

Computer Science Seminar Series, 2012 National Capital Region

Geometric Modeling for Humans

Speaker: Prof. Yotam Gingold

George Mason University

Friday, November 2, 2012

1:00PM- 2:00PM, NVC 325

Abstract

Digital content creation is fundamental to many areas of computer graphics, from image processing to 3D geometry processing and animation. For example, the creation and editing of 3D models impacts everything from the design of objects in the real world to visualization and digital entertainment. And yet, the tools used to create and edit 3D geometry are cumbersome, accessible only to a small group of experts.

In this talk, I will accessible digital content creation for everyone, from novices to highly trained experts (and even computers). I will demonstrate tools that allow novices to participate in 3D modeling by leveraging skills they naturally possess. I will also discuss new ways to leverage the expertise of experts. We will be helped along the way by fast and stable optimization techniques.

I will conclude my talk by presenting a way to use Human Computation to make seemingly impossible algorithms a reality.

Biography



Yotam Gingold is an Assistant Professor in the computer science department at George Mason University. Previously he was a post-doctoral researcher in the computer science departments of Columbia University and Rutgers University. His research interests include interactive geometric modeling, human computation, topology for computation, and game design. Yotam earned his Ph.D. in Computer Science from New York University in 2009.