

## Center for Mathematics and Computer Science CWI

Center for Mathematics and Computer Science  
INS3 - Visualization and 3D user interfaces.  
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**Core Competence**

Scientific Visualisation, Virtual Reality, 3D user interfaces



Head of the Group  
Robert van Liere

**History**

Computer Graphics activities started in the late 70's initiated by Paul ten Hagen. About 20 PhD's have completed their work since then. From these activities the group on interactive scientific visualization and 3D user interfaces evolved. In 2000 the group organized the annual Eurographics workshops on visualization and virtual environments.

**Staff**

*1 Head:* Robert van Liere

*2 Senior investigators:* Jurriaan Mulder, Wim de Leeuw

*5 Research assistants:* Arjen van Rhijn, Jack Jansen, Oscar Reynhout, Bart Verheijen, one vacant.

*1 Technician:* Sander Hollaar

*1 Secretary:* Marja Hegt

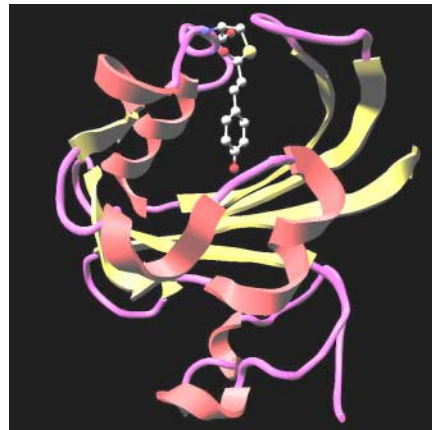
**Rooms and Locations**

The group occupies one wing of the institute and is

located in the CWI building. This includes three special labs for visualisation, and virtual reality research.

**Financing**

As institute of the Dutch organization for scientific research, CWI provides the basic staffing. All research assistants and some additional staff, as well as most special equipment are paid from projects fundings.

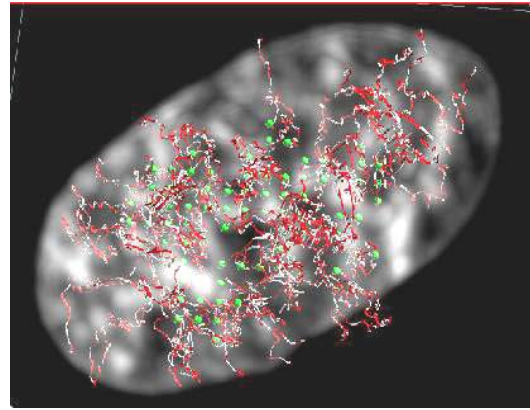
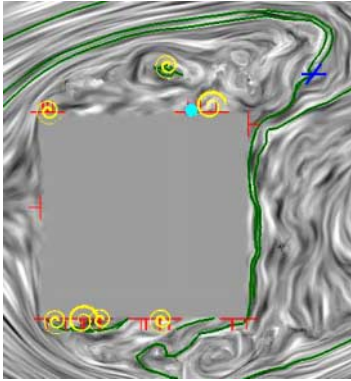
**Current Structure and Important Partners**

The group is organized in two areas: one for scientific visualization, and the other for 3D user interfaces. The group cooperates closely with Dutch national research groups in the bio-medical area.

**Current Research**

The primary research tracks are

data visualization and 3D user interfaces (virtual reality). The data visualization track focuses on projects in the application area of the Dutch "living cell" initiative. Interactive visualization of large data sets and the exploration of multidimensional information spaces is the track's the key research focus. The 3D user interfaces track focuses on projects concerned with applying virtual reality technology to cost effective and ergonomical desktop virtual environments. 3D visual and tangible interfaces are the key research focus.



### Future of the Lab

The group will continue close cooperations with its partners in the bio-medical sector. The future research areas will focus on the development of improved the visualization techniques of time dependent data sets and enhanced interaction techniques for 3D interfaces.

### Important Recent Project Participations

- "HPV project" - partners: CAP-GEMINI, RuGroningen, TNO
- "ICES-KIS2 project" - partners: UvAmsterdam
- "The Silicon Cell" - partners: VU, UvAmsterdam



### Important Recent Industrial Partners

CAP-GEMINI, TNO, UvAmsterdam

