



Department of Computer Science
Research Seminars 2011

“Interactive Displays and Applications with Specific Focus on technical details of Autostereoscopic Visualization ”

Dr. Robert Kooima

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Date: April 12, 2011

Time: 3:30 PM

Place: 256, Coates Hall

Abstract

Dr. Kooima will focus his discussion on interactive displays and applications with specific focus on the technical details of autostereoscopic visualization, including background, recent results, and future directions. He will also discuss his teaching perspective on 3D graphics education, including ongoing efforts at LSU, and future goals with specific regard to the digital media minor.

Dr. Kooima will discuss an overview of interactive 3D technology describing the many scientific visualization projects, display devices, and application areas that he has worked on over the last ten years, including work done at NASA LaRC, UI Chicago, UC San Diego, and at CCT.

Brief Bio

Robert Kooima is currently employed as a post-doctoral researcher at CCT, where he performs research in real-time 3D graphics and visualization. He is also Adjunct Professor in the LSU Department of Computer Science. In this capacity, he developed and delivered the class CSC4356 Interactive Computer Graphics, and he's just begun his third semester teaching Video Game Design. He was awarded a Ph.D. in Computer Science in December 2008 at the University of Illinois at Chicago, having worked as a graduate research assistant at the Electronic Visualization Laboratory where he defended his dissertation on tera-scale data visualization entitled "Planetary-scale Terrain Composition." Kooima also received his M.S. in Computer Science from the University of Iowa (2001), and his B.S. in Computer Science and Mathematics from the University of Iowa (1997).