香港浸會大學
HONG KONG BAPTIST UNIVERSITY

60 HKBU

SHUN HING EDUCATION AND CHARITY FUND
信 興 教 育 及 慈 善 基 金

香港浸會大學
HONG KONG BAPTIST UNIVERSITY
計算機科學系
Department of Computer Science

AF 電影學院
Academy of Film

HKBU 60th Anniversary
Shun Hing Distinguished Lecture Series

香港浸會大學60周年校慶
信興傑出學人講座

Technological Innovation for Entertainment

Public Lecture

4:30-6:00 p.m. | February 17, 2016 | Wednesday

Tsang Chan Sik Yue Auditorium (AAB 201)
2/F, Academic and Administration Building
Baptist University Road Campus

Disney Research was launched in 2008 as a network of research laboratories that collaborate closely with academic institutions such as the Swiss Federal Institute of Technology in Zürich and Carnegie Mellon University. Its mission is to push the frontiers of technology in areas relevant to Disney's creative entertainment businesses. Disney Research develops innovations for Parks, Film, Animation, Television, Games, and Consumer Products. Research areas include video and animation technologies, postproduction and special effects, digital fabrication, robotics, and much more. This talk gives an overview of Disney Research spiced with some examples of our latest and greatest inventions. The focus is on the collaboration between ETH Zürich and the Walt Disney Company displaying the synergies arising from this program. This talk will highlight a company perspective as well as a view from the academic angle.

Prof. Markus Gross
Department of Computer Science, ETH Zurich
Vice President Research and Development
The Walt Disney Company

Markus Gross is a Professor of Computer Science at the Swiss Federal Institute of Technology Zürich (ETH), Head of the Computer Graphics Laboratory, and the Director of Disney Research, Zürich. He joined the ETH Computer Science faculty in 1994. His research interests include physically based modeling, computer animation, immersive displays, and video technology. Before joining Disney, Gross was director of the Institute of Computational Sciences at ETH. He received a master of science in electrical and computer engineering and a PhD in computer graphics and image analysis, both from Saarland University in Germany in 1986 and 1989. Gross serves on the boards of numerous international research institutes, societies, and governmental organizations. He received the Technical Achievement Award from EUROGRAPHICS in 2010, the Swiss ICT Champions Award in 2011 and the IEEE Visualization Technical Achievement Award in 2015. He is a fellow of the ACM and of the EUROGRAPHICS Association and a member of the German Academy of Sciences Leopoldina as well as the Berlin-Brandenburg Academy of Sciences and Humanities. In 2013 he received a Technical Achievement Award from the Academy of Motion Picture Arts and Sciences, the Konrad Zuse Medal of GI and the Karl Heinz Beckurts prize.

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Tel: (852) 3411-2385
Email: comp@comp.hkbu.edu.hk
Website: http://www.comp.hkbu.edu.hk