UE Introduction to visual computing

Level
Baccalaureate +4

ECTS
3 credits

Component
UFR IM2AG (informatique, mathématiques et mathématiques appliquées)

Semester
Automne

> **Teaching language(s):** English

> **Teaching method:** In person

> **Teaching type:** Lectures

> **Open to exchange students:** Yes

> **Code d'export Apogée:** GBXMO06

Presentation

Description

Visual computing is the computer science discipline that deals with images. The ability to analyse, interpret and create images with computers is an essential part of computer science. This is illustrated with the ever growing set of devices that can display, generate and capture images and with the associated increase of image usage in everyday life. This course introduces some of the basic principles and techniques in this domain that are used in most image related fields such as computer vision, computer graphics and medical imaging.

Course parts

Lectures	Lectures (CM)	18h
Practical work	Practical work (TP)	15h

Period : Semester 7

Useful info

Place

> Grenoble

Campus

> Grenoble - University campus

Non-contractual information.
Last update on 07 November 2023