Curriculum Vitae - Dirk Reiners

Contact Information

Mailing Address:	Center for Advanced Computer Studies
	University of Louisiana (UL) at Lafayette
	P.O. Box 44330
	Lafayette, LA 70504-4330
Office Phone:	+1-337-735-1398
Private Phone:	+1-337-326-3797
Email:	dirk@louisiana.edu
Homepage:	http://www.dirkreiners.com

Personal Information

Full Name:	Dirk Peter Reiners
Birth Date/Place:	November 17th 1968, Bergisch Gladbach, Germany
Citizenship:	German
Marital Status:	Married
Children:	1 (Alexander Emilio, *6/9/2010)

Education

2002	Dr.-Ing. (cf. PhD)	Technical University Darmstadt
1994	Dipl.-Inform. (cf. MS)	Technical University Darmstadt
1992	Vordiplom (cf. BS)	University of Erlangen-Nuremberg

Academic Experience

08/12 -	*Associate Professor in the Center for Advanced Computer Studies*
	University of Louisiana, Lafayette

08/06 - 08/12	*Assistant Professor in the Center for Advanced Computer Studies* University of Louisiana, Lafayette
10/03 – 08/06	*Assistant Professor in Computer Science* *Faculty Member of the Human-Computer Interaction Graduate* *Program* Iowa State University
03/04 – 08/06	*Adjunct Assistant Professor, Electrical and Computer* *Engineering* Iowa State University
01/05 – 08/06	*Faculty Member of the Information Assurance Center* Iowa State University
08/98 – 08/03	*Adjunct Lecturer* Technical University Darmstadt
03/94 – 11/94	*Visiting Scientist* National Center for Supercomputing Applications, Univ. of Illinois at Urbana-Champaign

Industrial and Other Non-Academic Experience

02/00 –	*Technical Director of the OpenSG Forum* Center for Computer Graphics, Darmstadt, Germany
09/98 – 01/00	*Senior Researcher in Virtual Reality Rendering* Fraunhofer Institute for Computer Graphics, Darmstadt, Germany
01/97 – 08/98	*Researcher in Augmented Reality* European Computer-Industry Research Centre, Munich, Germany
04/96 – 12/96	*Visiting Researcher in Electronic Art* Advanced Telecommunications Research Institute International, Takanohara, Japan
01/95 – 03/96	*Researcher in Virtual Reality Rendering* Fraunhofer Institute for Computer Graphics, Darmstadt, Germany

| 10/92 – 02/94 | *Research Assistant in Interactive Global Illumination* |
| | Fraunhofer Institute for Computer Graphics, Darmstadt, Germany |

Economic Development

12/10 -	Work with Stuller, Inc., Lafayette
08/08 – 12/09	Work with John Chance Land Survey, Lafayette
08/08-	Work with Premiere Inc., New Iberia

Consulting

04/09	Petrobras, Brazil
05/08 – 08/08	Realtime Technologies, Munich, Germany
02/04 –08/06	Infiscape Corporation, Ames, Iowa
03/03	Hewlett-Packard Corporation, Boeblingen, Germany
10/98 – 05/02	vrcom GmbH, Darmstadt, Germany

Awards and Honors

Best Paper Award	IEEE Virtual Reality (VR) 2009 for "*JanusVF: Accurate Navigation Using SCAAT and Virtual Fiducials*"
Audience Choice Award	IEEE Virtual Reality (VR) 2009 for "*JanusVF: Accurate Navigation Using SCAAT and Virtual Fiducials*"
Best Paper Award	Interservice/Industry Training, Simulation and Education Conference (I/ITSEC) 2005 for "*Using GPUs for Swarm Simulation*"

Grants and Contracts

Funded Nationally Competitive or Industry Grants

1. **Reiners, D.**, Cruz-Neira, C.: *Multi-Channel Pharmaceutical Data Visualization.* $148,583, IMS Health, Jan 2013 – December 2013

2. Cruz-Neira, C., **Reiners, D.**, Chu, H., Borst, C., Kolluru, K., Cech, C.: *3rd Generation Omni-Directional Treadmill Immersive Simulator*. $3,085,000. US Army Research Labs. August 2007 – December 2011, Award No.W911NF-07-2-0025

