

Vita

Charles D. Hansen

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Professional Employment

9/1/2021 to present	University of Linköping	Peter Wallenberg Jr. Guest Professor of Visual Science Communication
11/1/2020 to present	University of Utah	Distinguished Professor, Emeritus of Computing
3/1/2019 to 10/31/2020	University of Utah	Distinguished Professor of Computing
7/1 2005 to 3/1/2019	University of Utah	Professor (School of Computing)
9/1/2003 to 6/20/2018	University of Utah	Associate Director Scientific Computing and Imaging Institute
5/1 2012 to 06/30 2012	University of Stuttgart	SimTech Senior Fellow
11/1 2011 to 04/30 2012	University Joseph Fourier	Visiting Professor
7/1/2008 to 6/30/2010	University of Utah	Associate Director School of Computing
8/15 2004 to 7/30 2005	INRIA Rhone-Alpes	Visiting Scientist
9/1 1998 to 6/30 2005	University of Utah	Associate Professor (School of Computing)
7/1 2001 to 6/03 2003	University of Utah	Associate Director School of Computing
2/1 1997 to 8/31 1998	University of Utah	Research Associate Professor (Dept. of Computer Science)
9/18 1989 to 1/31 1997	Los Alamos National Lab	Technical Staff Member Advanced Computing Laboratory
9/1 1994 to 1/31 1997	Univ. of New Mexico	Visiting Research Assistant Professor
9/1 1990 to 1/31 1997	New Mexico Tech	Adjunct Professor
8/1 1988 to 7/31 1989:	University of Utah	Visiting Assistant Professor
7/5 1987 to 7/31 1988:	INRIA	Postdoctoral Research Scientist (Vision and Robotics)
1/1 1987 to 7/5 1987:	University of Utah	Research Assistant (Vision Group)
9/15 1986 to 12/31 1986:	University of Utah	Teaching Assistant (Computer Science Dept)
9/1 1986 to 9/14 1986:	University of Utah	Research Assistant (Vision Group)
9/1 1983 to 8/31 1986:	ARO Research Fellow	
6/16 1983 to 8/31 1983:	University of Utah	Research Assistant (Very Large Text Retrieval Project)
9/15 1982 to 6/15 1983:	University of Utah	Teaching Assistant (Computer Science Dept)
8/1 1979 to 8/31 1982	Fred P. Gattas Co. Memphis, Tn.	Systems Programmer
6/1 1977 to 7/31 1979	D and S Systems, Memphis, Tn.	Systems Analyst

Education

AS	Computer Science Technology	State Technical Institute at Memphis	1977
BS	Applied Computer Science	Memphis State University	1981
PhD	Computer Science	University of Utah	June 1987

Dissertation title "CAGD-based Computer Vision"

Areas of Interests

Large Scale Scientific Visualization, Rendering Techniques and Computer Graphics, Parallel Algorithms, Distributed Computation, 3D Shape representation

Fellowships and Honors

IEEE Visualization Academy Inducted into the IEEE Visualization Academy, Oct 2019.

Distinguished Professor Appointed as a Distinguished Professor, University of Utah, March 2019.

IEEE Visualization and Graphics Technical Committee (VGTC) Career Award “In recognition for his contributions to large scale data visualization, including advances in parallel and volume rendering, novel interaction techniques, and techniques for exploiting hardware; for his leadership in the community as an educator, program chair, and editor; and for providing vision for the development and support of the field.”, October 2017, The IEEE VGTC Visualization Career Award was established in 2004. It is given every year to honor that person’s lifetime contributions to visualization.

IEEE Fellow: Elected to an IEEE Fellow 2012.

IEEE Visualization and Graphics Technical Committee (VGTC) Technical Achievement Award “For Seminal Work on Tools for Understanding Large-Scale Scientific Data Sets”, October 2005, The IEEE VGTC Visualization Technical Achievement Award was established in 2004. It is given every year to recognize an individual for a seminal technical achievement in visualization.

Best Paper Nomination “Visual Analysis of Uncertainties in Ocean Forecasts for Planning and Operation of Off-Shore Structures”, IEEE Pacific Visualization 2013, March 2013.

Best Paper Award “Physically-Based Interactive Schlieren Flow Visualization”, IEEE Pacific Visualization 2010, March 2010.

Best Paper Award “Non-Photorealistic Volume Rendering Using Stippling Techniques”, IEEE Visualization 2002, Oct. 2002.

Best Paper Nomination “Interactive Translucent Volume Rendering and Procedural Modeling”, IEEE Visualization 2002, Oct. 2002.

Best Paper Award “Interactive Volume Rendering Using Multi-Dimensional Transfer Functions and Direct Manipulation Widgets”, IEEE Visualization 2001, Oct. 2001.

Best Paper Award “Interactive Ray Tracing for Isosurface Extraction”, IEEE Visualization ’98, Oct. 1998.

Best Panel Award “Tera-Scale Visualization: issues and approaches”, IEEE Visualization ’97, October 1997.

Bourse Chateaubriand Postdoctoral Research Fellowship, INRIA Rocquencourt France, July 1987 to July 1988

NSF Travel Award NATO Advanced Study Institute on Pattern Recognition Theory and Applications, Spa Belgium June 14 - June 22, 1986

ARO Fellowship Reliable Robotic Architectures, Army Research Office, September 1, 1983 to August 31, 1986

Phi Kappa Phi Member University of Utah

Professional Publications Student co-authors are underlined.

Published Papers: Books

1. “Scientific Visualization: Uncertainty, Multifield, Biomedical, and Scalable Visualization”, Charles Hansen, Min Chen, Christopher Johnson, Arie Kaufman, Hans Hagen editors, Springer-Verlag, 2014.
2. “High Performance Visualization: Enabling Extreme-Scale Scientific Insight”, E. Wes Bethel, Hank Childs, Charles Hansen, editors, Chapman & Hall/CRC Computational Science, ISBN 9781439875728, 2012.
3. “Rendering”, Charles Hansen, E. Wes Bethel, Thiago Ize, and Carson Brownlee, *High Performance Visualization: Enabling Extreme-Scale Scientific Insight*, Chapman & Hall/CRC Computational Science, ISBN 9781439875728, 2012, pp. 49-70.
4. “Direktes Volumen-rendering”, Sebastian Thelen, Achim Ebert, Hans Hagen, Charles Hansen, Aaron Knoll, Michael Papka, Ingo Wald, *Neues aus der Region: Kunst und Technik III*, Ministry of Education, Science, Youth and the Arts of the State of the Rhineland-Palatine, Germany, Pages 52-54, ISBN: 978-3-936036-34-3, 2011.
5. “Visualization for Data-Intensive Science”, Charles Hansen, Chris R. Johnson, Valerio Pascucci, Claudio T. Silva, *The Fourth Paradigm: Data-Intensive Scientific Discovery*, Microsoft Research, Edited by Tony Hey, Stewart Tansley, and Kristin Tolle, ISBN: 978-0-9825442-0-4, pages 153-164, 2009.
6. “Visualization of Coherent Structures in Transient Flows”, Christoph Garth, Guo-Shi Li, Xavier Tricoche, Charles D. Hansen and Hans Hagen, *Topology-Based Methods in Visualization II*, Springer, Mathematics and Visualization Series, ISBN: 978-3-540-88605-1, pages 1-13, 2009.
7. “Illuminating the Path: Research and Development Agenda for Visual Analytics”, James Thomas and Kristin Cook Editors, co-authored by panel.
8. Charles Hansen and Chris Johnson, editors. Visualization Handbook, Elsevier Press, ISBN: 0-12-387582-x, 984 pages, 2004.
9. “Multi-Dimensional Transfer Functions for Volume Rendering”, Joe Kniss, Gordon Kindlemann, Charles Hansen, *The Visualization Handbook*, Elsevier Press, 2004.
10. “Volume Rendering Techniques”, Milan Ikits, Joe Kniss, Aaron Lefohn, Charles Hansen, *GPU Gems*, pp. 667-692, Addison Wesley, 2004.
11. “Known and Potential High Performance Computing Applications in Computer Graphics and Visualization,” Charles Hansen, *High Performance Computing for Computer Graphics and Visualization*, M. Chen, P. Townsend, J.A. Vince (Eds.), Proceedings of the International Workshop on High Performance Computing for Computer Graphics and Visualization, pp. 23-29, Springer-Verlag, 1995.
12. “High Speed Trinocular Stereo for Mobile Robot Navigation,” Charles Hansen, Nicholas Ayache, Francis Lustman, *Highly Redundant Sensor Systems in Robotics*, J. T. Tou (Ed.), NATO-ASI Series, Springer-Verlag, pp. 127-146, 1990.
13. “CAD-based Computer Vision,” Charles Hansen and Tom Henderson, *CAD-based programming for Sensor-based Robotics*, R. Ravani (Ed.), NATO-ASI Series, Springer-Verlag, pp. 275-298, 1989.

14. "Multisensor Knowledge Systems," Tom Henderson and Charles Hansen, *Real-Time Object Measurement and Classification*, A. K. Jain (Ed.), NATO-ASI Series, Springer-Verlag, pp. 375-390, 1988.
15. "Intrinsic Characteristics as the Interface between CAD and Machine Vision Systems," Tom Henderson, Charles Hansen, Bir Bhanu, *Pattern Recognition Theory and Applications*, (eds. P. Devijver and J. Kittler), NATO-ASI Series, Springer-Verlag, pp. 461-470, 1987.

