



BRIGHAM YOUNG UNIVERSITY

CS Department Colloquium Series



Parris Egbert

Professor of Computer Science
Brigham Young University

Thursday, April 13, 2006

1170 TMCB, 11:00 AM

Real-Time Photorealistic Computer Graphics

In the mid 1960's, Ivan Sutherland developed the first computer graphics system. Since that time, impressive discoveries have been made in algorithms that are capable of generating images indistinguishable from photographs. However, these techniques are very time consuming. In this talk we will discuss the techniques that have been developed over the past 40 years in the area of realistic computer graphics. We will then describe techniques we are currently developing that are contributing to the state of the art in this field. We will then look at what is necessary to make real-time photorealism a reality. In order to liven up the discussion, several CS faculty will be unknowing participants in the presentation.

Biography

Parris Egbert is currently a professor of Computer Science at Brigham Young University. He received his PhD from the University of Illinois at Urbana-Champaign in 1992. His dissertation topic centered on object-oriented computer graphics. Upon completion of his PhD, he joined the faculty at BYU, where he has been researching various aspects of 3D computer graphics. His current research interests include global illumination techniques for computer graphics, photorealistic image synthesis, image-based modeling and rendering, and cognitive modeling for computer animation. He is currently serving as the Graduate coordinator in the department.

Donuts will be provided