



Modern Computer Vision Methods

Preliminary Meeting
for WS 2024/25 [IN2107]

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a watercolor painting of a rabbit



a drawing of a penguin



a painting of houseplants



a photo of an old woman



an oil painting of Abraham Lincoln



an ink drawing of a castle



a pop art of Albert Einstein



a lithograph of houseplants



a painting of botanical gardens



an oil painting of kitchenware



a painting of a kitchen



the word "happy", cursive writing



an oil painting of a young man



an oil painting of a library



an oil painting of people at a campfire



a pencil sketch of a lemur



a painting of a truck



an oil painting of a tudor portrait

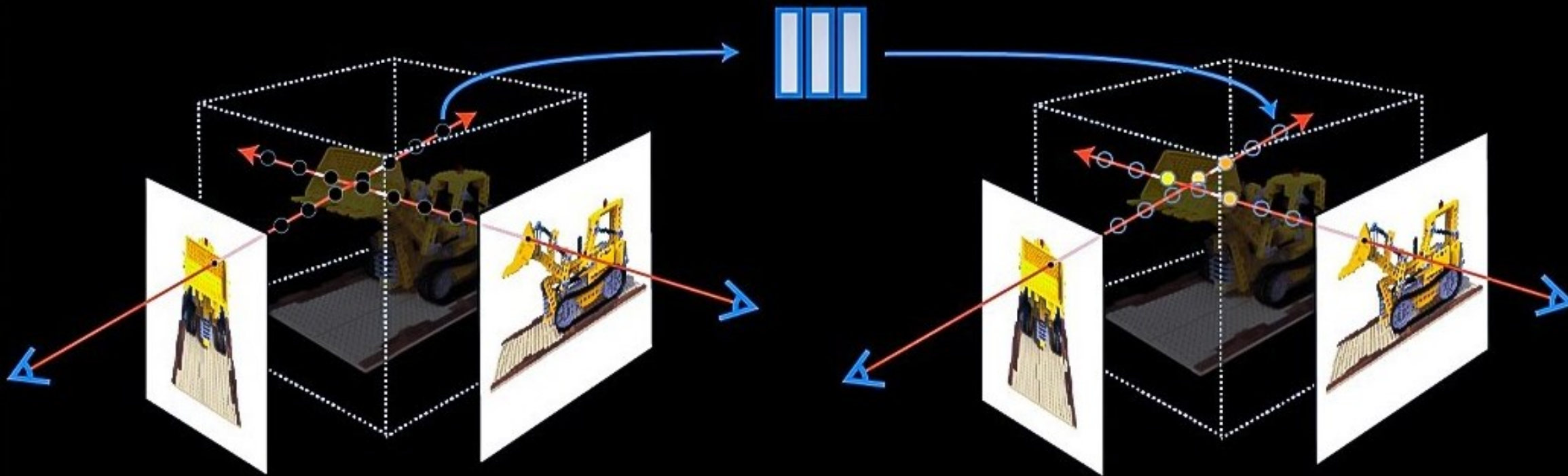


a painting of an old man



a painting of houseplants

Novel View Synthesis



ZipNeRF (0.25FPS)



Ours (788FPS)



Goals

- Scientifically Learning about...
 - State-of-the-art Computer Vision
 - Current research challenges and applications
 - Communicate / discuss on most recent advantages with expert scientists
 - Hands-on experience with available code bases
- Skill training of...
 - Reading / understanding of a scientific work
 - Get overview of scientific field through literature research
 - Research talk in front of an audience, related Q&A

Seminar Contents

Most recent advances in Computer Vision field on

- Object Detection & Tracking
- 6D Object / Camera Pose Estimation
- Robotic Grasping / 3D Manipulation
- Generative Image / Video / Scene Synthesis
- 3D Scene Understanding / Reconstruction
- Multi-View Reconstruction
- Sensor Fusion / Multi-modal Imaging
- Universal Text & Vision Models

