Thanks!

James and Ren:

Thanks to all you students for your hard work, attention, creativity & flexibility. We enjoyed spending time with you this semester. We wish you the best on your next adventure!

Thanks to our terrific TAs, Anjali, Ashley, Atsu, Catherine, David, Ethan, James, Jeffrey, Michael and Shubham for their care and dedication.

Credit: Pixar, Up

Announcements (4/27/2023)

Course Evaluations

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

Final project (details on Ed)

- Report / video due Tue (latest Thu)
- Presentations on Wed/Thu next week
- Strict: no late days!

Final Project - Presentation Sessions Format

- Check Ed for session time assigned for your group.
- You are expected to show up for duration of your session. (Can also come to other sessions to see.)
- Profs and TA teams will traverse from group to group; present when we get to you.
- Present to other students while you are waiting.

Final Project - Final Week Advice

General:

- Shipping mindset! Tune for compelling imagery
- Make crystal clear what your starting point was, and what you built (e.g. before / after images)

Presentations:

- Time flies (2 min to profs; 5 min to TAs). Practice!
- Explain your project in the first two sentences: what did you do, and why does it matter?
- Show your best images / do demo up front

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 CS194-164 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

CS184/284A will be taught in Spring 2023

- Please drop a note before end of this semester if you are potentially interested in being a TA
- I will be recruiting for new head TA, uGSI and GSI positions.

Art Competition #3 Results

Art Competition #3 – 3rd Place Winner

Alvin Xu & Yuto Nishida

Caption:
Look at this image to improve your performance on exam 2. Tricked you, the color red is shown to make you do worse on exams.

Approach:
This scene was created in Blender.

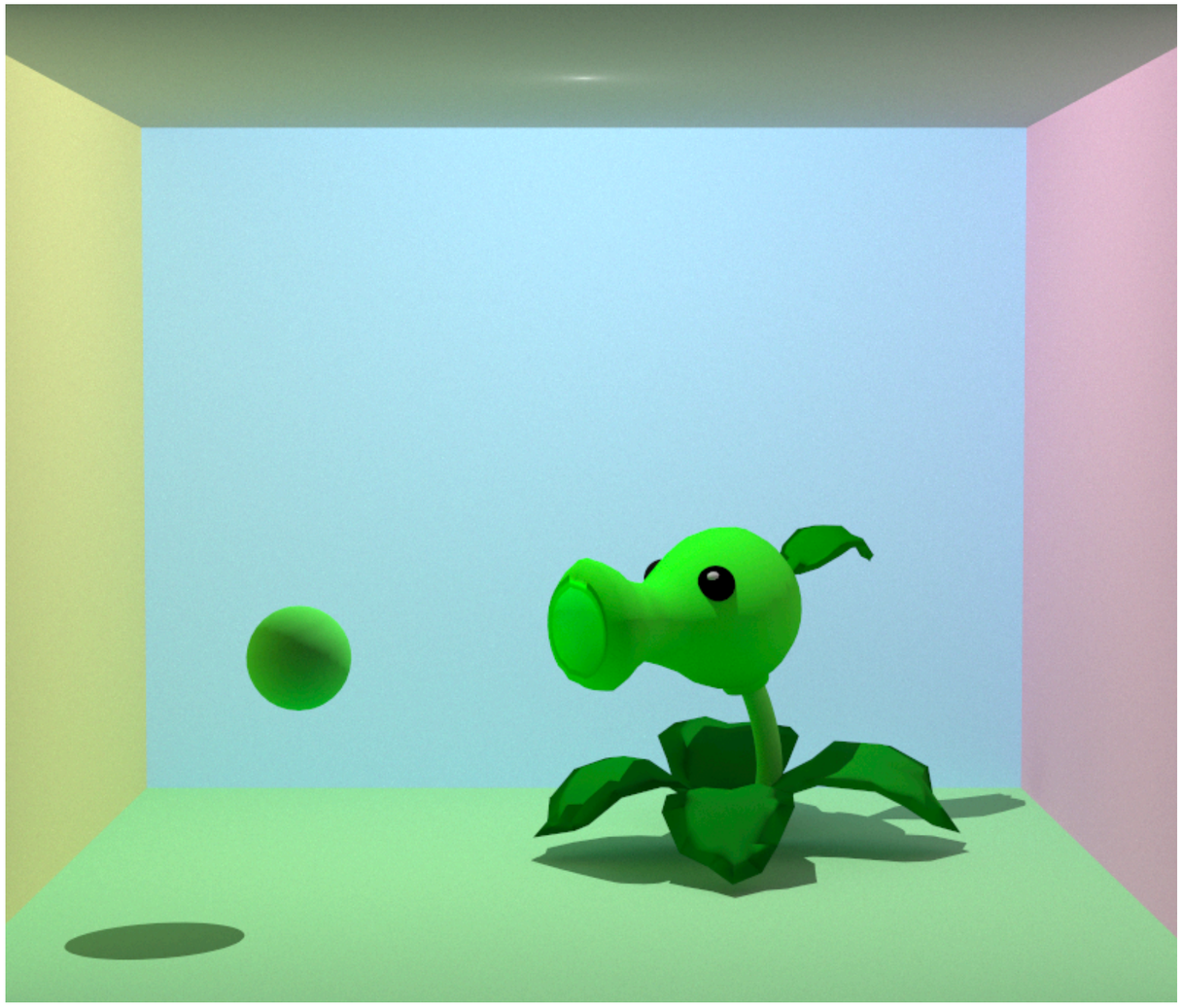
Art Competition #3 – 2nd Place Winner

Camila Picanco Mesquita

Caption:
Ice Cubes

Approach:
I created my work using Blender sculpting. First, I created a cube. Then, I smoothed the cube and indented some areas to give an asymmetric look. Finally, I applied texture and lights at three different positions to achieve a more realistic image. This was my first time using Blender and I followed three youtube tutorials to achieve my final work.