Published Papers: Journals

1. “Interactive analysis for large volume data from fluorescence microscopy at cellular precision”, Yong Wan, Holly A. Holman, Charles Hansen, *Computer and Graphics*, 98, 2021, pp. 128-149
2. “Interactive Visualization of Atmospheric Effects for Celestial Bodies”, Jonathas Costa, Alexander Bock, Carter Emmart, Charles Hansen, Anders Ynnerman and Claudio Silva *IEEE Transactions on Visualization and Computer Graphics* 27:1, 2021.
3. “A Terminology for In Situ Visualization and Analysis Systems”, H. Childs, S. D. Ahern, J. Ahrens, A. C. Bauer, J. Bennett, E. W. Bethel, P.-T. Bremer, E. Brugger, J. Cottam, M. Dorier, S. Dutta, J. M. Favre, T. Fogal, S. Frey, C. Garth, B. Geveci, W. F. Godoy, C. D. Hansen, C. Harrison, B. Hentschel, J. Insley, C. R. Johnson, S. Klasky, A. Knoll, J. Kress, M. Larsen, J. Lofstead, K.-L. Ma, P. Malakar, J. Meredith, K. Moreland, P. Navr atil, P. OLeary, M. Parashar, V. Pascucci, J. Patchett, T. Peterka, S. Petruzza, N. Podhorszki, D. Pugmire, M. Rasquin, S. Rizzi, D. H. Rogers, S. Sane, F. Sauer, R. Sisneros, H.-W. Shen, W. Usher, R. Vickery, V. Vishwanath, I. Wald, R. Wang, G. H. Weber, B. Whitlock, M. Wolf, H. Yu, and S. B. Ziegeler, *International Journal of High Performance Computing Applications*, 34(6):676-691, Nov. 2020.
4. “OpenSpace: A System for Astrographics”, Alexander Bock, Emil Axelsson, Jonathas Costa, Gene Payne, Micah Acinapura, Vivian Trakinski, Carter Emmart, Claudio Silva, Charles Hansen and Anders Ynnerman, *IEEE Transactions on Visualization and Computer Graphics*, 26:1, 2020, pp. 633-642.
5. “Ray Tracing Generalized Tube Primitives for Vector and Tensor Fields”, M. Han, I. Wald, W. Usher, Qi Wu, F. Wang, V. Pascucci, C. D. Hansen and C. R. Johnson, *Computer Graphics Forum Journal*, 38:3 June 2019, pp.467-478.
6. “Independent and Collaborative Visualization Tool Development: Behind-the-Scene Stories of FluoRender”, Yong Wan and Charles Hansen, *IEEE Computer Graphics and Applications*, 39:1. Jan.-Feb. 2019, pp. 44-52.
7. “OpenSpace: Bringing NASA Missions to the Public”, A. Bock, C. Hansen, A. Ynnerman, *IEEE Computer Graphics and Applications*, 38:5, Sept. 2018, pp: 112–118.
8. “OpenSpace Changing the Narrative of Public Dissemination in Astronomical Visualization from What to How”, A. Bock, E. Axelsson, C. Emmart, M. Kuznetsova, C. Hansen, A. Ynnerman, *IEEE Computer Graphics and Applications*, 38:3, May 2018, pp: 44–57.
9. “FluoRender: joint freehand segmentation and visualization for many-channel fluorescence data analysis”, Y. Wan, H. Otsuna, H. A. Holman, B. Bagley, M. Ito, A. K. Lewis, M. Colasanto, G. Kardon, K. Ito, C. Hansen, *BMC Bioinformatics*, 18:280, 2017.
10. “Uncertainty Footprint: Visualization of Nonuniform Behavior of Iterative Algorithms in 4D Cell Tracking”, Yong Wan and Charles D. Hansen, *Computer Graphics Forum Journal*, Volume 36, Number 3, June 2017
11. “State of the Art in Transfer Functions for Direct Volume Rendering”, Patric Ljung, Jens Krge, Eduard Grler, Markus Hadwiger, Charles D. Hansen, Anders Ynnerman, *Computer Graphics Forum Journal*, Volume 35, Number 3, June 2016.
12. “TOD-Tree: Task-Overlapped Direct send Tree Image Compositing for Hybrid MPI Parallelism and GPUs”, Pascal Grosset and Manasa Prasad and Cameron Christensen and Aaron Knoll and Charles Hansen, *IEEE Transactions on Visualization and Computer Graphics*, Volume 23, Number 6, June 2017, pp. 1077-2626.

13. "A Survey of Colormaps in Visualization", Liang Zhou and Charles Hansen, IEEE Transactions on Visualization and Computer Graphics, Volume 22, Number 8, August 2016, pp. 2051-2069.
14. "A Shot at Visual Vulnerability Analysis", Ethan Kerzner, Charles Hansen, Miriah Meyer, Computer Graphics Forum Journal, Volume 34, Number 3, May 2015, pp. 391-400.
15. "Boundary Aware Reconstruction of Scalar Fields", Stefan Lindholm; Daniel Jansson and Charles Hansen and Anders Ynnerman, IEEE Transactions on Visualization and Computer Graphics, Volume 20, Number 12, November 2014, pp. 2447 - 2455.
16. "GuideME: Slice-guided Semiautomatic Multivariate Exploration of Volumes", Liang Zhou and Charles Hansen, Computer Graphics Forum Journal, Volume 33, Number 3, June 2014, pp. 151-160.
17. "Ovis: A Framework for Visual Analysis of Ocean Forecast Ensembles", Thomas Hoellt, Ahmed Magdy, Peng Zhan, Guoning Chen, Ganesh Gopalakrishnan, Ibrahim Hoteit, Charles D. Hansen, and Markus Hadwiger, IEEE Transactions on Visualization and Computer Graphics, Volume 20, Number 9, 2014, pp. 1114-1126.
18. "Synthetic Brainbows", Yong Wan, Hideo Otsuna, and Charles Hansen, Computer Graphics Forum Journal, Volume 32, Number 3, June 2013, pp. 471-480.
19. "Similarity Measures for Enhancing Interactive Streamline Seeding", Tony McLoughlin, Mark Jones, Robert Laramee, Charles D. Hansen, IEEE Transactions on Visualization and Computer Graphics, Volume 19, Number 8, 2013, August 2013, pp.1342-1353.
20. "Ambient Occlusion Effects for Combined Volumes and Tubular Geometry", Mathias Schott, Tobias Martin, A.V. Pascal Grosset, Sean T. Smith, Charles D. Hansen, IEEE Transactions on Visualization and Computer Graphics, Volume 19, Number 6, 2013, June 2013, pp. 913-926.
21. "Dye-Based Flow Visualization", Grzegorz K. Karch, Filip Sadlo, Daniel Weiskopf, Charles D. Hansen, Guo-Shi Li, and Thomas Ertl, IEEE Computing in Science & Engineering, Volume 14, Number 6, November 2012, pp. 80-86.
22. "Transfer Function Combinations", Liang Zhou, Charles D. Hansen, Computer and Graphics, Volume 36, Number 6, October 2012, pp. 596-606.
23. "Design of 2D Time-Varying Vector Fields" Guoning Chen, Konstantin Mischaikow, Vivek Kwatra, Li-Yi Wei, Charles D. Hansen, Eugene Zhang, IEEE Transactions on Visualization and Computer Graphics, Volume 18, Number 10, October 2012, pp. 1717-1730.
24. "A Practical Workflow for Making Anatomical Atlases in Biological Research", IEEE Computer Graphics and Applications, Yong Wan, A. Kelsey Lewis, Mary Colasanto, Mark van Langeveld, Gabrielle Kardon, Charles Hansen, Volume 32, Number 5, September 2012, pp. 70-80.
25. "Direct Feature Visualization Using Morse-Smale Complexes". Attila Gyulassy, Natallia Kotava, Mark Kim, Charles Hansen, Hans Hagen, Valerio Pascucci, IEEE Transactions on Visualization and Computer Graphics, Volume 18, Number 9, September, 2012, pp. 1549-1562.
26. "Generalized Swept Mid-structure for Polygonal Models", Tobias Martin, Guoning Chen, Suraj Musuvathy, Elaine Cohen, Charles Hansen, Computer Graphics Forum Journal (proceedings of EuroGraphics), Volume 31, Number 2, May 2012, pp. 805-814.
27. "Visual Comparison for Information Visualization", Michael Gleicher, Jonathan C. Roberts, Ilir Jusufi, Danielle Albers, Rick Walker, Charles D. Hansen, Journal of Information Visualization, Volume 10, Number 4, October 2011, pp. 271-288.

28. “Depth of Field Effects for Interactive Direct Volume Rendering”, [Mathias Schott](#), [Pascal Rosset](#), [Tobias Martin](#), Vincent Pegoraro, Sean Smith, and Charles Hansen, *Computer Graphics Forum Journal*, Volume 30, Number 3, June 2011, pp. 941-950.
29. “RTSAH Traversal Order for Occlusion Rays”, Thiago Ize and Charles Hansen, *Computer Graphics Forum Journal* (proceedings of EuroGraphics), Volume 30, Number 2, April 2011, pp. 297-305.
30. “Physically-Based Interactive Flow Visualization Based on Schlieren and Interferometry Experimental Techniques”, [Carson Brownlee](#), Vincent Pegoraro, [Siddharth Shankar](#), Patrick S. McCormick, and Charles D. Hansen, *IEEE Transactions on Visualization and Computer Graphics*, Volume 17, Number 11, 2011, pp. 1574-1586.
31. “Bayesian Monte Carlo Approach to Global Illumination”, [Jonathan Brouillat](#), Christian Bouville, [Brad Loos](#), Charles Hansen, Kadi Bouatouch *Computer Graphics Forum Journal*, Volume 28 Issue 8, Pages 2315 - 2329, October 2009.
32. “Occam’s razor and petascale visual data analysis”, E. W. Bethel, C. Johnson, S. Ahern, J. Bell, P.-T. Bremer, H. Childs, E. Cormier-Michel, M. Day, E. Deines, T. Fogal, C. Garth, C. G. R. Geddes, H. Hagen, B. Hamann, C. Hansen, J. Jacobsen, K. Joy, J. Kreuger J. Meredith, P. Messmer, G. Ostrouchov, V. Pascucci, K. Potter, Prabhat, D. Pugmire, O. Reubel, A. Sanderson, C. Silva, D. Ushizima, G. Weber, B. Whitlock, K. Wu, *Journal of Physics: Conference Series*, vol. 180, 2009.
33. “Volume Ray Casting with Peak Finding and Differential Sampling”, Aaron Knoll, Younis Hijazi, Rolf Westerteiger, [Mathias Schott](#), Charles Hansen, Hans Hagen, *IEEE Transactions on Visualization and Computer Graphics*, Volume 15, Number 6, 2009, pp. 1571-1578.
34. “An Interactive Visualization Tool for Multi-channel Confocal Microscopy Data in Neurobiology Research”, [Yong Wan](#), Hideo Otsuna, Chi-Bin Chien, and Charles Hansen, *IEEE Transactions on Visualization and Computer Graphics*, Volume 15, Number 6, 2009, pp. 1489-1496.
35. “A Directional Occlusion Shading Model for Interactive Direct Volume Rendering”, [Mathias Schott](#), Vincent Pegorara, Charles Hansen, Kevin Boulanger, Kadi Bouatouch, *Computer Graphics Forum Journal*, Volume 28, Number 3, 2009, pp. 855-862.
36. “Fast Ray Tracing of Arbitrary Implicit Surfaces with Interval and Affine Arithmetic”, [Aaron Knoll](#), [Younis Hijazi](#), [Andrew Kensler](#), [Mathias Schott](#), Charles Hansen, and Hans Hagen, *Computer Graphics Forum Journal*, Volume 28, Number 1, 2009, pp. 26-40.
37. “Coherent Multiresolution Isosurface Ray Tracing”, [Aaron Knoll](#), Ingo Wald and Charles Hansen *The Visual Computer*, Volume 25, Number 3, 2009, pp. 209-225.
38. “Physically-based Dye Advection for Flow Visualization”, [Guo-Shi Li](#), Charles Hansen, Xavier Tricoche, *Computer Graphics Forum Journal*, Volume 27, Number 3, 2008, pp. 727-73.
39. “Flow Charts: Visualization of Vector Fields on Arbitrary Surfaces”, [Guo-Shi Li](#), Xavier Tricoche, Daniel Weiskopf, Charles Hansen, *IEEE Transactions on Visualization and Computer Graphics*, Volume 14, Number 5, 2008, pp. 1067-1080.
40. “Interactive Isosurface Ray Tracing of Time-Varying Tetrahedral Volumes”, Ingo Wald, H. Friedrich, [Aaron Knoll](#), Charles Hansen, In *IEEE Transactions on Visualization and Computer Graphics 2007* Volume 13, Number 6, 2007 pp. 1727–1734.
41. “SciDAC Visualization and Analytics Center for Enabling Technologies – Strategy for Petascale Visual Data Analysis Success,” E.W. Bethel, C. Johnson, C. Aragon, Prabhat, O. Ruebel, G. Weber, V. Pascucci, H. Childs, P.-T. Bremer, B. Whitlock, S. Ahern, J. Meredith, G. Ostrouchov, K. Joy, B. Hamann, C. Garth, M. Cole, C. Hansen, S. Parker, A. Sanderson, C. Silva, X. Tricoche. *CTWatch Quarterly*, Volume 3, Number 4, November 2007.