3. **Reiners, D.**, Cruz-Neira, C.: *Innovative Application of Urban ISR (Intelligence, Surveillance, Reconnaissance) Imagery for High Fidelity Training Devices*. $98,989, US Navy STTR Phase I, May 2010 – December 2010

4. **Reiners, D.**, Grier, R.: *Using Autostereoscopic Displays for Submarine Operations*, $154,177, US Navy STTR Phase 2. January 2008 – January 2010

5. Dickerson, J., **Reiners, D.**, Wuertele, E.: *Interactive Visualization and Analysis of Large-Scale Graphs for Biological Network Modeling*. $808,353. National Science Foundation Grant SEI+I (Bio) 0612240. August 2006 – August 2010

6. **Reiners, D.**, Grier, R.: *Using Autostereoscopic Displays for Submarine Operations*, $70,000, US Navy STTR Phase 1. August 2006 – March 2007

7. Oliver, J., Cruz-Neira, C., Vance, J., Luecke, G., **Reiners, D.**, Harding, C., Bryden, M., and Kelkar, A. *Synthetic Environments as Enabling Technology for Product Development Phase* 4. $1,900,000. Deere & Company. Jan 2005-Dec 2007

8. **Reiners, D.** *The HEyeWall: A Very High-Resolution Display Wall*. $1,200,000. Fraunhofer Society. Oct 2001-Feb 2003

9. **Reiners, D.**, Mueller, S., e.a. *OpenSG Plus*. $3,000,000. BMBF Virtual and Augmented Reality Call. Feb 2001 – Dec 2003

10. Mueller, S., **Reiners, D.**, Klinker, G., Friedrich, W., e.a., *Arvika: Augmented Reality for Development, Production and Servicing*, $20,000,000, BMBF Leitprojekt, Jul 1999 – Jul 2003

11. **Reiners, D.**, *Interactive Environment Map Generation*, $40,000, Volkswagen, Mar 1999 – Sep 1999

12. **Reiners, D.**, Zachmann, G., Virtual *Seating Buck and Flow Visualization,* $100,000, BMW, Jan 1995 – Nov 1995

13. **Reiners, D.**, Zachmann, G., Fruehauf, T., *Direct Injection Diesel Engine Visualization*, $80,000, Volkswagen, Mar 1995 – Jan 1996

Funded State Competitive Grants

1. Cruz-Neira, C. and **Reiners, D.** *University of Louisiana at Lafayette Cybertools Summer Outreach 2010.* State of Louisiana Board of Regents. June-September 2010. $32, 894.

2. **Reiners, D.**, Borst, C., Chambers, T.: *Virtual Reality Welder Training*. $471,000. Louisiana Workforce Authority. October 2007 – December 2010

3. **Reiners, D.** 3D Paint Simulation. $147,816. *Deere & Company*. August 2006 – August 2008
   (funded but canceled due to relocation to Louisiana)

4. **Reiners, D.**: *Using Virtual Reality for Painter Training*. $80,000. Deere & Company. May 2005-May 2006

Funded University Competitive Grants

1. **Reiners, D.**: *Taming the Cloud: Immersive Rendering Techniques for Very Large Discretely Sampled Datasets*. $48,400, University of Louisiana ITI Program. August 2008 – July 2010

2. Neigel, J., **Reiners, D.**: *Identification of New Targets for Pharmacological and Genetic Manipulation: Phylogenomic Classification of Novel Proteins*, $70,000, University of Louisiana ITI Program. August 2008 – July 2010

3. **Reiners, D.**: *Taming the Cloud: Immersive Rendering Techniques for Very Large Discretely Sampled Datasets*. $46,000, University of Louisiana ITI Program. August 2007 – July 2008

4. Neigel, J., **Reiners, D.**: *An Innovative Approach to Protein Function Identification*. $64,000, University of Louisiana ITI Program. August 2007 – July 2008

5. **Reiners, D.**: *Profiling and Optimization of Interactive 3D Graphics Applications Based on Scenegraph Systems*. $25,000. Carver Trust Grant. May 2004 – May 2005

6. **Reiners, D.**: Harding, C., *Distributed Volume Rendering for High-Quality Display and Interaction with Large Data Sets*. $18,000. Iowa State University University Research Grant. May 2004 – May 2005

