Advances in Perception Based Graphics and Visualization

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Abstract

Understanding human perception is vital if we want to achieve highly realistic graphical images and simulations. Over the past 10 years or so, the computer graphics and visualization communities have embraced the field of visual perception, and indeed many researchers in psychology, neuroscience and cognitive science are using graphics and virtual reality to gain insights into the workings of the human brain. New conferences and journals, such as the ACM Symposium on Applied Perception in Graphics and Visualisation and the ACM Transactions on Applied Perception have helped to establish and develop this interdisciplinary research area. In this talk, I will give an overview of developments in the field in recent years, and present some ongoing research in my group at Trinity College Dublin.

Biografia

Professora Associada de Informática no Trinity College Dublin na Irlanda, e directora do laboratório de investigação GV2 (Graphics, Vision and Visualisation).

É membro executivo do Eurographics, editora chefe da revista Transactions on Applied Perception (ACM) e membro do comité editorial das revistas Computer Graphics & Applications (IEEE) e Graphical Models (Elsevier).

Estudou Informática e Engenharia de Software e é doutorada pelo Trinity College Dublin.