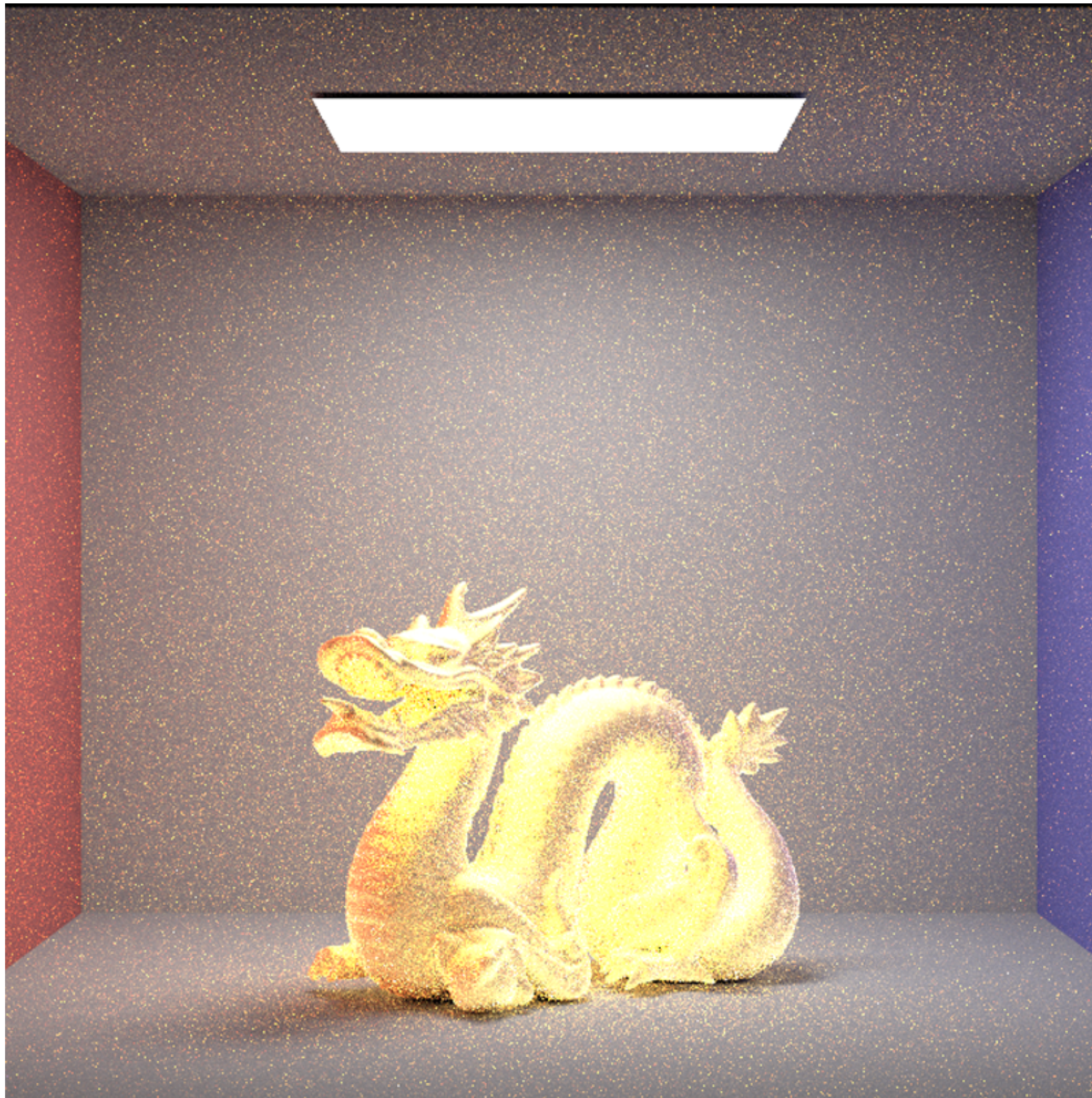


Art Competition #3 Results

Art Competition #3 – 3rd Place



**Shannon Shih
– Glowing dragon**

A happy little accident :)

Art Competition #3 – 2nd Place

Samuel Paradis – “Realistic”