7. **Reiners, D.**: *Evolving VRJuggler for Production Use*. $23,000. Institute for Physical Research and Technology (IPRT) TCAP Grant. Jan 2004 – July 2006

8. Mueller, S., **Reiners, D.**, Zachmann, G., e.a.: *Virtual* Design 2, $2,000,000, Fraunhofer IGD/vrcom, Jan 1995 – May 1999

Equipment donations
(approximate value)

• HP SVA Cluster, 5 nodes. September 2005 ($50,000)

• Boom 3C, BMW, September 1995 ($150,000)

Software donations
(approximate value)

• OpenRT cluster license, 2009/2010 ($100,000)

Technical Publications and Presentations

(Authors in italics denote students that I supervised)

Book Chapters

1. **Reiners, Dirk** , Cruz-Neira, Carolina: "Ausgabe über Tiled Displays" in Dörner, R.; Broll, W.; Grimm, P.; Jung, B. (Hrsg.) Virtual und Augmented Reality (VR / AR), Springer 2014

2. **Reiners, Dirk** , Cruz-Neira, Carolina: "Echtzeit-Rendering Virtueller Welten" in Dörner, R.; Broll, W.; Grimm, P.; Jung, B. (Hrsg.) Virtual und Augmented Reality (VR / AR), Springer 2014

3. **Reiners, Dirk**: "*Virtual Training for Industrial Applications*" in Schmorrow, Cohn, Nicholson, The Handbook of Virtual Environment Training: Understanding, Predicting and Implementing Effective Training Solutions for Accelerated and Experiential Learning, Praeger Security International, 2008

4. Cruz-Neira, Carolina, **Reiners, Dirk**: "*Virtual Environment Displays*" in Schmorrow, Cohn, Nicholson, The Handbook of Virtual Environment Training: Understanding, Predicting and Implementing Effective Training Solutions for Accelerated and Experiential Learning, Praeger Security International, 2008

5. Klinker, Gudrun, Stricker, Didier, **Reiners, Dirk** : "*Augmented Reality for Exterior Construction Applications*" in Barfield, W., Caudell, T., Fundamentals of Wearable Computers and Augmented Reality, Lawrence Erlbaum Press, 1999, pg. 397-427

6. **Reiners, Dirk**, Stricker, Didier, Klinker, Gudrun, Mueller, Stefan : "*Augmented Reality for Construction Tasks: Doorlock Assembly*" in Augmented Reality : Placing artificial objects in real scenes, A K Peters, Ltd, San Francisco, 1999

7. Stricker, Didier, Klinker, Gudrun, **Reiners, Dirk** : "*A Fast and Robust Line-based Optical Tracker for Augmented Reality Applications*" in Augmented Reality : Placing artificial objects in real scenes, A K Peters, Ltd., San Francisco, 1999

Refereed Journals

1. Terrence L. Chambers, Amit Aglawe, **Dirk Reiners**, *Steven White*, Christoph Borst, Mores Prachyabrued, Abhishek Bajpayee: "*Real-Time Simulation for a Virtual Reality-Based MIG Welding Training System*", in Springer Virtual Reality Journal, Vol. 16, No. 1, 2012, pg. 45-44

2. *Steven A. White*, Mores Prachyabrued, Terrence L. Chambers, Christoph Borst and **Dirk Reiners**: "*Low Cost Simulated MIG Welding for Advancement in Technical Training*", in Springer Virtual Reality Journal, Volume 15, Number 1, 69-81, March 2011, http://dx.doi.org/10.1007/s10055-010-0162-x

3. *Jan P. Springer*, Carsten Neumann, **Dirk Reiners**, Carolina Cruz-Neira: "*An Integrated Pipeline to Create and Experience Compelling Scenarios in Virtual Reality*", in SPIE Electronic Imaging, Proceedings of SPIE Volume 7864-C, The Engineering Reality of Virtual Reality, January 2011

4. *Malcolm Hutson*, **Dirk Reiners**: "*JanusVF: Accurate Navigation Using SCAAT and Virtual Fiducials*" in IEEE Transactions on Visualization and Computer Graphics, Vol. 17, issue 1, January 2011, pg. 3-13