42. “SciDAC Visualization and Analytics Center for Enabling Technology”, E.W. Bethel, C.R. Johnson, K. Joy, S. Ahern, V. Pascucci, H. Childs, J. Cohen, M. Duchaineau, B. Hamann, C. Hansen, D. Laney, P. Lindstrom, J. Meredith, G. Ostrouchov, S.G. Parker, C.T. Silva, A. Sanderson, X. Tricoche, *Journal of Physics: Conference Series*, vol. 78, 2007.
43. “Ray-Driven Dynamic Working Set Rendering For Complex Volume Scene Graphs Involving Large Point Clouds”, David Chisnall, Min Chen, Charles Hansen, *The Visual Computer*, Vol.23 (3), 2007, 167-179.
44. “VACET: Proposed SciDAC2 Visualization and Analytics Center for Enabling Technologies”, W. Bethel, C. Johnson, C. Hansen, S. Parker, A. Sanderson, C. Silva, X. Tricoche, V. Pascucci, H. Childs, J. Cohen, M. Duchaineau, D. Laney, P. Lindstrom, S. Ahern, J. Meredith, G. Ostrouchov, K. Joy and B. Hamann, *Journal of Physics: Conference Series* Vol. 46, 2006, 561-569.
45. “Soft Shadow Maps: Efficient Sampling of Light Source Visibility”, Lionel Atty, Nicolas Holzschuch, Marc Lapierre, Jean-Marc Hasenfratz, Charles Hansen, Francois X. Sillion, *Computer Graphics Forum* Vol. 25 (4), 2006, 725-741.
46. “Interactive Display of Isosurfaces with Global Illumination”, Chris Wyman, Steve Parker, Peter Shirley, Charles Hansen *IEEE Transactions on Visualization and Computer Graphics*, Vol. 12 (2), 2006, pp 186-196.
47. “Reconstruction and Visualization of Planetary Nebulae”, Marcus Magnor, Gordon Kindlmann, Charles Hansen, Neb Durie *IEEE Transactions on Visualization and Computer Graphics*, Vol. 11 (5), 2005, pp 485-496.
48. “Ray Bilinear Patch Intersections”, Shaun Ramsey, Kristie Potter, Charles Hansen *Journal for Graphics Tools*, Vol. 9 (3) 2004, pp 41-47.
49. “A Streaming Narrow-Band Algorithm: Interactive Computation and Visualization of Level Sets”, Aaron E. Lefohn, Joe M. Kniss, Charles D. Hansen, Ross T. Whitaker, *IEEE Transactions on Visualization and Computer Graphics*, Vol. 10 (4), July 2004, pp 422-433
50. “Illustrative Interactive Stipple Rendering”, Aidong Lu, Christopher J. Morris, Joe Taylor, David S. Ebert, Charles Hansen, Penny Rheingans, and Mark Hartner *IEEE Transactions on Visualization and Computer Graphics*, Vol. 9 (2), April 2003, pp 127-138
51. “A Model for Volume Lighting and Modeling”, Joe Kniss, Simon Premoze, Charles Hansen, Peter Shirley, and Allen McPherson *IEEE Transactions on Visualization and Computer Graphics*, Vol. 9 (2), April 2003, pp 150-162
52. “Multi-Dimensional Transfer Functions for Interactive Volume Rendering”, Joe Kniss, Gordon Kindlmann, and Charles Hansen, *IEEE Transactions on Visualization and Computer Graphics*, Vol. 8 (3), July 2002, pp 270-285
53. “TRex, Texture-based Volume Rendering for Extremely Large Datasets”, Joe Kniss, Patrick McCormick, Al McPherson, James Ahrens, Jamie Painter, Alan Keahey, and Charles Hansen, *IEEE Computer Graphics and Applications*, Vol. 21 (4), 2001, pp 52-61
54. “Accelerated Isosurface Extraction in Time-varying Fields”, Philip Sutton and Charles Hansen, *IEEE Transactions on Visualization and Computer Graphics*, Vol. 6 (2), 2000, pp 98-107
55. “The Deferred Accumulation Buffer”, Patrick McCormick, Charles Hansen, and Ed Angel, *Journal for Graphics Tools*, Vol. 4 (3), 1999, pp 35-46

56. "Interactive Computing and Visualization", Christopher Johnson, Steven Parker, Charles Hansen, Gordon Kindlmann, and Yarden Livnat, *IEEE Computer*, Vol. 32 (12), 1999, pp 59-65
57. "Interactive Ray Tracing for Volume Visualization", Steven Parker, Michael Parker, Yarden Livnat, Peter-Pike Sloan, Charles Hansen, and Peter Shirley, *IEEE Transactions on Visualization and Computer Graphics*, Vol. 5 (3), 1999, pp 238-250
58. "Parallel Sphere Rendering", Michael Krogh, James Painter, Charles Hansen, *Parallel Computing*, Vol. 23 (7), 1997, pp 961-974
59. "Parallel Volume Rendering Using Binary-Swap Compositing", Kwan-Liu Ma, James Painter, Charles Hansen, Michael Krogh, *IEEE Computer Graphics and Applications*, Vol. 14, No. 4, July 1994, pp 59-68
60. "The Impact of Gigabit Network Research on Scientific Visualization", Charles Hansen and Stephen Tenbrink, *The Visual Computer*, Vol. 9, No. 6, 1993, pp 318-323
61. "Parallel Path Consistency," Steve Susswein, Thomas C. Henderson, Joe Zachary, Chuck Hansen, Paul Hinker, Gary Marsden, *International Journal of Parallel Programming*, Vol. 20, No. 6., 1991 pp 453-473
62. "High-speed Networks, Visualization and Massive Parallelism in the Advanced Computing Laboratory", Dave Forslunk, Paul Hinker, Charles Hansen, W. St. John, S. Tenbrink, J. Brewton, *Computing Systems in Engineering*, Vol 3, Nos 1-4, 1992
63. "CAGD-Based Computer Vision", Charles Hansen and Tom Henderson, *IEEE Pattern Recognition and Machine Intelligence*, Vol. 11, No. 10, pp. 1181-1193, November 1989
64. "Multisensor Knowledge Systems: Interpreting 3-D structure," Thomas C. Henderson, Amar Mitiche, Eliot Weitz, Chuck Hansen, *International Journal of Robotics Research*, Special Issue on Multisensor Integration, Vol. 7, No. 6, pp. 114-137, December 1988
65. "Apparent Symmetries in Range Data," Rod Grupen, Charles Hansen, Tom Henderson, *Pattern Recognition Letters*, Vol. 7, pp. 107-111, February 1988
66. "The Specification of Distributed Sensing and Control," Tom Henderson, Charles Hansen, Bir Bhanu, *Journal of Robotic Systems*, Vol. 2. No. 4, pp. 387-396, 1986
67. "Organizing Spatial Data for Robotics Systems," Thomas C. Henderson, Chuck Hansen, Wu So Fai, *Computers in Industry*, Vol. 6, No.5, pp. 331-344, October 1985
68. "MKS: A Multi-sensor Kernel System," Tom Henderson, Wu So Fai, Charles Hansen, *IEEE Trans. on Systems, Man and Cybernetics*, Vol. SMC-14, No. 5, pp. 784-791, September/October 1984

Published Papers: Conference Proceedings (refereed papers)