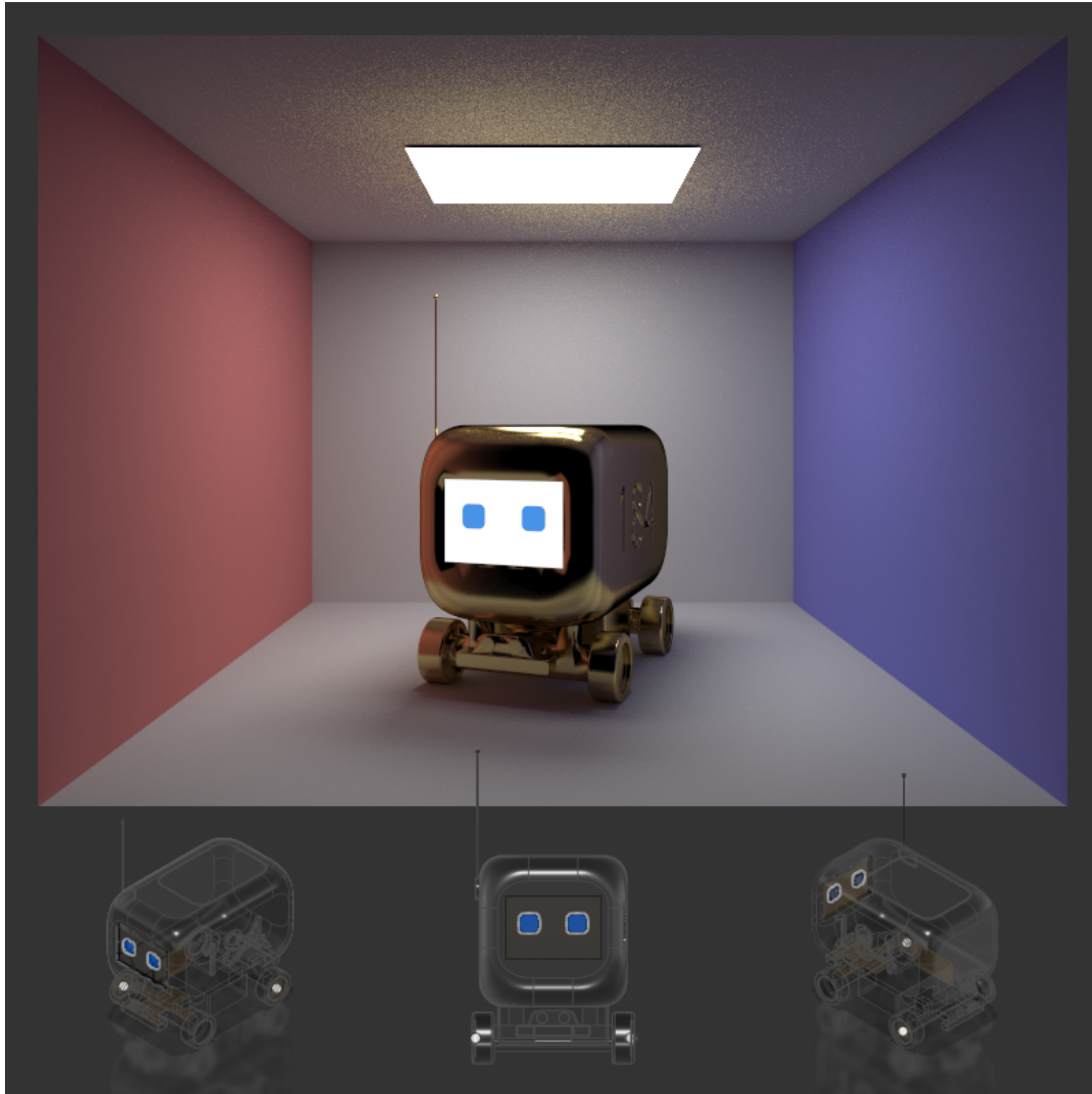


its bumpy—microfacet
its lighty—environment
its depthy—lens
its bunny—tru

Art Competition #3 – 1st Place Winner

Iris Li - Kiwi bot

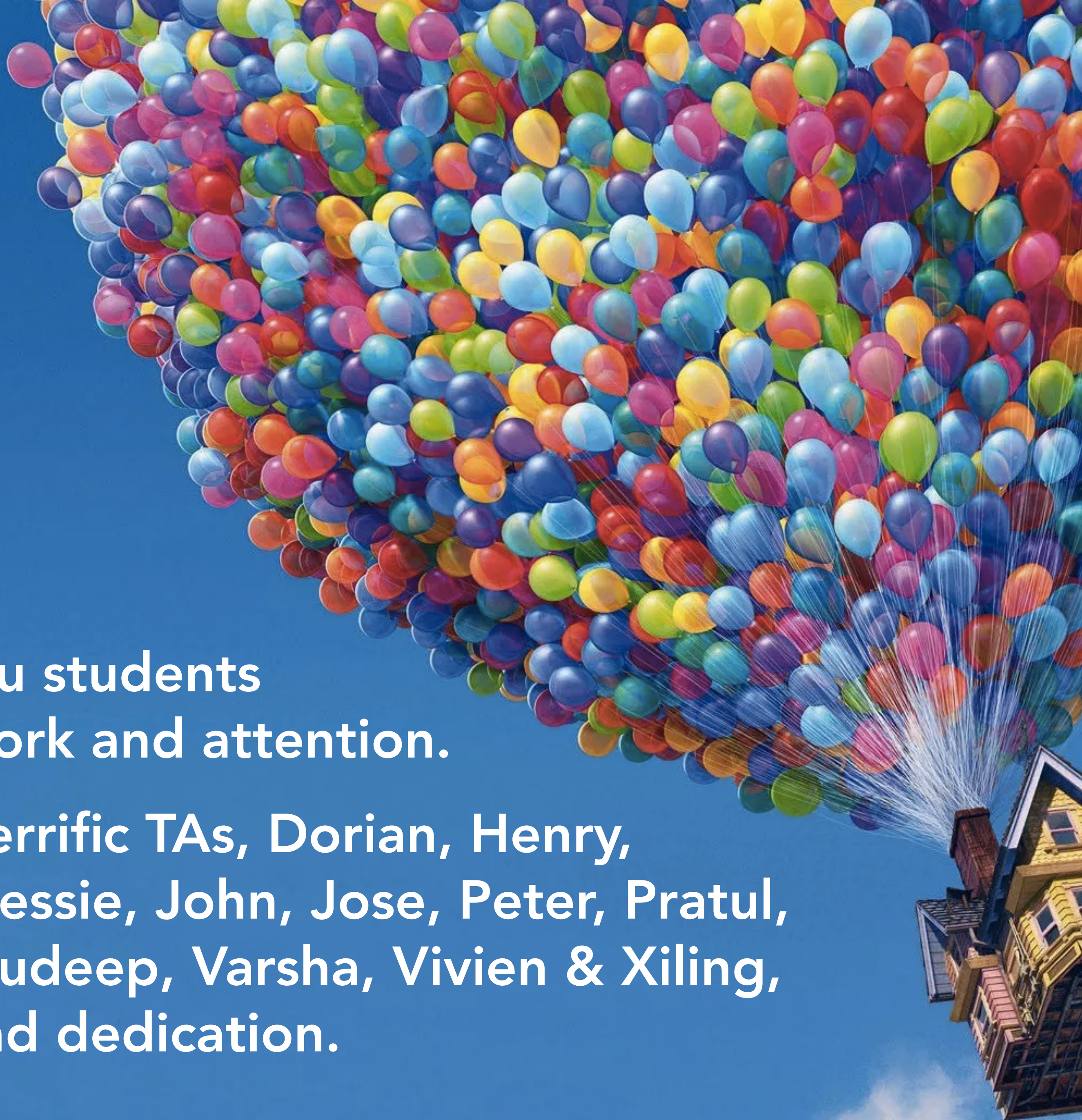
My name is 184bot, and I have the food you sought. Inside me is your dinner, with microfacet glimmer. My curve continuity, is in C infinity. Move over, wall-e.dae, I'm replacing you today!



Thanks!

Thanks to all you students
for your hard work and attention.

Thanks to our terrific TAs, Dorian, Henry,
Jacob, James, Jessie, John, Jose, Peter, Pratul,
Richard, Seth, Sudeep, Varsha, Vivien & Xiling,
for their care and dedication.



Announcements (4/30/2019)

Today:

- Course Evaluations
 - Your evaluations matter
 - We care for course improvement; Berkeley cares for tenure / promotion
 - <https://course-evaluations.berkeley.edu>
- VR Lecture finish, Oz Vision research, Career discussion

Thursday:

- No lecture, VR Demos, plenty of available slots (Piazza link)
- Thanks to VR@Berkeley and FHL Reality Center

Final project presentations on Friday 5/10/2019

- Confirm your assigned time (Piazza link), and confirm or request a time change on spreadsheet (deadline: Wednesday)

Thursday: Live VR Demos

Thanks to James Lin, Bryan Tong, Berkeley VR Club
Learn more: vr.berkeley.edu



Oculus Rift



Epic Games

Other Cool Classes in Visual Computing

- **CS194-26** Image Manipulation and Computational Photography (Efros)
- **CS294-137** Theory and Applications of Virtual Reality & Immersive Computing
- **CS284B** Advanced Computer Graphics (O'Brien)
- **CS294-127** Computational Imaging (Waller / Ng)
- **CS294** Computational Color (Ng)
- **CS280** Computer Vision
- **EE118** Intro to Optical Engineering (Waller)

Other Cool Classes in Visual Computing

- CS198 Decal on Game Design + Development
- CS198 UCBUGG
DeCal on 3D Modeling and Animation
- CS198 Decal on Virtual Reality

(U)GSIs and Independent Study

CS184/284A will be taught in Spring 2020 (Ng)

- Please drop me a note before end of this semester if you are potentially interested in a U(GSI)**
- Give back + help us continue improving and growing the class**

Students who did well in class have great preparation for independent study or research in visual computing

- Come talk to me, Alyosha Efros, Jonathan Ragan-Kelley, James O'Brien**

Career Discussion Topics

How do I know if I should go to grad school?

How do I get into grad school?

Should I work at a large company or a small company?

What is the right way to think about startups?

What skills should I develop for a strong career?

Your topic

Thanks!

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