



Technion-Israel Institute of Technology
Computer Science Department
Center for Graphics and Geometric Computing



CGGC Seminar

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Geometry Processing Methods and Their Real-Life Applications

Digital geometry processing (DGP) is one of the core topics of computer graphics, and has been an active line of research for over two decades. On one hand, the field introduces theoretical studies in topics such as vector-field design, preservative maps and deformation theory. On the other hand, the tools and algorithms developed by this community are applicable in fields ranging from computer-aided design, to multimedia, to computational biology and medical imaging.

Throughout my work, I have sought to bridge the gap between the theoretical aspects of DGP and their applications. In this talk, I will demonstrate how DGP concepts can be leveraged to facilitate real-life applications with the right adaptation. More specifically, I will portray how I have employed deformation theory to support problems in animation and augmented reality. I will share my thoughts and first taken steps to enlist DGP to the aid of machine learning, and perhaps most excitingly, I will discuss my own and the graphics community's contributions to computational fabrication field, as well as my vision for its future.

The lecture will be held on Sunday, 10.12.2017, at 13:30, Taub 337

הזמנה זו מהווה אישור כניסה עם רכב לטכניון