1. “VisIt-OSPRay: Towards An Exascale Volume Visualization System”, Qi Wu, Will Usher, Steve Petruzza, Sidharth Kumar, Feng Wang, Ingo Wald, Valerio Pascucci and Charles D. Hansen, EuroGraphics Symposium on Parallel Graphics and Visualization, June 2018, pp. 13-23.
2. “Closest Point Sparse Octree for Surface Flow Visualization”, Mark Kim, Charles Hansen Visualization and Data Analysis, IS&T Electronic Imaging 2017, Feb. 2017.
3. “Dynamically Scheduled Region-Based Image Compositing”, Pascal Grosset, Aaron Knoll, Charles Hansen, EuroGraphics Symposium on Parallel Graphics and Visualization, June 2016, pp. 79-88.
4. “TOD-Tree: Task-Overlapped Direct send Tree Image Compositing for Hybrid MPI Parallelism”, Pascal Grosset, Manasa Prasad, Cameron Christensen, Aaron Knoll, Charles Hansen, EuroGraphics Symposium on Parallel Graphics and Visualization, May 2015, pp. 67-76.
5. “Surface Flow Visualization using the Closest Point Embedding”, Mark Kim, Charles Hansen, IEEE Pacific Visualization 2015, April 2015, pp. 17-23.
6. “GPU Surface Extraction using the Closest Point Embedding”, Mark Kim, Charles Hansen, SPIE Visualization and Data Analysis, 2015, February 2015.
7. “Image-parallel Ray Tracing using OpenGL Interception”, Carson Brownlee, Thiago Ize, Charles D. Hansen, Eurographics Symposium on Parallel Graphics and Visualization, May 2013, pp. 65-72.
8. “Extraction and Visual Analysis of Seismic Horizon Ensembles”, Thomas Hoellt, Markus Hadwiger, Charles Hansen, and Guoning Chen Eurographics 2013 Short Paper, May 2013, pp. 69-72.
9. “Transfer Function Design based on User Selected Samples for Intuitive Multivariate Volume Exploration”, Liang Zhou and Charles Hansen, IEEE Pacific Visualization 2013, March 2013, pp. 73-80.
10. “Evaluation of Depth of Field for Depth Perception in DVR”, A. V. Pascal Grosset, Mathias Schott, Georges-Pierre Bonneau, and Charles Hansen IEEE Pacific Visualization 2013, March 2013, pp. 82-88.
11. “Visual Analysis of Uncertainties in Ocean Forecasts for Planning and Operation of Off-Shore Structures”, Thomas Hoellt, Ahmed Magdy, Guoning Chen, Ganesh Gopalakrishnan, Ibrahim Hoteit, Charles D. Hansen, and Markus Hadwiger, IEEE Pacific Visualization 2013, March 2013, pp. 185-192, Best Paper Nomination.
12. “Interactive Extraction of Neural Structures with User-Guided Morphological Diffusion”, Yong Wan, Hideo Otsuna, Chi-Bin Chen, Charles D Hansen, IEEE Symposium on Biological Data Visualization 2012.
13. “Interactive Rendering for Multi-Hybrid Remote Power Pipe Wall Systems”, Christian Wagner, Markus Flatken, Fang Chen, Andreas Gerndt, Charles Hansen and Hans Hagen, 9th GI-VR/AR Workshop “Virtual and Augmented Reality”, September 2012, Dusseldorf.
14. “GLuRay: Enhanced Ray Tracing in Existing Scientific Visualization Applications using OpenGL Interception”, Carson Brownlee, Charles Hansen, Thomas Fogal Eurographics Symposium on Parallel Graphics and Visualization, May 2012, pp. 41-50.
15. “A Study of Ray Tracing Large-scale Scientific Data in Widely Used Parallel Visualization Applications”, Carson Brownlee, Dave DeMarle, Charles Hansen, James Ahrens, John Patchett, Ollie Lo, Christopher Mitchell Eurographics Symposium on Parallel Graphics and Visualization, May 2012, pp. 51-60.

16. "FTLE Computation Beyond First Order Approximation", Markus Uffinger, Filip Sadlo, Mike Kirby, Charles D. Hansen, Thomas Ertl, Eurographics 2012 Short Paper, May 2012.
17. "Dynamic Particle System for Mesh Extraction on the GPU", Mark Kim, Guoning Chen, Charles Hansen, GPGPU5 Workshop, March 2012, London.
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7. “High-level Tools for Scientific Visualization”, Charles Hansen, Computer Use By Engineers (CUBE) Symposium, Sante Fe, NM., November, 1990
8. “Efficient Depth Estimation using Trinocular Stereo”, Charles Hansen, Nicolas Ayache, and Francis Lustman, SPIE Conference on Intelligent Robots, Cambridge, Massachusetts, November, 1988
9. “The Synthesis of Logical Sensor Specifications,” Thomas C. Henderson, Charles Hansen and Bir Bhanu, SPIE Conference on Intelligent Robots, Cambridge, Massachusetts, September, 1985.
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Unrefereed Publications

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2. “Guest Editor’s introduction to the Special Section on the 2016 IEEE Pacific Visualization Symposium”, Charles Hansen, Ivan Viola, Xiaoru Yuan *IEEE Transactions on Visualization and Computer Graphics*, 2016, 22(6), pp. 1638-1639.
3. “Graphics Applications for Grid Computing”, Charles Hansen and Chris Johnson Guest editors’ introduction, *IEEE Computer Graphics and Applications*, Vol. 23, No. 2, March 2003, pp. 20-21.

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6. "Recent Developments in Parallel Rendering" Scott Whitman, Charles D. Hansen and Thomas W. Crockett. Guest editors' introduction, *IEEE Computer Graphics and Applications*, Vol. 14, No. 4, July 1994, pp. 21-22.
7. "Parallel Rendering," Chuck Hansen, Tom Crockett, and Scott Whitman, Guest editors' introduction, *IEEE Parallel and Distributed Technology*, Vol. 2, No. 2, Summer 1994, p. 7.
8. "A Data Distributed Parallel Algorithm for Ray-Traced Volume Rendering," Kwan-Liu Ma, James S. Painter, Charles D. Hansen, and Michael F. Krogh, ICASE Report No. 93-59 (NASA CR 191520), Institute for Computer Applications in Science and Engineering, NASA Langley Research Center, Hampton, VA, Aug. 1993.
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Reviewer

International Conference on Pattern Recognition
IEEE Conference on Robotics and Automation
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ACM SIGGRAPH
National Science Foundation
DOE Energy Research Programs
IEEE Pattern Analysis and Machine Intelligence
IEEE Transactions on Visualization and Computer Graphics
IEEE Computer Graphics and Applications
ACM Transactions on Graphics
Journal for Graphics Tools

Editorial Duties:

Guest Editor: IEEE Computer Graphics and Applications, Vol. 40, No. 2, March 2020
Guest Editor: IEEE Transactions on Visualization and Computer Graphics, Vol. 22, No. 6, 2016
Guest Editor: IEEE Transactions on Visualization and Computer Graphics, Vol. 14, No. 6, November/December 2008
Guest Editor: IEEE Transactions on Visualization and Computer Graphics, Vol. 13, No. 6, November/December 2007
Guest Editor: IEEE Computer Graphics and Applications, Vol. 23, No. 2, March 2003
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Guest Editor: IEEE Parallel and Distributed Technology, Vol. 2, No. 2, Summer 1994
Editorial Board: IEEE Transactions on Visualization and Computer Graphics, September 2012 - December 2018
Editorial Board: IEEE Computing NOW, September 2012 - August 2016
Editorial Board: Computers and Graphics, September 2011 - August 2016
Editorial Board: IEEE Transactions on Visualization and Computer Graphics, January 2003 - January 2007
Editorial Board: International Journal of High Performance Computer Graphics, Multimedia and Visualization, February 1997 - 1999
Associate Editor-in-Chief: IEEE Transactions on Visualization and Computer Graphics, August 2003 - January 2007
Associate Editor-in-Chief: IEEE Transactions on Visualization and Computer Graphics, June 2014 - December 2018

Selected Professional Activities

Executive Committees:

IEEE Technical Committee on Computer Graphics: Executive Committee Member, 2020-present
IEEE Technical Committee on Computer Graphics: Visualization Awards Chair, 2020-present
IEEE CS Transactions Operating Committee Chair, 2020
IEEE CS Pubs Board, 2020
IEEE Technical Committee on Computer Graphics: Executive Committee Member, 1995-2002
IEEE Transactions on Visualization and Computer Graphics: Editor-in-Chief Search Committee Chairman, 2002
SIGGRAPH: Small Conference Coordinator, 1995 - 2000
SIGGRAPH: Executive Committee: Director at Large, July 1995 - June 1998
SIGGRAPH: Vice-Chair Rio Grande SIGGRAPH Local Chapter, July 1995- June 1996

Conference Organization:

Papers Co-Chair: IEEE Pacific Vis 2016, 2016
Symposium Co-Chair: IEEE Symposium on Large Data Analysis and Visualization, 2014
Conference Co-Chair: Eurographics and IEEE-CS, Symposium on Volume Graphics 2010, 2010
Papers Co-Chair: IEEE Visualization 2008, 2008
Papers Co-Chair: IEEE Visualization 2007, 2007
Short Papers Co-Chair: Eurographics 2006, Vienna Austria
IEEE Visualization Conference Steering Committee: 2001-2004
Conference Co-Chair: 2004 EUROGRAPHICS/IEEE-CS Symposium on Visualization
Workshop Co-Chair: 2003 ACM/SIGGRAPH/Eurographics Campfire, "Visualization Meets Visual Effects"
Conference Co-Chair: 2003 EUROGRAPHICS/IEEE-CS Symposium on Visualization
Conference Co-Chair: IEEE Visualization 2001 Conference, 2001
Conference Co-Chair: IEEE Visualization 2000 Conference, 2000
Program Co-Chair: IEEE Visualization '99 Conference, 1999
Program Co-Chair: IEEE Visualization '97 Conference, 1997
Symposium Co-Chair: ACM-SIGGRAPH/IEEE Volume Rendering Symposium, 1996
Symposium Co-Chair: ACM-SIGGRAPH/IEEE 1st Parallel Rendering Symposium, 1993
Workshop Co-Chair: Scientific Visualization Environments, IEEE Visualization 1991

Program Committees:

Program Committee: IEEE/EG EuroVis 2019
Program Committee: SIBGRAPI 2019
Program Committee: IEEE Pacific Vis 2018
Program Committee: IEEE Pacific Vis 2017
Program Committee: IEEE Symposium on Large Data Analysis and Visualization 2016
Program Committee: IEEE/EG EuroVis Short Papers 2015
Program Committee: IVAPP: International Conference on Information Visualization Theory and Applications 2014
Program Committee: IEEE/EG EuroVis 2014
Program Committee: IEEE Symposium on Large Data Analysis and Visualization 2013
Program Committee: IEEE Scientific Visualization 2013
Program Committee: IEEE/EG EuroVis 2013
Program Committee: IEEE/EG EuroVis 2013 Short Papers
Program Committee: IEEE/EG EnviroVis 2013
Program Committee: IVAPP 2012
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Program Committee: ACM I3D, 2009
Program Committee: Pacific Vis, 2008
Program Committee: IEEE/Eurographics Eurovis, 2008
Program Committee: Eurographics Workshop on Parallel Graphics and Visualization, 2008
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Program Committee: Eurographics Workshop on Parallel Graphics and Visualization, 2006
Program Committee: 4th International Workshop on Volume Graphics (VG '05)
Program Committee: 10th Conference on Vision, Modeling, and Visualization (VMV'05)
Program Committee: ACM SIGGRAPH Symposium on Interactive 3D Graphics & Games, 2005
Program Committee: IEEE/Eurographics Eurovis, 2005
Program Committee: 9th Conference on Vision, Modeling, and Visualization (VMV'04)
Program Committee: EUROGRAPHICS Workshop on Parallel Graphics and Visualization, 2004
Program Committee: IEEE Visualization 2004 Conference, 2004
Program Committee: IEEE Visualization 2003 Conference, 2003
Program Committee: IEEE Visualization 2002 Conference, 2002
ACM SIGGRAPH Emerging Technologies Jury: 2002
ACM SIGGRAPH Sketches Jury: 2002
Program Committee: 2002 EUROGRAPHICS/IEEE-CS Symposium on Visualization
Program Committee: 4th International Symposium on High Performance Computing 2002
Program Committee: 2002 EUROGRAPHICS Workshop on Parallel Graphics and Visualization
Program Committee: IEEE 2001 Symposium on Parallel and Large-Data Visualization and Graphics
Program Committee: International Workshop on Volume Graphics 2001
Program Committee: 2001 EUROGRAPHICS/IEEE-CS Symposium on Visualization
Program Committee: 2000 EUROGRAPHICS Workshop on Parallel Graphics and Visualization
SIGGRAPH Papers Committee: SIGGRAPH 2000
SIGGRAPH Papers Committee: SIGGRAPH 1999

