

Wavelets and Multiresolution Modeling Paper Presentations

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1 Reading and Presenting Research

The purpose of the paper presentations is to improve your skills for understanding, evaluating, and presenting research. Therefore, you will read some state-of-the-art publications and extract the main ideas that are often “hidden” behind mathematical notation. Then, you will present these research ideas to the class, using the board or transparencies. The goal is to make your audience understand the underlying research. Using your own words and drawing diagrams is often better than duplicating the equations of the papers. Also, you may present your own evaluation of the paper’s results, regarding their usefulness. Judging the contribution of scientific work is an important task that conference and journal reviewers need to fulfill, in order to select the best submissions for publication.

Every student will give three presentations. The first two presentations are about special topics, and will be done in teams of two students (every student will be part of two different teams). The length of these presentations will be about one hour for every topic. Topics are

- Reverse engineering [10, 6].
- Multiresolution triangle meshes [11, 15].
- Subdivision-surface wavelets [2, 12].

For the third presentation, every student can choose one of the remaining papers listed in the references. These presentations should take no more than 30 minutes, including questions.

Note that many papers can be accessed online from the authors’ or publishers’ web pages. The ACM Siggraph proceedings, for example, can be found at <http://www.acm.org/pubs/content/proceedings/series/siggraph/>.

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