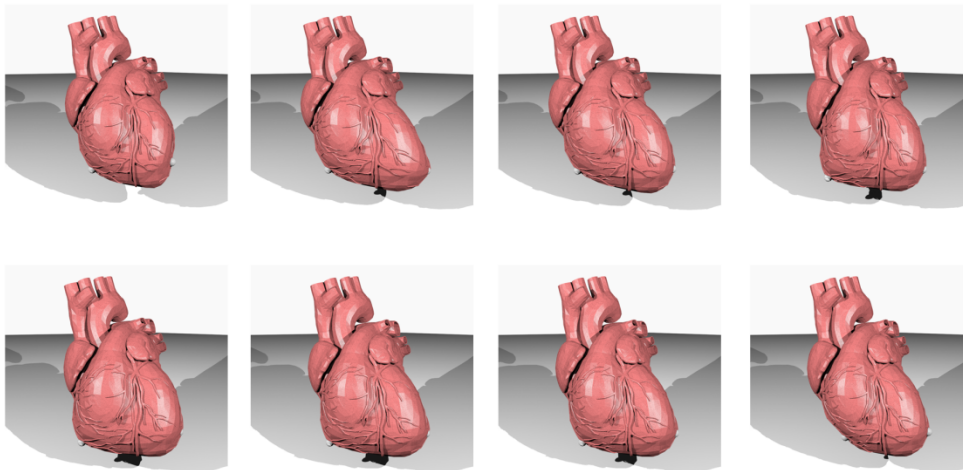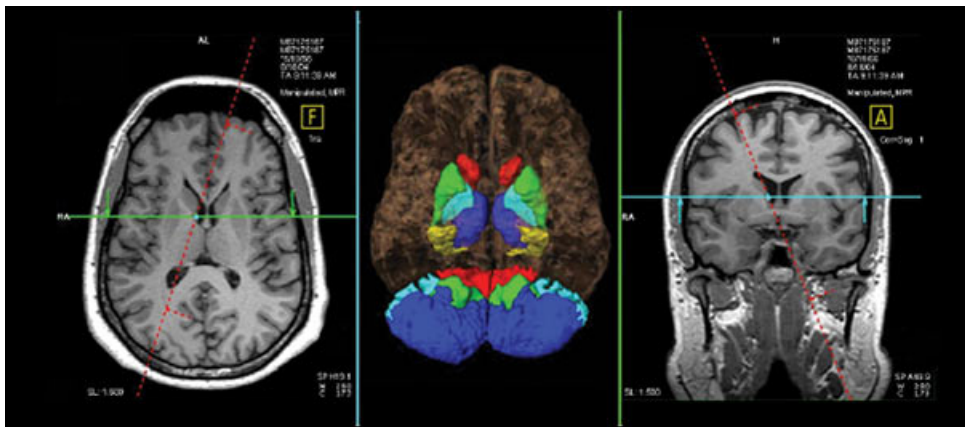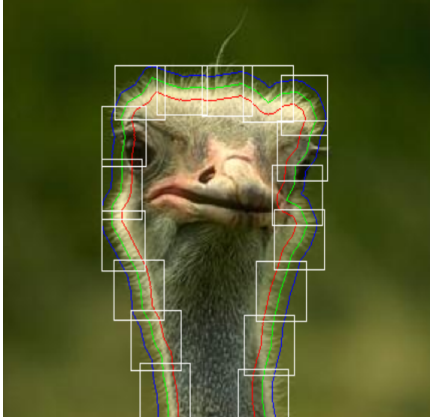# C4: Computer Vision, Graphics and Image Processing

Computer Vision, Graphics and Image Processing is a highly interdisciplinary area with various ongoing research projects including medical image processing, video compression, game physics, big data visualization, 3D reconstruction and digital fabrication. We tackle challenging research problems by modeling, synthesizing, visualizing and animating. All topics related to vision, image, video and visualization and graphics are of interest and the door is always open for motivated graduate students.

Area Chair: Prof. Yin Yang (http://ece.unm.edu/~yyang)

Faculty Members:

Prof. Vince D. Calhoun (http://mialab.mrn.org/)

Prof. Ramiro Jordan (http://www.ece.unm.edu/faculty/rjordan/)

Prof. Marios Pattichis (www.ivpcl.org)

Major core courses:

List A: Select at-least two core courses from: ECE 520, ECE 533, ECE 536, ECE 537, ECE 538, ECE 540, ECE 549.

List B: Select at-most one core course from: ECE 506, ECE 510, ECE 512, ECE 516, ECE 517, ECE 522, ECE 539, ECE 541, ECE 542, ECE 633.