Art Competition #3 – 1st Place Winner



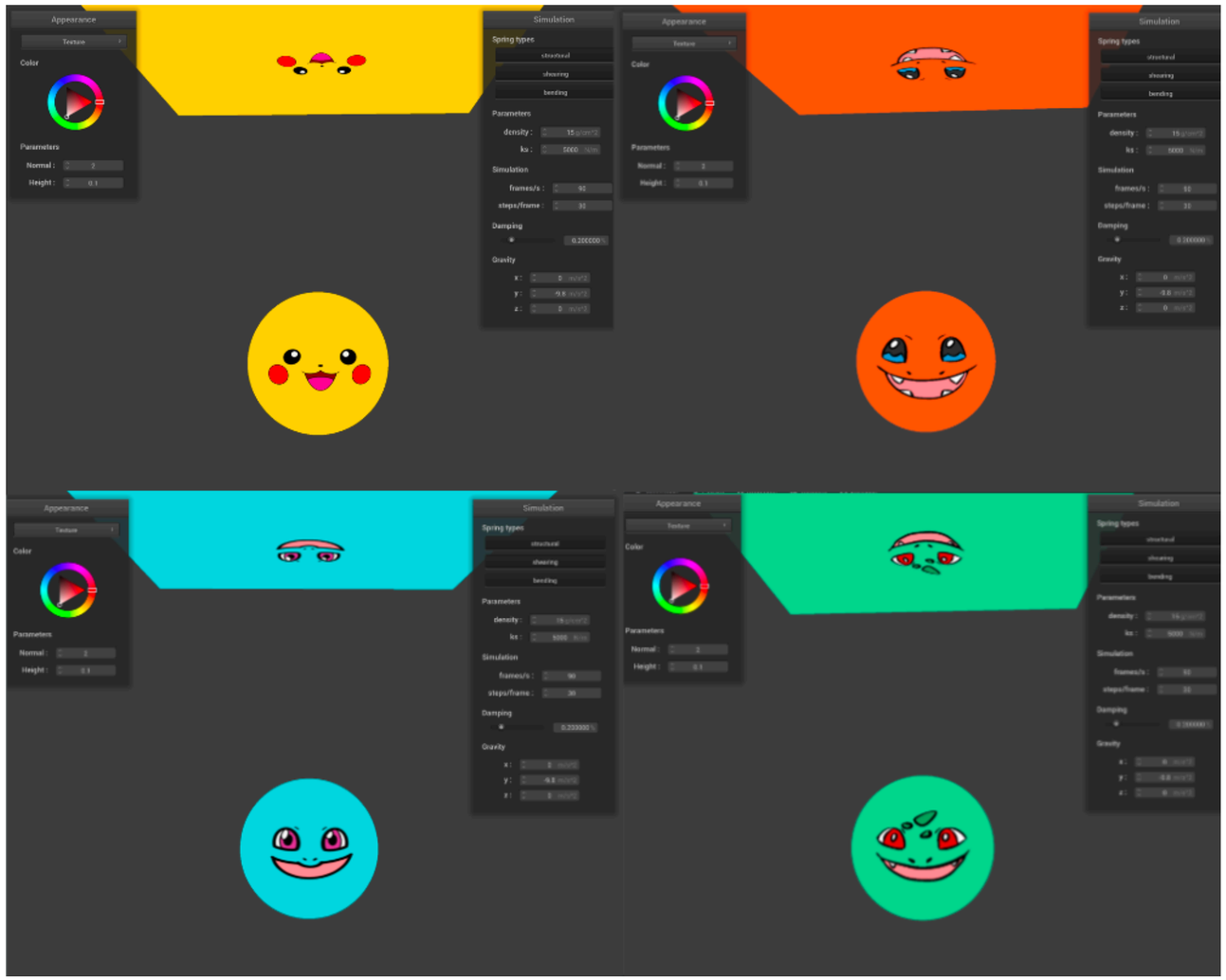
Kehan Li &
Nathalys Pham

Caption:
Peashooter :)

Approach:
I collected sun/I built the model in blender by shaping meshes, then I used our ray tracer to render the image.

Final Art Competition Results

Final Art Competition – 3rd Place Winner



Annie Lin & Vivian Liu

Caption:
Choose your starter (cloth)!

Approach:
We created our work by drawing images of Pokemon faces in Procreate, then uploading these images as PNG files into our Cloth Simulator as a texture. Then, we viewed our custom textures within the GUI, and made necessary changes to our images to make our Pokemon's faces not look cursed/too stretched.

Final Art Competition – 2nd Place Winner

Kehan Li &
Nathalys Pham

Caption:
Textured CS184 Pixel Art Logo (Bunny Cameras Jaggies Teapot Fluids Bezier Curves Color)

Approach:
We used pixel art to create the logo then used our rasterizer to render the texture

Final Art Competition – 1st Place Winner

Esther Cai

Caption:
And in the half light, they're both free

Approach:
I create the model by importing an existing model and cleaning and sculpting. Then I customized pose of the character using rigging. Finally, I merged a cage model with the character model, then i manually added microfacet metal effect for the character in .dae file, and diffuse shading for the bird.