Presentation

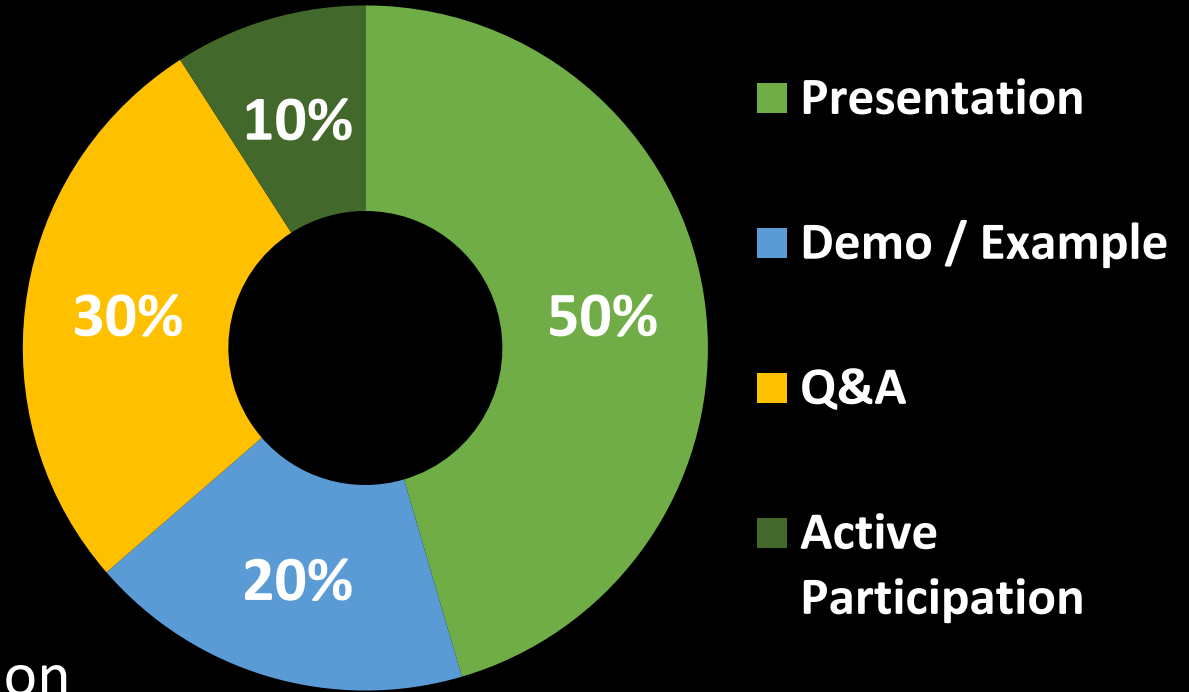
- Presentation: 20 minutes + 10-15 minutes Q&A
- Content should cover
 - Introduction / Relevance of Problem
 - Context / Related Work
 - Main Contribution(s)
 - Experimental Results
 - Hands-on experience with code
 - Discussion
 - Future Work
- Presentation should be self-contained
- Attend all talks + active participation in other discussions

Seminar Schedule

- 8 sessions (Tuesdays 16:00) + 1 intro + 1 presentation training
- 2 presentations per session (approx. 30-40 min each)
- Invited Talk(s): Renown computer vision researchers
- If necessary: hybrid meeting(s) via Zoom

- Topic assignment
 - Indicate preferences
 - Matching to maximize global happiness

Evaluation Criteria



- Quality of Presentation
 - Scientific Content of the Talk + Preparation
 - Quality of the Slides
 - Putting the Topic in Context (Related Work)
- Examples / Hands-on Code
- Scientific Discussion (Q&A)
- Independent Interaction / Active Participation in the Course



Some more Examples...

... with 3D computer vision applications

LangSplat: 3D Language Gaussian Splatting

- A 3D language field is learned by grounding CLIP language features into a set of 3D language Gaussians.



Rendered RGB Video



Visualization of Learned Language Feature¹

¹Different colors represent different language features.

