NTU International Conference To Promote Computer Graphics As A Multidisciplinary Field

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Nanyang Technological University (NTU) is hosting the Computer Graphics International Conference, one of the oldest and highly acclaimed international computer graphics conferences in the world, from 8 to 11 June 2010.

Organised by NTU's Institute for Media Innovation, in cooperation with the Computer Graphics Society, Computer Graphics International 2010 aims to promote cross-disciplinary exchanges to foster the creation of next generation tools, technologies and services which could help to solve complex problems in various fields. Some of the areas that computer graphics could contribute to include the neurosciences, biomedical technologies, virtual and augmented reality, art, robotics, serious games and educational tools. To chart the way forward, a panel discussion titled "The Future of Interactive Virtual Worlds and Multimedia," will see experts discussing the future of computer graphics and animation as a truly multidisciplinary field.

The aim of this year's conference, which Singapore last hosted in 1990, is consistent with NTU's focus of developing a broad-based multidisciplinary education, which spans not only science and technology, but also across business, the arts and humanities as well as technopreneurship and innovation. It is also the vision of NTU's Institute for Media Innovation to be an incubator of multidisciplinary cutting edge media related research ideas and establish Singapore as a key player at the forefront of the global interactive digital media revolution.

Apart from promoting theoretical developments, the four day conference also aims to advance innovative practical applications in computer graphics, through an exchange of views among experts and industry leaders on future trends and upcoming hot spots in the field.

Joining some 250 overseas and local delegates at the opening session this morning was Guest-of-Honour, HE Jorg Alois Reding, Ambassador of Switzerland. Mr Michael Yap, Deputy CEO, Media Development Authority (MDA) delivered the keynote address.

"Computer Graphics International 2010 will challenge the boundaries of research and development in new media as it promotes inter-disciplinary collaboration between the natural sciences and social sciences. Through this approach, we hope to chart and discover the true potential of the multimedia and interactive virtual worlds in the future", said Co-Chair of this year's conference, Professor Nadia Magnenat-Thalmann, who is also the Director of NTU's Institute for Media Innovation and Director of the research lab MIRALab at the University of Geneva.

A pioneer in the area of interactive digital media research known as virtual

humanity, Professor Magnenat-Thalmann last month received the prestigious 2010 Distinguished Career Award from the European Association for Computer Graphics (Eurographics) for her contributions towards advancing computer graphics research in Europe. Last week, she was also conferred an honorary doctorate from the University of Ottawa in Canada, in recognition of her contributions for the past 30 years at the forefront of computer graphics and computer animation.

Giving his thoughts on the aim of this year's conference, NTU Provost Professor Bertil Andersson said, "Given the multitude of dimensions in which computer graphics can evolve and be applied, the goal now is to achieve radical innovations with the support of a vibrant science, technology, public policy, art and media ecosystem. At this stage, we are only seeing the dawn of a new era. But as the different disciplines work together, this genesis will definitely lay the foundation for the emergence of a field that can revolutionize the way we live, learn, play and work in future".

The conference this year brings together some of the most distinguished speakers in multi-disciplinary research in the field of computer graphics. Among them are Professor Qunsheng Peng from Zhejiang University, China, who will discuss his research in illumination consistency and how it plays an important role for augmented reality, and Professor Franz-Erich Wolter from Leibniz University Hannover, Germany, whose recent research includes the development of medical imaging systems and bio-mechanical simulation systems.

A total of 305 papers have been submitted for this year's conference, up from the usual average of 100 papers submitted at each conference in recent years. This is testimony to the high standing enjoyed by Singapore and NTU in the field of computer graphics and animation. 70 of the best full papers will appear as journal papers in the reputable Visual Computer journal published by leading global scientific publisher, Springer Verlag.

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[1] http://www.eurekalert.org/pub_releases/2010-06/ntu-nic060910.php