Program Committees (continued):

Program Committee: EG - IEEE TCCG Symposium on Visualization, Vienna 1999

Program Committee: 1999 EUROGRAPHICS/IEEE-CS Symposium on Visualization

Papers Committee: IEEE Visualization '98 Conference, 1998

Case Studies Committee: IEEE Visualization '98 Conference, 1998

Program Committee: 1998 EUROGRAPHICS Workshop on Parallel Graphics and Visualization

Program Committee: International Workshop on Volume Graphics, Swansea 1998

Case Studies Committee: IEEE Visualization '98 Conference, 1998

Program Committee: 1997 Parallel Rendering Symposium

SIGGRAPH Sketches Jury: 1997

SIGGRAPH Applications Jury: 1996

Program Committee: First EUROGRAPHICS Workshop on Parallel Graphics and Visualization 1996

Program Committee: 1995 Parallel Rendering Symposium

SIGGRAPH Panel Jury: 1994

SIGGRAPH Panel Jury: 1990

Review Panels:

KAUST: External Advisory Board, Visual Computing Center, 2016
State Key Laboratory of CAD and Computer Graphics External Advisory Board, Zhejiang University 2016
Thesis Award Committee, Faculty of Engineering of The Chinese University of Hong Kong (CUHK) 2015
State Key Laboratory of CAD and Computer Graphics External Advisory Board, Zhejiang University 2015
KAUST External Center Director Search Committee 2013
RIVIC External Advisory Board 2013
ANL CELS External Advisory Board 2012
RIVIC External Advisory Board 2012
KAUST: External Advisory Board, Geometric Modeling and Visualization Center, 2012
LLNL: Advisory Board, Computation Division, 2011
KAUST: External Advisory Board, Geometric Modeling and Visualization Center, 2011
RIVIC External Advisory Board 2011
UNC: CISMM External Advisory Board 2010
DOE: 2010
NSF: 2010
LLNL: Advisory Board, Computation Division, 2009
RENCI: Advisory Board, 2009
DOE: 2009
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UNC: CISMM External Advisory Board 2009
NSF: 2008
UNC: CISMM External Advisory Board 2007
Netherlands Organization for Scientific Research: 2009
Netherlands Organization for Scientific Research: 2007
Netherlands Organization for Scientific Research: 2006
University of Bergen: Search Committee for Chair in Visualization, 2006
NIH: UCSF Site Visit 2006
UNC: CISMM External Advisory Board 2006
eScience: E-Viz External Advisory Committee 2006
NSF: CISE Panel 2006
NIH-NSF: NIH-NSF Workshop for the Future of Visualization 2005
DHS: Department of Homeland Security Taskforce for National Visual Analytics 2005
NIH-NSF: NIH-NSF Workshop for the Future of Visualization 2004
DHS: Department of Homeland Security Taskforce for National Visual Analytics 2004
LLNL: Computing Research Directorate LDRD Review 2004
NSF: CISE Panel 2003
NSF: CISE Panel2002
NSF: STC site visit, 2001
NSF: CISE Panel2001
Ohio Supercomputing Center : External Review Board, 2001
LLNL: Computing Directorate Research Review Board, 2001
DOE: LLNL LDRD External Review Board, 2000
NSF: CISE Panel1999
DOE: ASCI Level 2 Panel, 1998
NSF: CISE Panel1998
IDA: ISAT Study Group on Visualization of Information Spaces, 1997
NSF: Division of Mathematical Sciences, Institute Site Visit Panel, 1997
NSF: STC Site Visit Panel, 1996

Miscellaneous:

Member: ACM, ACM-SIGGRAPH

Fellow: IEEE

University Departmental and College Committees

Department: By-Laws Revision Sub-Committee 2016-2018
Director: Graphics and Visualization Track, 2012-2016
Faculty Search Committee - Computer Vision 2015-2016
Faculty Search Committee - Data Science 2014-2015
Faculty Search Committee - Visualization 2014-2015
Faculty Search Committee - Computer Vision 2013-2014
Faculty Search Committee - Visualization 2013-2014
Faculty Search Committee - Visualization 2012-2013
Research Grants Review 2011
Associate Director, School of Computing, 2009-2010
Research Grants Review 2010
Research Grants Review 2009
Associate Director, School of Computing, 2008-2009
Graduate Admissions Committee 2008
Research Grants Review 2008
Graduate Admissions Committee 2007
Research Grants Review 2007
Computer Facilities Committee Fall 2003
Associate Director of the School of Computing 2002-2003
Associate Director of the School of Computing 2001-2002
Associate Director of the School of Computing 2000-2001
Systems Comprehensive Committee 2001
Computer Facilities Committee (chair) 2001
Graduate Studies Committee 1999-2000 (Chair)
Graduate Studies Committee 1998-1999 (Chair)
Computer Policy Committee 1998-1999
Facility Faculty Liaison 1997-1998
Computer Policy Committee 1997-1998 (Chair)

College: Dean Search Committee 2003
New Building Committee 2001-2002
College Computing Resources 1997-1998

University Committees, continued

University: Distinguished Professor Selection Committee 2019-present
UPTAC Committee 2014-2017
Graduate Council, Graduate School, 2014-2017
Graduate Admissions Committee, Graduate School, 2014-2017
Associate Director of the Scientific Computing and Imaging Institute 2016-2017
Associate Director of the Scientific Computing and Imaging Institute 2015-2016
Associate Director of the Scientific Computing and Imaging Institute 2014-2015
Associate Director of the Scientific Computing and Imaging Institute 2013-2014
Associate Director of the Scientific Computing and Imaging Institute 2012-2013
Associate Director of the Scientific Computing and Imaging Institute 2010-2011
IT Council 2010-2011
Associate Director of the Scientific Computing and Imaging Institute 2009-2010
IT Council 2009-2010
Associate Director of the Scientific Computing and Imaging Institute 2008-2009
IT Council 2008-2009
Leadership Workshop 2008-2009
Associate Director of the Scientific Computing and Imaging Institute 2007-2008
IT Council 2007-2008
University Seed Grant Committee 2007-2008
Associate Director of the Scientific Computing and Imaging Institute 2006-2007
University Seed Grant Committee 2006-2007
IT Council 2006-2007
Associate Director of the Scientific Computing and Imaging Institute 2005-2006
University Seed Grant Committee 2005-2006
Associate Director of the Scientific Computing and Imaging Institute 2003-2004
University Seed Grant Committee 2003-2004
CHPC Faculty Advisory Board 2002-2003
Graduate Research Fellowship Selection Committee 2002
University Seed Grant Committee 2002-2003
ITEC 2001-2002
University Seed Grant Committee 2001-2002
CHPC Faculty Advisory Board 2001-2002
CHPC Faculty Advisory Board 2000-2001
CHPC Faculty Advisory Board 1999-2000
Network Technical Advisory Committee 1999-2000
Network Technical Advisory Committee 1998-1999
CHPC Faculty Advisory Board 1998-1999
EGI Director Search Committee 1998-1999
Network Technical Advisory Committee 1997-1998

Keynote or Distinguished Lecturer

1. “Can You Read the Bottom Line: Visualization in 2020”, Salishan Conference on High-Speed Computing, April 2014.
2. “A Scientific Visualization Perspective”, Keynote, International Computing for the Atmospheric Sciences Symposium, September 2013.
3. “Big Data: A Scientific Visualization Perspective”, Keynote, DFG Exascale Workshop June 2013.
4. “FluoRender: an Interactive Rendering Tool for Confocal Microscopy Data Visualization”, Distinguished Lecture, KAUST Visualization Summit, April 2013.
5. “Big Data: A Scientific Visualization Perspective”, Keynote, IEEE Pacific Visualization, March 2013.
6. “Parallel Visualization: Has It Come Of Age?”, Keynote, Eurographics Parallel Graphics and Visualization, Norrkoping, May 2010.
7. “Interactive Texture-based Flow Visualization”, Distinguished Lecture, Fraunhofer Institute for Graphics and Interaction”, Darmstadt, June 2009.
8. “Advanced Visualization in CSAFE”, Capstone Talk, CUIC, Bordeaux, June 2007.
9. “Interdisciplinary Research”, Keynote, Norway Workshop on Visualization, University of Bergen, May 2007.
10. “Large-Scale Scientific Visualization”, Distinguished Lecture Series, University of Nebraska, Lincoln, April 2007.
11. “Large-Scale Scientific Visualization”, Keynote, Theory and Practice of Computer Graphics 2006, Middlesbrough, UK.
12. “Advanced Visualization Techniques”, Distinguished Lecture Series, Technical University of Graz, Austria, June 2006.
13. “Future of Large-Scale Scientific Visualization”, Symposium on the Future of Visualization, UNCC, Keynote Address.
14. “Suppose the World was Piecewise Plastic”, Distinguished Lecture Series, Technical University of Vienna, The Institute of Computer Graphics and Algorithms, June 2005.
15. “Visualization Research: What’s Next?”, l’Association Aristote, l’Universite Paris-Sud-Orsay, March 2005.
16. “Techniques for Advanced Visualization”, Les Seminaires de l’INRIA Rhone-Alpes, INRIA, Grenoble, November 2004.
17. “Leveraging PC Graphics Cards for Advanced Visualization”, Keynote Lecture for Fachbereich Graphische Datenverarbeitung (FB-GDV), Gesellschaft fur Informatik, the Computer Graphics Section of the German Computer Science Association, Konstanz Germany, May 2004.
18. “High Performance Visualization: So much data, so little time...”, Keynote Address, Intl. Conference on Parallel Computing (ParCo2003), Dresden Germany, September 2003.
19. “Large-Scale Biomedical Visualization using BioPSE and Star-Ray”, SGI Technical Users’ Conference, Mountain View, CA, June 2003.
20. “Advanced Methods for Visualization”, Distinguished Lecture, Purdue University, February 2003.
21. “Large Scale Scientific Visualization”, Distinguished Lecture, University of Manchester, GB, February 2003.
22. “Interactive Biomedical Computing”, SGI Visualization Summit, Paris, February 2003.

