Division of Visual Computing

Chair
April 2, 2010
School of Computing
Clemson University

Goals of the presentation

Foundations

People

Programs

Foundations

A philosophical foundation

"In this Day whatsoever serveth to reduce blindness and to increase vision is worthy of consideration. This vision acteth as the agent and guide for true knowledge. Indeed in the estimation of men of wisdom keenness of understanding is due to keenness of vision."

- Bahá'u'lláh

A conceptual foundation for Visual Computing

Visual computing includes the arts and sciences

That use computational methods to engage the visual mind

To enhance understanding

To make the invisible visible

In other words, anything involving both computation and vision

Computer Graphics

Data Visualization

Vision Science

Education

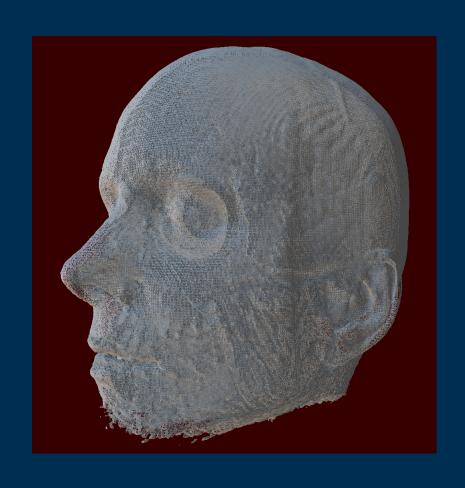


Computer Graphics

Data Visualization

Vision Science

Education

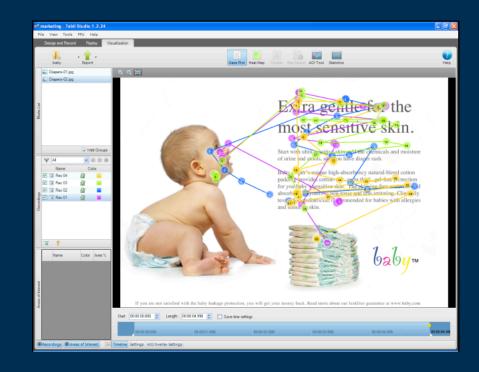


Computer Graphics

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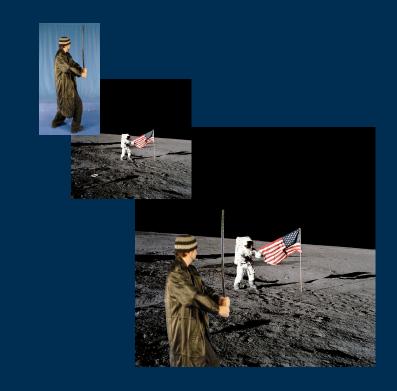


