Virtual Laboratory for Computer Graphics & Machine Vision

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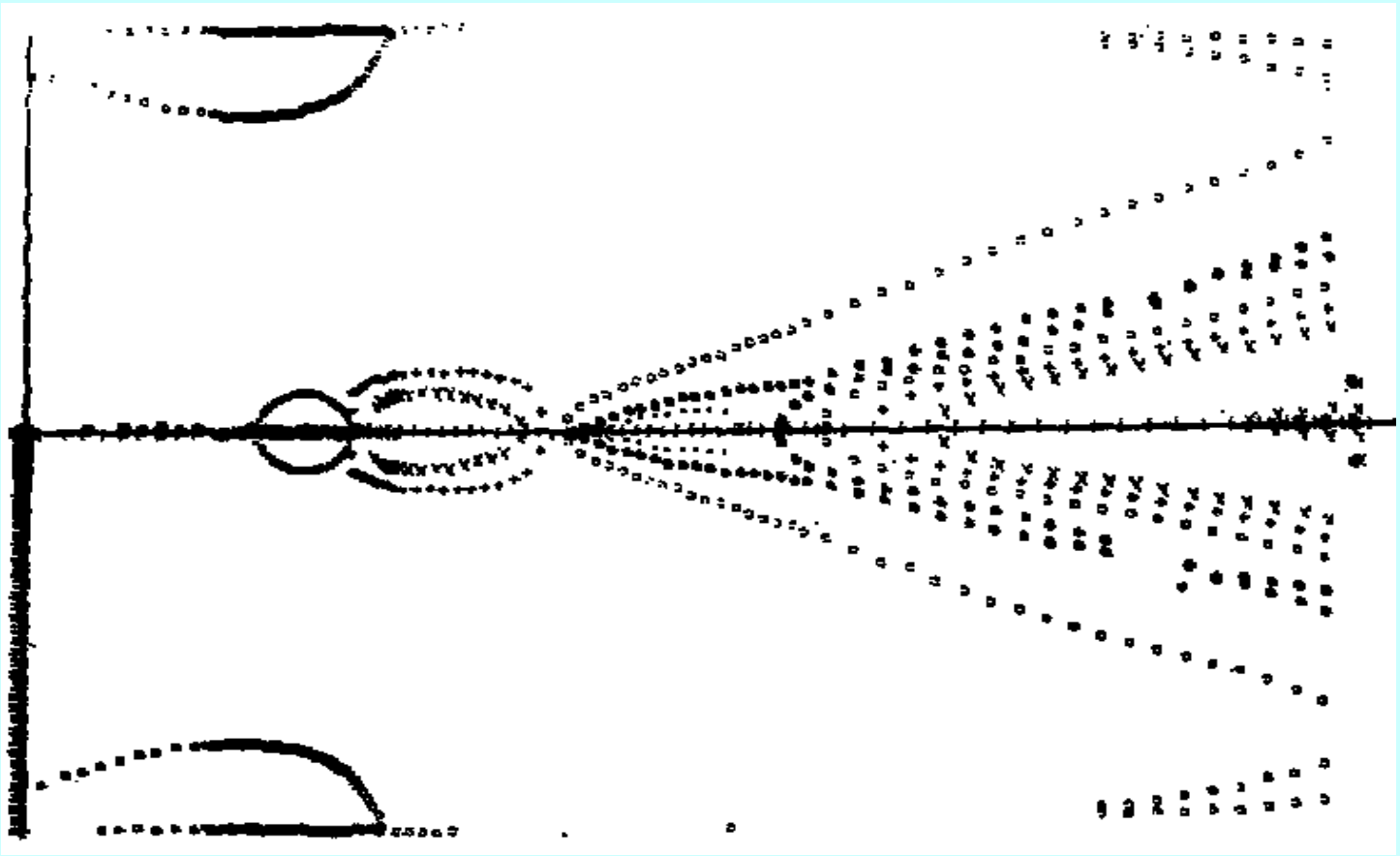
- Evolution: Formation and Development of CG Education at MSU
- Approaches and Techniques: Dependence on Level of Education

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

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



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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,
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Graduate level

The main concerns:

- Advanced topics of Computer Graphics dependent on specialization
- Guidnence 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