23. “Advanced Rendering Methods for Visualization”, Keynote Address, Vision, Modeling and Visualization (VMV2002), Erlangen Germany, November, 2002.
24. “Parallel Methods for Scientific Visualization and Computer Graphics”, Keynote Address, SIAM Symposium on Parallel Processing, March 2001.
25. “Is There a Future for Parallel Graphics and Visualization?”, Keynote Address, Eurographics Workshop on Parallel Graphics and Visualization, September 2000.
26. “High Performance Visualization and the ASCI Program”, Keynote Address, Chevron Petroleum Research, Vis-Expo, May 4, 1998.

Invited Talks

- “FluoRender: A Visualization and Analysis Tool for Confocal Microscopy”, Zhejiang University, Hangzhou, China, April 2017.
- “FluoRender: A Visualization and Analysis Tool for Confocal Microscopy”, Peking University, Beijing, China, April 2017.
- “FluoRender: A Visualization and Analysis Tool for Confocal Microscopy”, Tsinghua University, Beijing, China, April 2017.
- “Parallel Visualization: Has It Come Of Age?”, Technical University of Stuttgart, June 2012.
- “Visualization Research at SCI Utah”, INRIA, Jan 2012.
- “Incremental Shading Methods for Volume Rendering”, University of Magdeburg, Oct 2011.
- “Biomedical Computing and Visualization at SCI”, University of Kaiserslautern, May 2010.
- “VACET: Visualization and Analytics Center for Enabling Technologies”, International Supercomputing Conference, Hamburg, June 2009.
- “Interactive Texture-based Flow Visualization”, University of Kaiserslautern, June 2009.
- “Multi-Field Volume Visualization”, IAMCS Spring Symposium, May 2009
- “Large-scale Scientific Visualization”, IAMCS Colloquium, TAMU, May 2009
- “Multidimensional Transfer Functions and other GPU Methods”, Exxon-Mobile, August 2008.
- “Interactive Texture-based Flow Visualization”, LANL, August 2008.
- “Physically Correct Flow Visualization”, Curves and Surfaces 2008, Norway.
- “CSAFE: Large Scale Scientific Computation”, University of Kaiserslautern, May 2008.
- “On Visualization and Graphics”, IRISA, Rennes, May 2007.
- “Recent Visualization at Utah”, Center for Applied Scientific Computing, LLNL, April 2007.
- “Is Seeing Really Believing?”, Conference on Visualization in Medicine and Life Sciences, Ruegen, Germany, July 2006.
- “Visualization Research: What’s Next?”, SISMA Visualisation haute performance, CEA, Paris, March 2005.
- “The Future Visualization Platform”, Panel Participant, Visualization 2004.
- “On the Use of Commodity Clusters for Large-Scale Scientific Applications”, Invited presentation, ARL Commodity Cluster Symposium, July 2003.
- “Cluster-based Methods for Visualization”, Center for Applied Scientific Computing, LLNL, June 2003.
- “Leveraging PC Graphics Cards for Advanced Visualization”, Centre Engerie Atomic, Department Sciences de la Simulation et de l’Information, May 2003.
- “Leveraging PC Graphics Cards for Advanced Visualization”, Simon Fraiser University, May 2003.
- “Methods for Advanced Visualization”, University of Stuttgart, March 2003.

“Leveraging PC Graphics Cards for Advanced Visualization”, University of Kaiserslautern, March 2003.

“Leveraging PC Graphics Cards for Advanced Visualization”, Computer Science Colloquia Series, University of Alabama, February 2003.

“Volume Rendering: Aren’t we done yet?”, Dagstuhl Workshop on Scientific Visualization, 2003

“Advanced Volume Visualization”, Center for Applied Scientific Computing, LLNL, October 2002.

“Leveraging PC Graphics Cards for Advanced Visualization”, Advanced Computing Laboratory Colloquia Series, LANL, August 2002.

“Visualization Research at the University of Utah”, Department of Computer Science, Ohio State University, November 2000.

“Large Scale Visualization”, Dagstuhl Workshop on Scientific Visualization, 2000

“Effective Methods for Large Scale Visualization”, Dagstuhl Workshop on Scientific Visualization, May 2000

“Interactive TeraScale Visualization: An Oxymoron”, Invited Lecture, NSF/DOE Workshop on Large-scale Visualization and Data Management, May 1999

“Real-Time Ray Tracing”, Colloquium Speaker, University of New Mexico, Department of Computer Science, December 1998.

“View Dependent Visualization”, Colloquium Speaker, Center for Applied Scientific Computing, LLNL, October 1998.

“Tera-Scale Visualization”, Colloquium Speaker, University of New Mexico, Department of Computer Science, March 1998.

“Visualization for Tera-Scale Computing”, Colloquium Speaker, University of California, Davis, February 1998.

“Visualization for the ASCI Program”, Colloquium Speaker, Scientific Computing and Communications Department, LLNL, February, 1998.

“Tera-Scale Visualization: issues and approaches”, Panel Participant, Visualization ’97

“Simulation Steering”, Dagstuhl Workshop on Scientific Visualization, 1997

“Advanced Methods for Volume Visualization” NRO Workshop, Phoenix, Az. February 1996

“Volume Visualization in Hardware and Software”, Panel Organizer, Volume Visualization Workshop 1996

“Parallel Rendering: Which is better, HW or SW?”, Panel Participant, Parallel Rendering Symposium 1995

“Data Parallel Rendering”, Dagstuhl Workshop on Scientific Visualization, 1994

“Parallel Rendering Practices”, Panel Participant Parallel Rendering Symposium 1993

“Scientific Visualization Environments” Co-chair. IEEE Visualization 1991, San Diego, Ca. October 1991

“HIPPI for High-Speed Distributed Visualization” SIGGRAPH/SIGCOMM Workshop on Highspeed Graphics, Boulder, Co. Jan 1991

“High Performance Distributed Visualization” SIGGRAPH Workshop on High-speed Graphics and Networking, Las Vegas, Nv. August 1991

“Data Structures for Scientific Visualization: The Los Alamos National Laboratory Position”, SIGGRAPH Workshop on Data Structures and Access Methods for Scientific Visualization, Dallas, Tx., August 1990

Students Graduated

- Matthew Territo, MS Thesis Advisor, Thesis: “FlightController” School of Computing, University of Utah, May 2019.
- Pascal Grossett, PhD Advisor, Dissertation: “Investigating Depth of Field in Volume Rendering, and Distributed Volume Rendering on High Performance Computing Systems”, School of Computing, University of Utah, 2016.
- Kevin Wall, MS Project Advisor, School of Computing, University of Utah, Spring 2016.
- Mark Kim, PhD Advisor, Dissertation: “GPU Enabled Surface Visualization”, School of Computing, University of Utah, 2015.
- Manasa Prasad, MS Thesis Advisor, School of Computing, University of Utah, Spring 2015.
- Brad Loos, PhD Co-Advisor (with Peter-Pike Sloan Co-Advisor), Dissertation: “Modular Radiance Transfer” School of Computing, University of Utah, Fall 2014.
- Liang Zhou, PhD Advisor, Dissertation: “Multivariate Transfer Function Design” School of Computing, University of Utah, Spring 2014.
- Yong Wan, PhD Advisor, Dissertation: “FluoRender: An Interactive Tool for Confocal Microscopy Data Visualization and Analysis” School of Computing, University of Utah, Spring 2013.
- Carson Brownlee, PhD Advisor, Dissertation: “Parallel Ray Tracing in Scientific Visualization” School of Computing, University of Utah, Fall 2012.
- Mathias Schott, PhD Advisor, Dissertation: “Using Incremental Filtering for Enhancing the Depth Perception of Interactive Direct Volume Rendering”, School of Computing, University of Utah, Fall 2011.
- Siddarth Shankar, MS Advisor, “Large-Scale Visualization”, School of Computing, University of Utah, Fall 2009.
- Jianrong Shu, MS Advisor, “Multi-Field Visualization”, School of Computing, University of Utah, Fall 2009.
- Joshua Stratton, MS Advisor, “Interactive Volume Rendering” School of Computing, University of Utah, Fall 2008.
- Aaron Knoll, PhD Advisor, Dissertation: “Ray Tracing Implicit Surfaces For Interactive Visualization”, School of Computing, University of Utah, Fall 2008.
- Guo-Shi Li, PhD Advisor, Dissertation: “Interactive Flow Visualization”, School of Computing, University of Utah, Spring 2008.
- Milan Ikits, PhD Advisor, Dissertation: “Interactive Exploration of Volumetric Data Sets with a Combined Visual and Haptic Interface”, School of Computing, University of Utah, Fall 2006.
- Joe Kniss, PhD Advisor, Dissertation: “Multi-field Volume Rendering”, School of Computing, University of Utah, Summer 2006.
- James Bigler, MS Advisor, Thesis: “Use of Silhouette Edges and Ambient Occlusion in Particle Visualization”, School of Computing, University of Utah, Summer 2004.
- Shaun Ramsey, PhD Advisor, Dissertation: “Rendering Transitions in a Geometric Level of Detail Framework”, School of Computing, University of Utah, Summer 2004.

Chris Wyman, PhD Advisor, Dissertation: “Fast Local Approximation to Global Illumination”, School of Computing, University of Utah, Summer 2004.

John McCorquodale, MS Advisor, Non-thesis option, Graduated May 2003.

Charles Schmidt, MS Advisor, Thesis: “Simulating Refraction Using Geometric Transforms”, School of Computing, University of Utah, Graduated May 2003.

Joe Kniss, MS Advisor, Thesis: “Interactive Volume Rendering Techniques”, School of Computing, University of Utah, Graduated August 2002.

Eric Luke, MS Advisor, Thesis: “SEMOTUS VISUM: A Flexible Remote Visualization Framework”, School of Computing, University of Utah, Graduated May 2002.

Ashutosh S. Mehndiratta, MS Advisor, Thesis: “Multiresolution Techniques for Volume Visualization”, School of Computing, University of Utah, Graduated May 2002.

Phil Sutton, MS Advisor, Thesis: “Isosurface Extraction in Time-Varying Fields”, Dept of Computer Science, University of Utah, Graduated May 2000.

Tushar Udeshi, MS Advisor, Thesis: “Towards Interactive Photorealistic Rendering, A Hybrid Approach”, Dept of Computer Science, University of Utah, Graduated December 1999.

