Comenius University of Bratislava

Department of Computer Graphics & Image Processing
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Core Competence

CG Education, Scientific Visualisation, Information Visualisation

CG-group member
Andrej Ferko

community in Central Europe. Despite many financial problems the CGU provides high quality education up to now in two orientations - mathematically oriented graphics and computer science oriented graphics. Our absolvents joined Microsoft, Caligari, and many prominent CG teams worldwide.

History

The Department of Computer Graphics and Image Processing was established in March 1994. The members of the Department teach computer graphics, image processing, pattern recognition, and discrete mathematics at master and doctor levels. The Department (in cooperation with TU Vienna) organizes the CESCG - Central European Student`s Seminars on Computer Graphics. The research of the Department members focuses on the complexity of geometric algorithms, applications of computer graphics in medicine and architecture, graph theory, scientific visualisation and information visualization. The Department supports the O-membership of Slovakia for ISO/IEC JTC1 Information Processing in two subcommittees: SC24 Computer Graphics and Image Processing and SC29 Coding of Audio, Video and Multimedia Information. Since 1984, the Department has been the organizer of the annual international conference Spring Conference on Computer Graphics and Applications, which is the oldest annual meeting of computer graphics

Current Research

PhD projects and diploma projects are oriented to computer graphics education (pg.netgraphics.sk), medical imaging, computational geometry, geometric modeling, inverse problems, web graphics and virtual environments.

Staff

1 Assistant professor: Valent Zatko
5 Lecturing professors: Andrej Ferko, Marek
Zimanyi, Silvester Czanner, Stanislav Stanek, Michal
Fano
10 PhD students
The education is in close cooperation with
Department of Geometry and with many external
teachers. There are about 40 diploma projects a year
and about 20 PhD projects in progress.
1 Secretary: Albina Czannerova

Rooms and Locations

The department occupies about 10 offices and one
computerized classroom and is located in the second
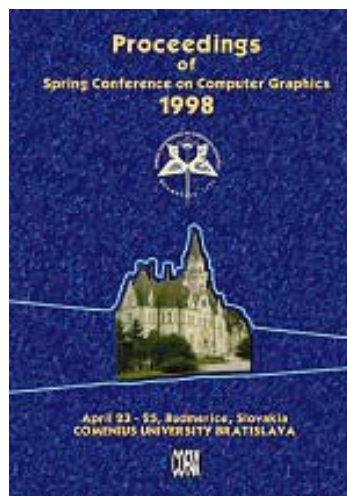floor of the faculty building named Mathematical
Pavillion.

Financing

State budget and some local research grants.
(Financing is a strong word for that.)

Current Structure and Important Partners

There are important partners in the organisation of
international scientific life. The Spring Conference
on Computer Graphics is organised from 1984 with
the top quality International Program Committee
(www.sccg.sk). The unique student seminar CESCG
is co-organised with TU Vienna.

Important Recent Industrial Partners

There are no industrial projects in the last years. The
main goal in the really poor economical situation is
to preserve the quality of education. Industrial

partners are mainly sponsoring the SCCG
conference, CESCG student seminar, and education.
They include HP Slovakia (general SCCG sponsor),
West-Ost Connection (general student competition
sponsor), Caligari Corp. (general 3D education
sponsor), SOFTIP (general CESCG sponsor),
TopSoft, Sfera.

Future of the Lab

The future of the department depends on entering the
international projects. The prominent annual
activities are organising the SCCG conference and
CESCG student seminar. The crucial problem is that
nearly all CGU members with higher qualification
went abroad or to industry.