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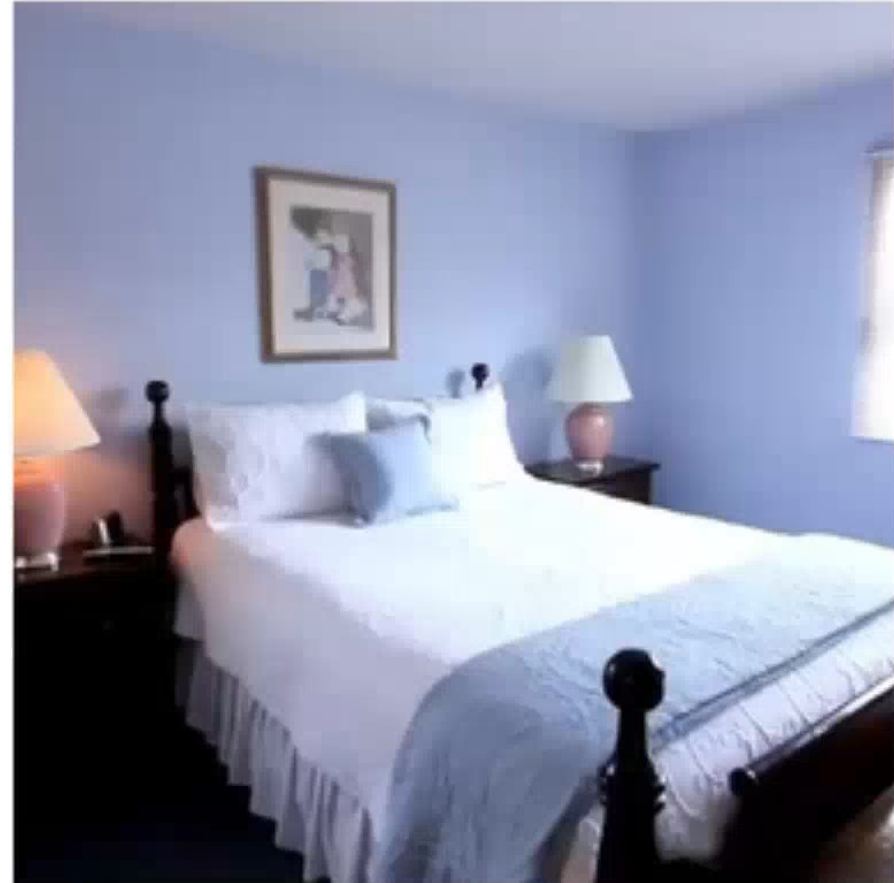
Rendered RGB Video

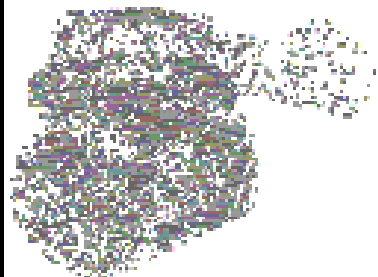


Visualization of Learned Language Feature¹

¹Different colors represent different language features.

2 Input Views

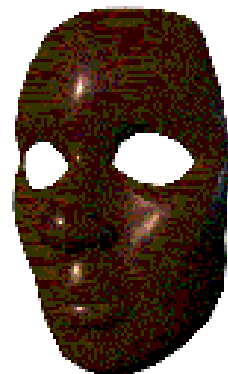




Point Cloud



Dense Mesh



NeRF



3D GS



Image

A commode

Text

Application

2 stage process

- Register in TUM Matching System
<http://docmatching.in.tum.de/index.php/schedule>
- Submit motivation + background info to increase your chances
mcvm@mailnavab.informatik.tu-muenchen.de
 - Include:
 - Name, E-Mail, Study Program, Semester
 - Motivation + previous experience in Computer Vision (and related field)
 - (not mandatory): Submit your latest CV + transcript of records
- **Deadline: 17th of July 2024**
- 16 Students will be selected (usually 100+ applications)



Questions

E-Mail us on

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Your MCM Team:

Benjamin Busam, Boody Elskhawy, Mert Kiray, Pengyuan Wang,
Shishir Vutukur, Lennart Bastian, Junwen Huang, Ege Özsoy, Niko Brasch

Web:

<https://www.cs.cit.tum.de/camp/teaching/seminars/modern-computer-vision-methods-ws-2024-25/>