Computer Graphics

Data Visualization

Vision Science

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Computer Graphics

Data Visualization

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People

Tim Davis

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Tim Davis



Andrew Duchowski

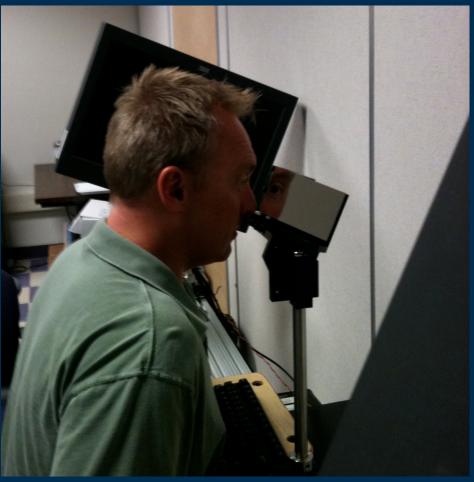
andrewd@cs.clemson.edu





Andrew Duchowski





Robert Geist

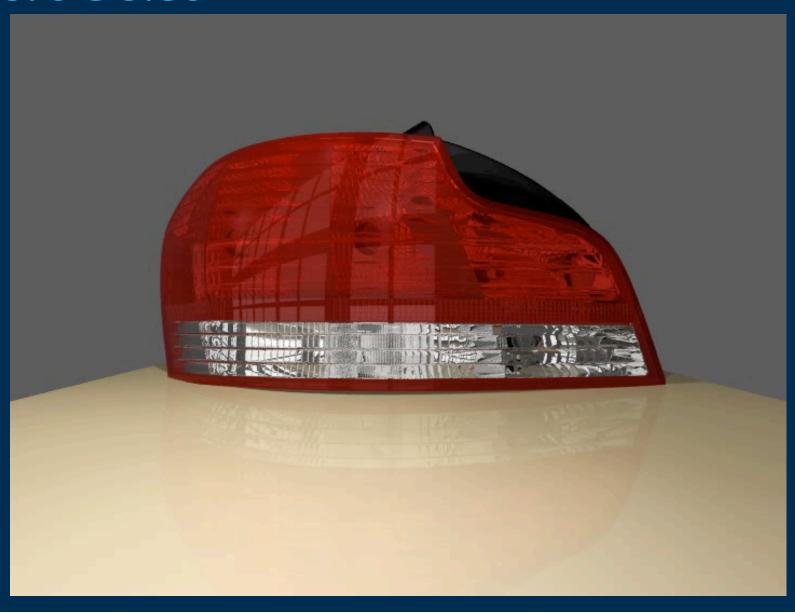
geist@cs.clemson.edu







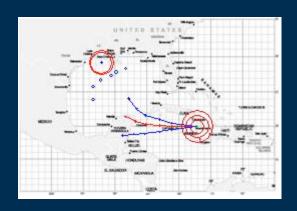
Robert Geist

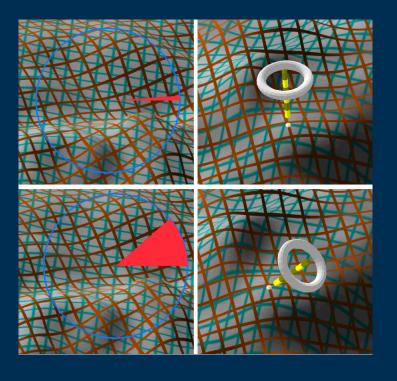


Donald House

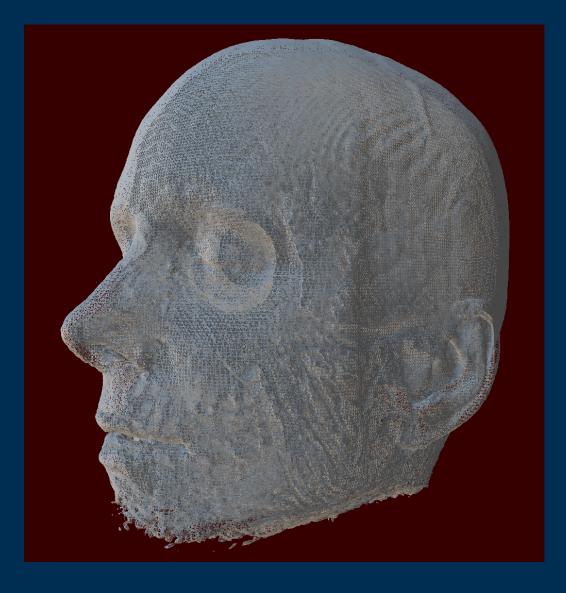
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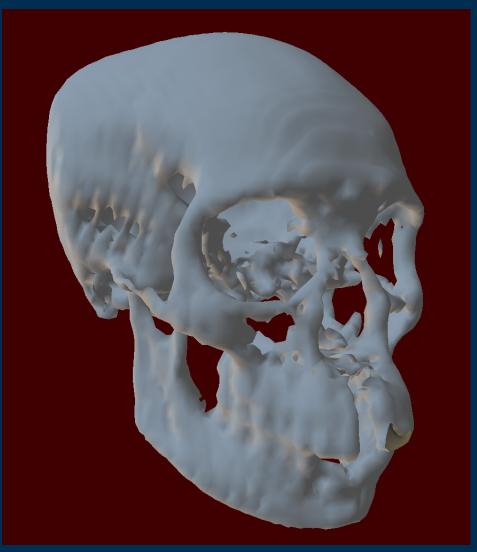






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Brian Malloy



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Mike Westall



Programs

Programs

The Digital Production Arts M.F.A. program

Specialization within the M.S. and Ph.D. programs

Visual Computing Seminar series

Laboratories

Eye Tracking

Graphics and Visualization

High Performance Computing

Digital Production

Fin