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

Thanks to our terrific TAs, Cecilia, Dillon, LingQi, Megan, Pratul, Vivien, for their care and dedication.
Announcements (4/25/2018)

Today:

• Announcements, HKN Evaluations, VR Lecture finish

Friday:

• No lecture, VR Demos, plenty of available slots (Piazza link)

• Thanks to VR@Berkeley and Vive Reality Center

Final project presentations on Tuesday 5/1/2017

• Confirm your assigned time (Piazza link), and confirm or request a time change on spreadsheet (deadline: Wednesday)
Friday: Live VR Demos

Thanks to Isabel Zhang, Berkeley VR Club, Vive Reality Center, Allen Yang
Learn more: vr.berkeley.edu
Other Cool Classes in Visual Computing

- **CS194-26** Image Manipulation and Computational Photography (Efros)
- **CS294-137** Theory and Applications of Virtual Reality & Immersive Computing (O’Brien)
- **CS294-127** Computational Imaging (Waller / 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 2018 (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, James O’Brien, Alyosha Efros, Jonathan Ragan-Kelley
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