Mark Schelzenback, ME Advisor, Project: “Real-Time Ray Tracing”, Dept of Computer Science, University of Utah, December 1999.

Michelle Miller ME Advisor, Project: “Distributed Simulation Steering”, Dept of Computer Science, University of Utah, Graduated Spring 1998.

Pat McCormick MS Advisor, Thesis: “Deferred Shading Techniques”, Dept of Computer Science, University of New Mexico, Graduated 1996.

Paul Hinker PhD Advisor, Dissertation: “Massively Parallel Geometry Extraction”, Dept of Computer Science, New Mexico Tech, Graduated 1993.

Students Committee Member

- Mathieu Muzik, PhD Committee (external Examiner), University of Vienna, November 2016.
- Markus Uffinger, PhD Committee (external Examiner), University of Stuttgart, May 2013.
- Thomas Hoellt, PhD Committee (external Examiner), KAUST, March 2013.
- Brian Summa, PhD Committee, School of Computing.
- Jonathan Brouillat PhD Committee (external Examiner), University Rennes I, France, November 2009.
- Bruno Raffin, Habilitation Committee (external Examiner), INRIA-Rhone Alps, March 2009.
- Christian Boucheny, PhD Committee (external Examiner), University Joseph Fourier, Grenoble, France, February 2009.
- Guillaume Francois, PhD Committee (external Examiner), University Rennes I, France, November 2008
- Simon Walton, PhD Committee (external Examiner), Department of Computer Science, University of Wales Swansea, Graduated December 2007.
- Younis Hijazi, PhD Committee (external Examiner), Department of Computer Science, University of Kaiserslautern, Graduated December 2007.
- Lee Meyers, MS Committee, School of Computing, University of Utah, Expected Completion 2008.
- Anastasia Mirinova, MS Committee, School of Computing, University of Utah, Expected Completion 2008.
- Wei Guo, PhD Committee, School of Computing, University of Utah, Expected Completion 2008.
- Keming Zhang, PhD Committee, School of Computing, University of Utah, Expected Completion 2008.
- Laurent Castanie, PhD Committee, Institute National Polytechnique de Lorraine, Ecole Nationale Supérieure de Géologie, Nancy, France, Graduated 2006.
- Christiaan Gribble, PhD Committee, School of Computing, University of Utah, Graduated 2006.
- Ivan Viola, PhD Committee, Technical University of Vienna, Graduated 2005.
- Kirk Riley, PhD Committee, Electrical and Computer Engineering, Purdue University, Graduated 2005.
- Aidon Lu, PhD Committee, Electrical and Computer Engineering, Purdue University, Graduated 2005.
- Robert L. Van Uitert, PhD Committee, School of Computing, University of Utah, Graduated 2005.
- Gordon Kindlmann, PhD Committee, School of Computing, University of Utah, Graduated 2004.
- David Weinstein, PhD Committee, School of Computing, University of Utah, Graduated 2003.
- Juergen Scholze-Doebold, PhD Committee, Department of Computer Science, Institute for Visualization and Interactive Systems, Technical University of Stuttgart, Graduated 2003.
- Helen Hu, PhD Committee, School of Computing, University of Utah, Graduated 2003.
- Vidya Elangovan, MS Committee, Dept of Computer Science, University of Utah, Graduated 2001.
- Yu Chen, MS Committee, Dept of Bioengineering, University of Utah, Graduated 2000.
- Yarden Livnat, PhD Committee, Optimized Isosurface Extraction, Dept of Computer Science, University of Utah, Graduated 1999.

Steve Parker, PhD Committee, Steering of Scientific Computations, Dept of Computer Science, University of Utah, Graduated 1999.

A.J. Preetham, MS Committee, Dept of Computer Science, University of Utah, Graduated 1999.

Chen-Chi Kuo, PhD Committee, Dept of Computer Science, University of Utah, Graduated 1999.

Pat Crossno PhD Committee, Particle Systems for Scientific Visualization, Dept of Computer Science, University of New Mexico, Graduated 1998.

Todd Frost PhD Committee, Parallel Rendering and CAGD, Dept of Computer Science, Arizona State University, Graduated 1995.

Undergraduate Theses

Ian Sohl, BS Thesis Advisor, Thesis: “Image Compositing in Legion”, School of Computing, University of Utah, Graduated 2016.

Joshua Andersen, BS Thesis Advisor, Thesis: “Implementing and Comparing Different Lighting Models and Procedural Fire Using Cg”, School of Computing, University of Utah, Graduated 2004.

Cameron Christensen, BS Thesis Advisor, Thesis: “Parallel Image Composition for Shared Memory Multiprocessors”, Dept of Computer Science, University of Utah, Graduated 2000.

Postdoctoral Supervision

Guoning Chen September 2009 - March 2012. Current Position, Assistant Professor, University of Houston.

Xavier Tricoche February 2004 - June 2006, Current Position, Assistant Professor, Purdue University.

Xavier Cavin October 2001 - October 2002, Current Position: Research Scientists, INRIA-Lorraine.

Erik Reinhard February 2000 - May 2002, Current Position: Group Leader, Max Planck Center for Visual Computing and Communication.

Courses

CS 1030 Foundations of Computer Science, Univ of Utah, Fall 2017
CS 7960 History of Volume Rendering, Univ of Utah, Fall 2017
CS 5610/6610 Interactive Computer Graphics, Univ of Utah, Spring 2016
CS 4600 Introduction to Computer Graphics, Univ of Utah, Fall 2015 (C7-3.96, I7-3.93)
CS 5610/6610 Interactive Computer Graphics, Univ of Utah, Spring 2015 (C7-5.5, I7-5.6)
CS 4600 Introduction to Computer Graphics, Univ of Utah, Fall 2014 (C7-3.37, I7-3.61)
CS 5610/6610 Interactive Computer Graphics, Univ of Utah, Fall 2013 (C7-6.0, I7-6.0/C7-5.06, I7-5.0)
CS 5600 Introduction to Computer Graphics, Univ of Utah, Spring 2013 (C7-5.63, I7-5.63)
CS 5610/6610 Interactive Computer Graphics, Univ of Utah, Fall 2012 (C7-5.2, I7-5.0/C7-5.33, I7-5.33)
CS 5600 Introduction to Computer Graphics, Univ of Utah, Spring 2011 (C7-4.5, I7-4.63)
KAUST WEP Introduction to Scientific Visualization, KAUST, Winter 2011
CS 5610/6610 Interactive Computer Graphics, Univ of Utah, Fall 2010 (C7-5.5, I7-5.5/C7-5.7, I7-5.63)
KAUST WEP Introduction to Scientific Visualization, KAUST, Winter 2010
CS 5610/6610 Interactive Computer Graphics, Univ of Utah, Fall 2009 (C7-5.5, I7-5.5/C7-5.43, I7-5.69)
CS 6962 Advanced Shader Programming, Univ of Utah, Spring 2009 (C7-5.4, I7-5.8)
CS 5600 Introduction to Computer Graphics, Univ of Utah, Spring 2009 (C7-4.73, I7-4.7)
CS 5610/6610 Interactive Computer Graphics, Univ of Utah, Fall 2008
CS 5600 Introduction to Computer Graphics, Univ of Utah, Spring 2008
CS 5610/6610 Interactive Computer Graphics, Univ of Utah, Fall 2007
CS 5630/6630 Scientific Visualization”, Univ of Utah, Fall 2006
CS 5610/6610 Computer Graphics II, Univ of Utah, Fall 2006
CS 5630/6630 Scientific Visualization”, Univ of Utah, Fall 2005
CS 5610/6610 Computer Graphics II, Univ of Utah, Fall 2005
CS 5610/6610 Computer Graphics II, Univ of Utah, Fall 2003
Independent Studies, Advanced Graphics HW Programming 6 students, Univ of Utah, Spring 2003
CS 5610/6610 Computer Graphics II, Univ of Utah, Fall 2002
CS 5320/6320 Computer Vision I, Univ of Utah, Spring 2002
CS 5610/6610 Computer Graphics II, Univ of Utah, Fall 2001
CS 6937 Seminar: Advanced Computer Graphics Architectures, Univ of Utah, Fall 2001
CS 5610/6610 Computer Graphics II, Univ of Utah, Spring 2001
CS 5600/6600 Computer Graphics I, Univ of Utah, Fall 2000
CS 5961/6960 Computer Graphics II, Univ of Utah, Spring 2000
CS 5610/6610 Computer Graphics II, Univ of Utah, Spring 2000
CS 5600/6600 Computer Graphics I, Univ of Utah, Fall 1999
CS 6937 Computer Graphics Seminar”, Univ of Utah, Spring 2000
CS 5630/6630 Scientific Visualization”, Univ of Utah, Spring 1999
CS 6938 Scientific Computing and Imaging Seminar”, Univ of Utah, Spring 1999
CS 6937 Computer Graphics Seminar”, Univ of Utah, Spring 1999
“Distributed Computing with MPI”, Univ of Utah, Winter 1998, (Undergraduate Independent Study)
“Deferred Shading Rendering”, Univ of NM-Los Alamos, Fall 1996, (Graduate Independent Study)
“Scientific Visualization”, Short Course at KTH, Stockholm, Sweden, Summer 1996
“Advanced Scientific Visualization Techniques”, SIGGRAPH 1995, August 1995, (with Roger Crawfis LLNL)
“Distributed Computing”, Univ of NM-Los Alamos, Spring 1995, (Undergraduate Independent Study)
“Introduction to Scientific Visualization, Supercomputing 1994, November 1994, (with Mike Bailey SDSC)
“Introduction to Scientific Visualization, Visualization 1994, October 1994, (with Mike Bailey SDSC)

“Advanced Scientific Visualization Techniques”, SIGGRAPH 1994, August 1994, (with Roger Crawfis LLNL)

“Introduction to Scientific Visualization Tools and Techniques”, SIGGRAPH 1993, July 1993, (with Mike Bailey SDSC)

“Introduction to Graphics and Scientific Visualization”, Tutorial Supercomputing '92, Nov. 1992 (with Prof Ed Angel UNM)

“Introduction to Scientific Visualization Tools and Techniques”, SIGGRAPH 1992, July 1992

“Volumetric Rendering”, Univ of NM-Los Alamos, Spring 1992, (Independent Study)

“Introduction to Graphics and Scientific Visualization”, Tutorial Supercomputing '91, Nov. 1991 (with Prof Ed Angel UNM)

“High-Performance Computational Science”, Univ of NM, Summer 1991

“Introduction to Robotics”, Univ of Utah, Spring 1989 (graduate level)

“Advanced Computer Vision”, Univ of Utah, Winter 1989 (graduate level)

