Thanks to all you students for your hard work, attention, patience, flexibility and resilience. We miss seeing you in person, and send you warm wishes for your next adventure.

Thanks to our terrific TAs, Cheng, Divi, Jade, Kenny, Mark, Matt, Rishi and Utkarsh, for their care and dedication.
Announcements (4/29/2021)

Course Evaluations

• Your evaluations matter -- please complete!
• We care for course improvement; Berkeley cares for tenure / promotion
• https://course-evaluations.berkeley.edu

All course grading except final project will be returned to you soon

• Details on Piazza

Final project presentations on Thursday 5/6/2021

• Details on Piazza
Other Cool Classes in Visual Computing

- **CS194-26** Image Manipulation and Computational Photography (Efros / Kanazawa)
- **CS294-137** Theory and Applications of Virtual Reality & Immersive Computing (Hartmann / Yang)
- **CS284B** Advanced Computer Graphics (O'Brien)
- **CS294-127** Computational Imaging (Waller / Ng)
- **CS294-164** Computational Color (Ng)
- **CS280** Computer Vision
- **EE118** Intro to Optical Engineering (Waller)
Other Cool Classes in Visual Computing

- **CNM190**  Advanced Digital Animation (Garcia)
- **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 2021

• Please drop a note before end of this semester if you are potentially interested in being a TA
• 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 Ren, Angjoo, Alyosha Efros, Hany Farid, James O’Brien
Topics for Today (Not Recorded)

Tales from startup land
Research on the limits of color perception