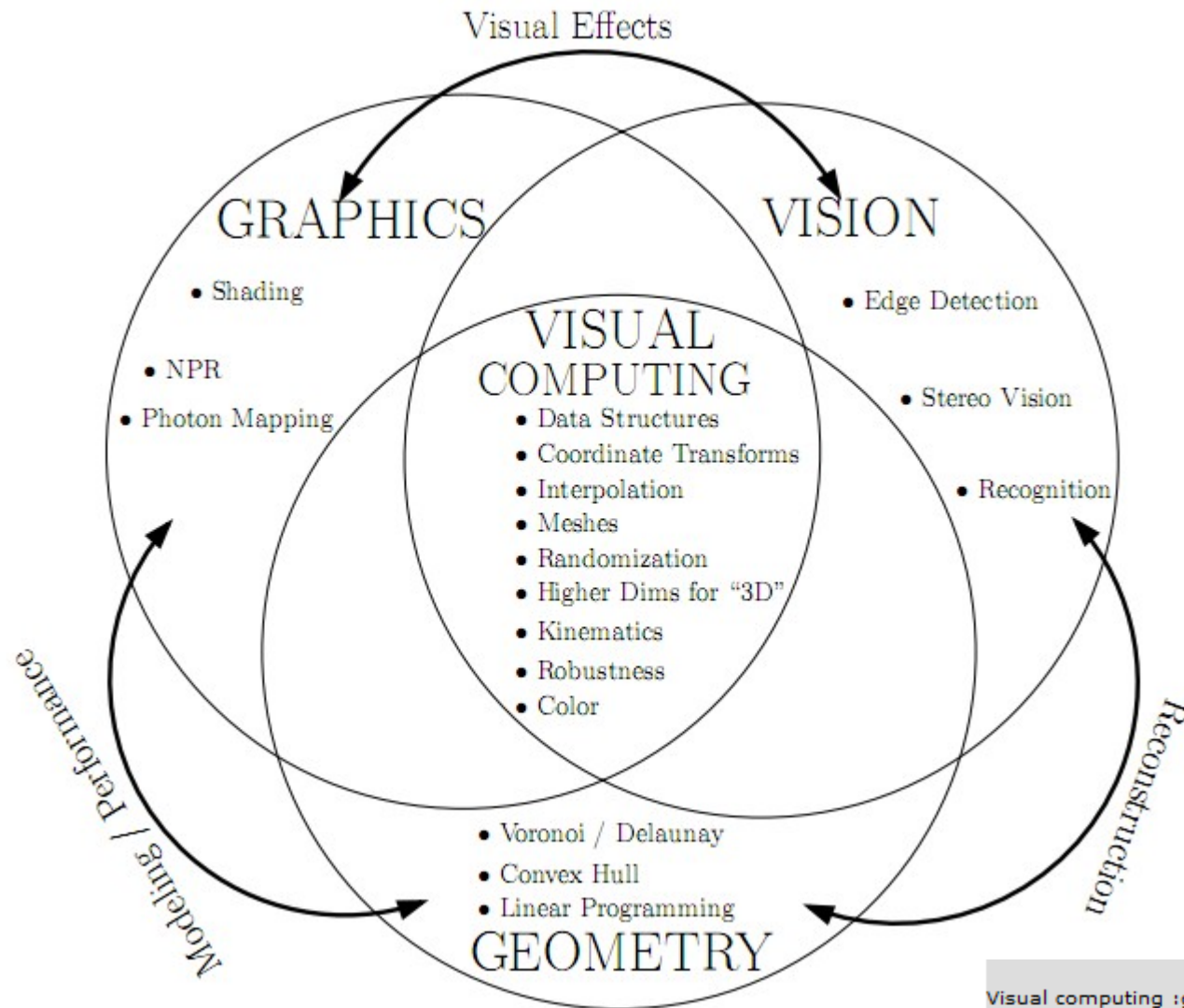
Seam Carving for Content-Aware Image Resizing



<http://kesen.huang.googlepages.com/sig2008.html>

<http://kesen.huang.googlepages.com/siga2008Papers.htm>

Cross-disciplinary field of Visual Computing



Visual computing : geometry, graphics, and vision / Frank Nielsen. - Hingham, Mass : Charles River Media, 2005. - XVI-560 p. : ill. ; 25 cm
681.35.8 NIE.VIS

Multiple view geometry in computer vision / Richard Hartley, Andrew Zisserman. - Cambridge : Cambridge University Press, 2003. - XVI-655 p. : ill. ; 25 cm
681.35.8 ZIS.MUL

<http://www.bibliotheque.polytechnique.fr/>

http://www.edu.polytechnique.fr/index.php?page=orga_3a

Du 18 au 20 Novembre 2008 en Amphi Pierre Faure

LIX Emerging Trends in Visual Computing (ETVC'08)
18th-20th November 2008



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[Aerial view of "X"](#)

<http://www.lix.polytechnique.fr/Labo/Frank.Nielsen/ETVC08/>

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Formation/Master

- Premiere annee sur le site,
- Deuxieme annee sur Paris ou a l'International
- Master MPRI
- Master MVA
- Telecom INT (Imagerie High Tech)
- Etc.

Stage d'initiation a la recherche

Nombreux programmes:

- MIT-France (Camera culture)
- Etc.

- Dans l'industrie:
- Sony
- NVIDIA
- Etc.

- Sur place au LIX:

<http://www.sonycs1.co.jp/person/nielsen/stagesX/internships.html>