

Courses

27 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

Monday, 27 November 2017

How to Design, Build, and Perform with New Musical Interfaces [Short Course]

Date/Time: 27 November 2017, 09:00am - 10:45am

Venue: Nile 3

Getting Started with Computer Graphics using the Vulkan API [Half-Day Course]

Date/Time: 27 November 2017, 09:00am - 12:45pm

Venue: Nile 2

Generation and Real-time Visualization of High-Resolution Pointcloud Data for Place Representation [Short Course]

Date/Time: 27 November 2017, 11:00am - 12:45pm

Venue: Nile 3

Introduction to Processing: Technology into Arts and Arts into Technology [Short Course]

Date/Time: 27 November 2017, 02:15pm - 04:00pm

Venue: Nile 3

Painting with Code [Short Course]

Date/Time: 27 November 2017, 04:15pm - 06:00pm

Venue: Nile 3

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Tuesday, 28 November 2017

Communicating Science Through Visualization in the Age of Alternative Facts [Short Course]

Date/Time: 28 November 2017, 09:00am - 10:45am

Venue: Nile 3

Big Data Visual Analytics [Half-Day Course]

Date/Time: 28 November 2017, 02:15pm - 06:00pm

Venue: Nile 3

Mobile Graphics [Half-Day Course]

Date/Time: 28 November 2017, 02:15pm - 06:00pm

Venue: Nile 2

Wednesday, 29 November 2017

Real Humans with Virtual Humans and Social Robots Interactions (HCI) [Short Course]

Date/Time: 29 November 2017, 09:00am - 10:45am

Venue: Nile 2

Design Craft for Game Design [Half-Day Course]

Date/Time: 29 November 2017, 02:15pm - 06:00pm

Venue: Nile 2

libigl: Prototyping Geometry Processing Research in C++ [Short Course]

Date/Time: 29 November 2017, 02:15pm - 04:00pm

Venue: Nile 3

Modeling and Remodeling 3D Worlds [Short Course]

Date/Time: 29 November 2017, 04:15pm - 06:00pm

Venue: Nile 3

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Thursday, 30 November 2017

How to Build a Fantasy World based on Reality: A case study of FINAL FANTASY XV: Part I,II & III [Half-Day Course]

Date/Time: 30 November 2017, 09:00am - 12:45pm

Venue: Nile 3

Information Theory in Visualization [Half-Day Course]

Date/Time: 30 November 2017, 09:00am - 12:45pm

Venue: Nile 2

Application Development with WebGL [Short Course]

Date/Time: 30 November 2017, 02:15pm - 04:00pm

Venue: Nile 3

State-of-the-art with WebGL 2.0 [Short Course]

Date/Time: 30 November 2017, 04:15pm - 06:00pm

Venue: Nile 3