“Introduction to Computer Vision”, Univ of Utah, Fall 1988 (graduate level)

Research Grants and Contracts

Current Grants

NIH \$1.25M, PI,

“FluoRender: Visualization-Based and Interactive Analysis for Multichannel Microscopy Data”,
1R01EB023947-01,

August 2017-July 2021

NASA, \$1.3M, PI,

“OpenSpace: An Engine for Dynamic Visualization of Earth and Space Science for Informal Education and Beyond”,

January 2016-January 2021,

subcontract with American Museum of Natural History, total grant \$6.3M

Past Grants

DOE PSAAP, \$15M, Co-PI,

“The UQ-Predictive Multidisciplinary Simulation Center for High Efficiency Electrical Power Generation with Carbon Capture”,

March 2014-February 2020,

Co-PI, with PI Prof. Phil Smith and Co-PIs Martin Berzins, Valerio Pascucci

DOE, \$540k, PI,

“A Unified Data-Driven Approach for Programming In Situ Analysis and Visualization”,

September 2014-August 2018,

PI, with co-PI Prof. Pascucci, Pat McCormick LANL

DOE, \$2,250k, Co-PI,

“SciDAC II: Scalable Data Management, Analysis and Visualization (SDAV) Institute”,

February 2012-April 2017,

Co-PI, with PI Prof. Pascucci and Co-PI, Chris Johnson

NSF, \$282k, PI,

“A Comprehensive Ray Tracing Framework for Visualization in Distributed-Memory Parallel Environments”,

October 2013-September 2017,

PI, with co-PI Prof. Hank Childs, UOregan, Paul Navratil TACC

NSF, \$303k, PI,

“Visualizing Comparisons”,

August 2012-September 2017,

PI, with co-PI Prof. Mike Gleicher UWisc, Prof. Steve Franconeri

NIH, \$1.2M, Co-PI,

“FluoRender: an Imaging Tool for Zebrafish Research”,

September 2011-May 2016,

PI with co-PI Prof Tasdizen.

Exxon/Mobil, \$110k, Co-PI,

“Interactive Visualization of MultiVariate Data”,

October 2006 - September 2015,

Co-PI, with PI Ross Whitaker.

DOE, \$370k, Co-PI,

“CO2 Predictivity Visualization,

July 2010-September 2013,

PI with co-PI Prof Tasdizen.

KAUST (subcontract from TAMU), \$1.67M, Co-PI,

“Institute for Applied Mathematics and Computational Science”,

June 2008 - June 2013,
co-PI with Dr. Chris Johnson, PI.

NSF, \$848k, Co-PI,
“Enabling Transformational Science and Engineering Through Integrated Collaborative Visualization and Data Analysis for the National User Community”,
August 2009 - July 2013,
Dr. Valerio Pascucci, PI.

NSF, \$430k, Co-PI,
“CRI: A Hierarchical Data Storage System for Large Data Simulation, Comparison”,
March 2006-February 2010,
co-PI with Dr. Steve Parker, PI, and Dr. Chris Johnson, Co-PI.

DOE, \$830k, Co-PI,
“End to End High Performance Visualization”,
March 2006-February 2010,
co-PI with Dr. Chris Johnson, PI.

DOE ASCI/ASAP, \$20M total - responsible portion: \$714k, Senior Investigator,
“Center for Simulation of Fires and Explosions”,
Oct 2002-Sept 2010,
Senior Investigator for Scientific Visualization.

NSF, \$250k, PI,
“Advanced Volume Visualization”,
February 2006-January 2010,
PI with Dr. Sarah Creem-Regehr Co-PI.

NSF, \$178k, PI,
“An Advanced Interactive Multifield, Multisource Atmospheric Visual Analysis Environment”,
July 2005-June 2009.

Sandia, \$250k, Co-PI,
“Visualization Research for Multicore Processors”,
June 2009 - June 2010,
co-PI with Dr. Claudio Silva, PI.

DOE/LANL, \$200k, Co-PI,
“Advanced Visualization Research”,
August 2007 - September 2008,
co-PI with Claudio Silva, PI.

DOE-LLNL, \$675k, PI,
“Advanced Visualization Technology Center”,
October 2003-September 2006,

PI with Dr. Claudio Silva Co-PI.

NSF, \$191k, **PI**,
 “Advanced Weather Data Visualization”,
October 2002-September 2006.

NIH, \$245k, **co-PI**,
 “CRCNS: Assembling Visible Neurons for Simulation”,
September 2002-August 2006,
 co-PI with Dr. Ross Whitaker, PI.

DOE-LANL, \$13.5k, **PI**,
 “GPU Based Data Analysis and Exploration”,
May 2004-Sept 2004.

NVIDIA, \$300k, **PI**,
 “Equipment gift for undergraduate education”,
January 2004.

NIH, \$3.7M, **co-PI**,
 “Center for the Modeling, Simulation, and Visualization of Bioelectric Fields”,
Sept 1999- Oct 2004
 Co-PI with Dr. Chris Johnson, PI and Dr. Rob MacLeod, Co-PI.

DOE, \$660k, **co-PI**,
 “Sci-DAC Fusion, A National Collaboratory to Advance the Science of High Temperature Plasma
 Physics for Magnetic Fusion”,
Oct 2001-Sept 2004
 co-PI with Dr. Chris Johnson, PI.

DOE-LLNL, \$275k, **PI**,
 “Advanced Visualization Technology Center renewal”,
 August 2002-Sept 2003,
 PI with Dr. Chris Johnson and Dr. Steve Parker, Co-PI.

DOE-LLNL, \$500k, **co-PI**,
 “Advanced Visualization Technology Center renewal”,
 August 2001-July 2002,
 Co-PI with Dr. Chris Johnson, PI and Dr. Steve Parker, Co-PI.

DOE-LLNL, \$98k, **PI**,
 “Parallel Time-dependent Visualization”,
 October 2000-August 2001,
 PI with Dr. Steve Parker co-PI.

UofU Research Instrumentation, \$45k, **PI**,
 “Proposal for a Video-Switching System”,

July 2000.

DOE-ANL, \$598k, **co-PI**,

“Advanced Visualization Technology Center renewal”,
March 2000-Feb 2001,
Co-PI with Dr. Chris Johnson, PI.

SNL, \$30k, **PI**,

“Undergraduate Experience in Research”,
Nov 1999-Sept 2000.

NSF, \$485k, **co-PI**,

“Interactive Flow Visualization using Haptics”,
Jan 2000-Dec 2002,
NSF-ARC, Co-PI with Dr. Chris Johnson PI and Dr. John Hollerbach co-PI.

NSF, \$527k, **PI**,

“Interactive Ray Tracing for Visualization”,
Sept 1999-Aug 2002,
NSF-ARC, PI with Drs. Pete Shirley, Brian Smits, and Bill Thompson co-PIs.

NSF, \$872k, (NSF: \$610k, UofU match: \$262k), **PI**,

“Acquisition of an Experimental Testbed for Computer Graphics”,
Aug 1999-July 2002,
NSF-MRI, PI with Drs. Bill Thompson, Chris Johnson, Pete Shirley, and Elaine Cohen, co-PIs.

NIH, \$3.2M, **co-PI**,

“Center for the Modeling, Simulation, and Visualization of Bioelectric Fields”,
Sept 1999-Sept 2003
Co-PI with Dr. Chris Johnson, PI and Dr. Rob MacLeod, Co-PI.

DOE, \$1.5M, **co-PI**,

“CorridorOne: An Integrated Distance Visualization Environment for SSI and ASCI”,
July 1999-July 2002,
co-PI with Dr. Chris Johnson, co-PI.

UofU Seed Grant, \$35k, **co-PI**,

“Medical Imaging Problems for Magnetic Encephalography”,
Feb 1999-Feb 2000,
co-PI with Dr. Jeff Lewine(Radiology), PI.

LLNL, \$60k, **PI**,

“Rapid Extraction of Isosurfaces from Time-Varying Data”,
Feb 1999-Feb 2000.

SNL, \$30k, **PI**,

“Undergraduate Experience in Research”,

Nov 1998-Sept 1999.

DOE-ANL, \$1.425M, **co-PI**,

“Advanced Visualization Technology Center”,
Feb 1998-Feb 2000,
Co-PI with Dr. Chris Johnson, PI.

DOE ASCI/ASAP, \$20M total - responsible portion: \$914k, **Senior Investigator**,

“Center for Simulation of Fires and Explosions”,
Oct 1997-Sept 2002,
Senior Investigator for Scientific Visualization.

NSF, \$410k, **co-PI**,

“User-directed hybrid deterministic and Monte Carlo parallel light transport algorithms”,
Oct 1997-Sept 2000,
Co-PI with Dr. Peter Shirley, PI.

DOE ASCI, \$1.2M, **PI**,

“PSE Visualization for Accelerated Strategic Computing Initiative”,
Oct 1996 - Sept 1997,
Principal Investigator, Tri-Laboratory coordinator.

DOE ASCI, \$600k, **PI**,

“PSE Visualization for Accelerated Strategic Computing Initiative”,
Oct 1995 - Sept 1996.

DOE HPCC, \$500K, **PI**,

“Parallel and Distributed Visualization”,
Oct 1995 - Sept 1996.

DOE HPCC, \$500K, **PI**,

“Visualization Component of GRACCE”,
Oct 1994 - Sept 1995.

DOE HPCC, \$750K, **PI**,

“Visualization Component of GRACCE”,
Oct 1993 - Sept 1994.

DOE HPCC, \$640K, **PI**,

“Visualization Component of GRACCE”,
Oct 1992 - Sept 1993.

DOE HPCC, \$200K, **co-PI**,

“High Performance Computation and Communication”,
Jan 1992 - Sept 1992,
Co-Investigator, Dr. Andy White, PI.

DARPA, \$300K, **co-PI**, “iWARP: High-Speed Networking and Visualization”,

Oct 1991 - Sept 1992,

Co-Principal Investigator.

DOE AMS, \$100K, **co-PI**,

“SIMD Rendering Techniques”,

Oct 1990 - Sept 1991,

Co-Investigator, Dr. Andy White, PI.

LANL ISRD, \$214K, **PI**,

“Distributed Visualization”,

Oct 1990 - Sept 1993.

Community Service

1. "Member, Oakridge Elementary Community Council", August 2000-May 2004
2. "President Oakridge Elementary Community Council", May 2002-May 2003
3. "Board of Directors, Brighton Competition Team, August 2003-2008

Consulting

1. Lawrence Livermore Laboratories, 1998-2010
2. Ohio State Supercomputing Center, 2001