ELEC 486/586: Multiresolution Signal and Geometry Processing
(With Software Applications in C++)

- normally offered in Summer (May-August) term; only prerequisite ELEC 310
- subdivision surfaces and subdivision wavelets
  - 3D computer graphics, animation, gaming (Toy Story, Blender software)
  - geometric modelling, visualization, computer-aided design
- multirate signal processing and wavelet systems
  - sampling rate conversion (audio processing, video transcoding)
  - signal compression (JPEG 2000, FBI fingerprint compression)
  - communication systems (transmultiplexers for CDMA, FDMA, TDMA)
- software applications
  - C++ (classes, templates, standard library), OpenGL, GLUT, CGAL

for more information, visit course web page:
http://www.ece.uvic.ca/~mdadams/courses/wavelets