

ビジュアルコンピューティングセミナー2019-04

下記の要領で、今年度第4回のセミナーを開催しますのでご参集ください。

日時：2019年11月7日(木)13:30-15:00

場所：慶應義塾大学 矢上キャンパス ディスカッションルーム2

題目：Enhanced Computer Animation by Fusing Computer Graphics
Technology with Smart Data Management

講師：Prof. Hui Liang
Professor, Zhengzhou University of Light Industry, China



要旨：Despite over 30 years history and the ability to produce stunning visual effects for many blockbuster movies, the industry of computer animation remains one of the most labour-intensive ones where quality moving imagery relies heavily on manual operation from a large number of animators. The gap between technology development and industry need was evidenced in the case of the movie "Avatar" which was delayed for ten years while the necessary technology was being developed. The talk will be structured around the themes of "Enhanced Computer Animation technology" and "Intelligent Data Management for Computer Animation," which aims to improve the status quo by developing the "next generation computer animation techniques" and to answer challenges in handling computer animation data in an intelligent way to facilitate creativity and to encourage interaction among users through knowledge transfer and development.

I will present examples from my past research in UK and ongoing research projects. The talk will be an intensive research presentation, aiming to provide new insights, approaches and methods of the next generation computer animation techniques and the intelligent animation data management to facilitate the growth of computer animation industry.

略歴：Prof. Hui Liang is a professor in the software engineering college at the Zhengzhou University of Light Industry. He has been the Marie Curie Senior Research Fellow at the National Centre for Computer Animation, the No. 1 educational and research base for computer animation in UK. Since 2014, he is mainly responsible for the EU FP7 funded research project "Enhanced Computer Animation by Fusing Computer Graphics Technology with Smart Data Management". The animation and games industry is currently one of the most rapidly growing industries. Dr. Liang's research focuses on the development of next generation computer animation technology and smart data management, including virtual reality, novel HCI, serious game/training, animation production and intelligent animation data management etc.