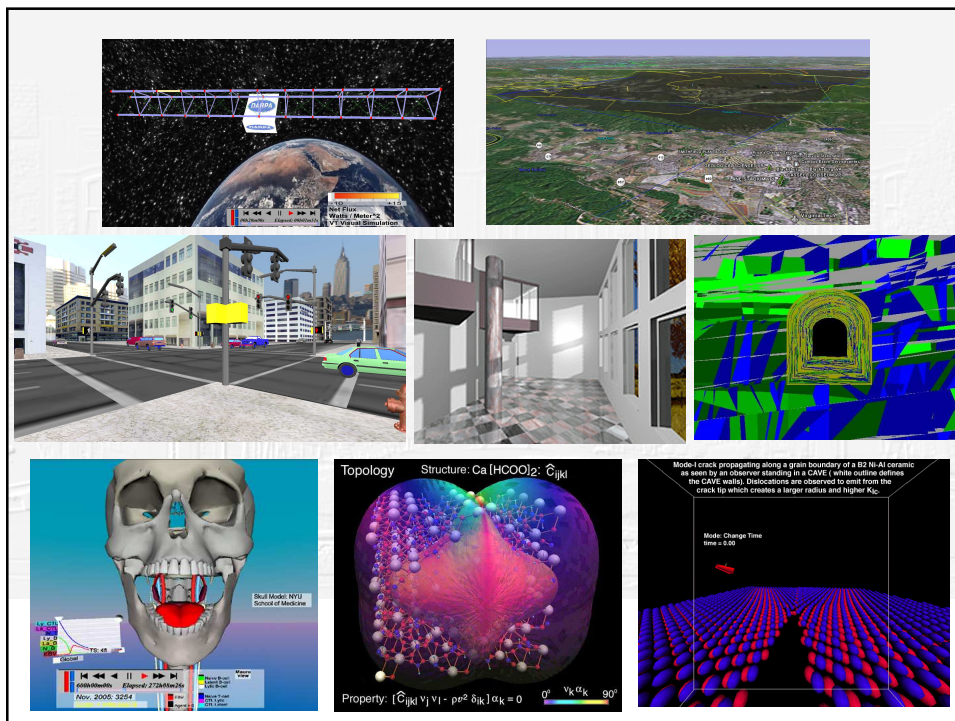
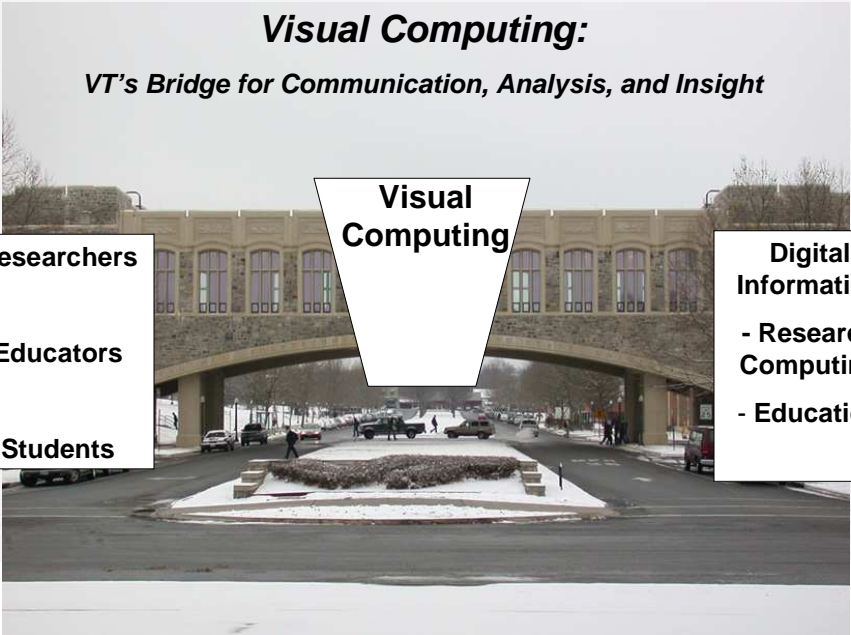


# Visual Computing at Virginia Tech: Status and Plan

Nicholas F. Polys, Ph.D.  
VT Research and Cluster Computing



**Visual Computing:**  
*VT's Bridge for Communication, Analysis, and Insight*



**Researchers**

**Educators**

**Students**

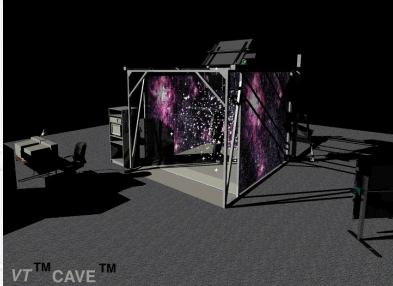



**Visual  
Computing**


**Digital  
Information**

- Research Computing
- Education

## Visual Computing Group

- Facilities
  - Immersive CAVE
  - Stereo Walls
  - Gigapixel



# Visual Computing Group

- Visual Analytics Tools
  - Cross-platform Software Framework
  - Data & Collaboration infrastructure
- Services
  - Education: FDI workshops, GEDI
  - Consultation
  - Application Development



# Visual Computing Group

- Unifies and enables visualization activities on campus and other University sites (i.e. NCR)
- Serves the University's researchers and educators across:
  - Colleges & Departments
  - Institutes & Centers
  - Instructional Technologies
- Works closely with HPC to connect users and resources



## Visual Computing Group

- Takes new technology and tools from CS and CHCI and deploys them for 'production' use
- Expands software frameworks to enable collaborative analysis and insight tools
- Works with International Standards groups to advance VT's leadership in technology development



## Visual Computing Group

- Maintains state-of-the-art visualization facilities (CAVE, stereo wall, Gigapixel)
- Re-purposes hardware to establish visualization venues for colleges and departments
- Re-purposes hardware to provide visualization venues for instructional technology





# Visual Computing Group

## Strategic Plan

- Director and staff develop facilities, software, and services
- Open access for University community
- Work with domain researchers to:
  - develop grant proposals
  - develop domain-specific visualization tools



# Visual Computing Group

Expand the existing infrastructures and allocate resources as follows:

- 60 % Research applications
- 30 % Educational applications
- 10 % Outreach applications



# Visual Computing Group

## Organization

- Director & staff
- Advisory Board : meets bi-monthly
- Stakeholders Group : meets semi-annually



# Visual Computing Group

## Outlook

- Group will share office space the Center for eDesign and with faculty who would benefit from close proximity
- Staff
  - Director
  - Systems Engineer
  - VR programmer
  - Webservices programmer
  - Admin Assistant



