The Future of ...

Computer Animation

Information Visualization

Multimedia Interfaces

Perceptually Based Rendering

January 30th, 2013

VISUAL COMPUTING TRENDS 2013

TechGate Vienna, Donau-City-Straße 1,
1220 Vienna, AUSTRIA

zentrum für
virtual reality und visualisierung
forschungs-gmbh

VRVis

This symposium presents future views for science and industry from international top level experts. Visual Computing is the discipline of computer science which deals with the acquisition, representation, manipulation, analysis, synthesis and application of visual information, i.e. images and image sequences in a spatial and temporal context.

Visual Computing has evolved from the methodological merging of image processing, computer vision, computer graphics and visualisation.

Program

8h30	Registration
9h00	Opening and Welcome
	Prof. Dr. Werner Purgathofer, TU Wien
9h10	Prof. Dr. Markus Gross, ETH Zürich and Disney Research, CH
	„The Future of Computer Animation“
10h00	Discussion
10h30	Coffee Break
10h50	Prof. Dr. Holly Rushmeier, Yale University, USA
	„The Future of Perceptually Based Rendering“
11h40	Discussion
12h00	Lunch
13h30	Prof. Dr. Ben Shneiderman, University of Maryland, USA
	„The Future of Information Visualization“
14h20	Discussion
14h50	Coffee Break
15h10	Prof. Dr. Joaquim Jorge, Technical Univ. of Lisbon, Portugal
	„The Future of Multimedia Interfaces“
16h00	Discussion
16h30	Coffee Break
16h50	Panel Discussion with all speakers
18h00	End

Registration

Participation is free, however advance registration is required! To register please visit our site:
http://www.vrvis.at or contact visual-computing-trends@vrvis.at

Venue

TechGate, Donau-City-Str. 1, 1220 Vienna / http://www.techgate.at

Public Transport: U1 | Station Kaisermühlen - Vienna International Center, Exit Schüttaustraße.
Two minutes walk to TechGate.

By Car: A22, Exit Vienna International Center, follow the signs to TechGate Parking Garage

Organizer

VRVis Zentrum für Virtual Reality und Visualisierung Forschungs-GmbH
Donau-City-Str. 1, 1220 Wien / Tel. +43 1 20501 30100 / http://www.vrvis.at

Short Description of the Speakers

Markus Gross

Markus Gross is a Professor of Computer Science at the Swiss Federal Institute of Technology Zürich (ETH), head of the Computer Graphics Laboratory, and the Director of Disney Research, Zürich. He joint the ETH Computer Science faculty in 1994. His research interests include physically based modeling, computer animation, immersive displays, and video technology. Before joining Disney, Markus was director of the Institute of Computational Sciences at ETH. He received a master of science in electrical and computer engineering and a PhD in computer graphics and image analysis, both from Saarland University in Germany in 1986 and 1989. Markus serves on the boards of numerous international research institutes, societies, and governmental organizations. He received the Technical Achievement Award from EUROGRAPHICS in 2010 and the Swiss ICT Champions Award in 2011. He is a fellow of the EUROGRAPHICS Association and a member of the German Academy of Sciences Leopoldina. Prior to his involvement in Disney Research he cofounded Cyfex AG, Novodex AG, LiberoVision AG, and Dybuster AG.

Holly Rushmeier

Holly Rushmeier is a professor and the chair of Computer Science at Yale University. She received the BS, MS and PhD degrees in Mechanical Engineering from Cornell University in 1977, 1986 and 1988 respectively. Between receiving the BS and returning to graduate school in 1983 she worked as an engineer at the Boeing Commercial Airplane Company and at Washington Natural Gas Company . In 1988 she joined the Mechanical Engineering faculty at Georgia Tech. At the end of 1991 Dr. Rushmeier joined the computing and mathematics staff of the National Institute of Standards and Technology, focusing on scientific data visualization. From 1996 to early 2004 Dr. Rushmeier was a research staff member at the IBM T.J. Watson Research Center. At IBM she worked on a variety of data visualization problems in applications ranging from engineering to finance. She also worked in the area of acquisition of data required for generating realistic computer graphics models, including a project to create a digital model of Michelangelo‘s Florence Pieta, and the development of a scanning system to capture shape and appearance data for presenting Egyptian cultural artifacts on the World Wide Web. At Yale Prof. Rushmeier‘s research includes model the appearance of materials for graphics rendering and industrial design, sketching techniques for conceptual design, and shape and spectral data capture for applications in evolutionary biology and cultural heritage. Dr. Rushmeier is currently the co-Editor in chief Computer Graphics Forum. She is an ACM Distinguished Engineer and a fellow of the Eurographics Association.

Ben Shneiderman

BEN SHNEIDERMAN (http://www.cs.umd.edu/~ben) is a Professor in the Department of Computer Science and Founding Director (1983-2000) of the Human-Computer Interaction Laboratory (http://www.cs.umd.edu/hcil/) at the University of Maryland. He is a Fellow of the AAAS, ACM, and IEEE, and a Member of the National Academy of Engineering. His research led to commercial successes such as www.spotfire.com and the widespread use of treemaps.

Ben Shneiderman is the co-author with Catherine Plaisant of Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th ed., 2010) http://www.awl.com/DTUI/. With Stu Card and Jock Mackinlay, he co-authored Readings in Information Visualization: Using Vision to Think (1999). With Ben Bederson he co-authored The Craft of Information Visualization (2003). His book Leonardo's Laptop appeared in October 2002 (MIT Press) and won the IEEE book award for Distinguished Literary Contribution. His latest book, with Derek Hansen and Marc Smith, is Analyzing Social Media Networks with NodeXL (www.codeplex.com/nodexl, 2010).

Joaquim Jorge

Joaquim Jorge is a Professor at Instituto Superior Técnico (IST/UTL), the School of Engineering of the Technical University of Lisboa, Portugal, where he teaches User Interfaces and Computer Graphics. He received PhD and MSc degrees in Computer Science from Rensselaer Polytechnic Institute, Troy, NY, in 1995. He is Editor in Chief of Computers & Graphics Journal and a member of the ERCIM Editorial Board. He is a member of ACM/SIGGRAPH, IEEE Computer Society, IFIP TC13 (Human Computer Interaction). He has also served on the EG Education Board since its inception in 2001 until 2011. Joaquim Jorge's interests are in Calligraphic and Multimodal User Interfaces, Visual Languages and Pattern Recognition techniques applied to Human-Computer Interaction. He was elected Fellow of the Eurographics Association in 2010.

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