5. Ming Jia, Suh-Yeon Choi, **Dirk Reiners**, Eve S Wurtele and Julie A Dickerson: "*MetNetGE: Visualizing Biological Networks in Hierarchical Views and 3D Tiered Layouts*" in BMC Bioinformatics, 2010 Sep 17; 11:469

6. Anthony Steed, **Dirk Reiners**, Marc Latoschik: "*Special Issue: Reflections on the Design and Implementation of Virtual Environment Systems. Guest Editor's Introduction*" in Presence, Vol. 19, No. 2, April 2010, pg. iii-iv

7. Terrence L. Chambers, Amit Aglawe, **Dirk Reiners**, *Steven White*, Christoph Borst, Mores Prachyabrued, Abhishek Bajpayee: "*Real-Time Simulation for a Virtual Reality-Based MIG Welding Training System*", in Springer Virtual Reality Journal, Special Issue on Virtual Reality in Manufacturing, ISSN: 1359-4338, pg. 1-11, 2010-09-14

8. **Dirk Reiners**, Christoph Borst, Terrence L. Chambers, *Steven White*, Mores Prachyabrued: "*Virtual reality welder training* " in SPIE Electronic Imaging, Proceedings of SPIE Volume 7525, The Engineering Reality of Virtual Reality, January 2010

9. Carolina Cruz-Neira, **Dirk Reiners**, *Jan Springer*: "*Let them move: introducing real walking into a CAVE*" in SPIE Electronic Imaging, Proceedings of SPIE Volume 7525, The Engineering Reality of Virtual Reality, January 2010

10. *Malcolm Hutson*, **Dirk Reiners**: "*Using commodity accelerometers and gyroscopes to improve speed and accuracy of JanusVF*" in SPIE Electronic Imaging, Proceedings of SPIE Volume 7525, The Engineering Reality of Virtual Reality, January 2010

11. *Christian Odom*, Nikhil J. Shetty, **Dirk Reiners**: "*Raytraced Virtual Reality*", in Springer Lecture Notes in Computer Science, Volume 5875/2009, pg. 1031-1042

12. *Muhieddine ElKaissi*, Ming Jia, **Dirk Reiners**, Julie Dickerson, Eve Wurtele: "*Visualization of Gene Regulatory Networks*", in Springer Lecture Notes in Computer Science, Volume 5876/2009, pg. 81-91

13. *Muhieddine ElKaissi*, Ming Jia, **Dirk Reiners**, Julie Dickerson, Eve Wurtele: "*Reaction Centric Layout for Metabolic Networks*", in Springer Lecture Notes in Computer Science, Volume 5876/2009, pg. 909-918

14. Robert Lindemann, **Dirk Reiners**, Anthony Steed: "*Practicing What We Preach: IEEE VR 2009 Virtual Program Committee Meeting*" in IEEE Computer Graphics and Applications, March/April 2009, Vol. 29, Issue 2, pg. 80-83

15. Luís Paulo Santos, **Dirk Reiners**, Jean Favre: "*Parallel Graphics and Visualization*". Computers & Graphics Vol. 32, Issue 1, Feb. 2008

16. **Dirk Reiners**: "*Climbing Longs Peak: The Steep Road to the Future of OpenGL*" in IEEE Computer Graphics and Applications, July/August 2007, Vol. 27, Issue 4, pg. 84-89

17. Miguel Lozano, Pedro Morillo, *Daniel Lewis*, **Dirk Reiners**, Carolina Cruz-Neira: "*A Distributed Framework for Scalable Large-Scale Crowd Simulation*", in Springer Lecture Notes in Computer Science, Volume 4563/2007, Pages 111-121

18. *Bryan Walter*, **Dirk Reiners**, Jim Oliver, Adrian Sannier : "*Calculating Digital Pheromones with the GPU: Enabling Efficient UAV Swarm Control*" in The Journal of Defense Modeling and Simulation: Applications, Methodology, Technology (JDMS), Volume 3, Issue 3, July 2006, Pg. 167-176

19. **Dirk Reiners** : "*Open Source Tools for Virtual Environments*" in UPGRADE, The European Journal for the Informatics Professional, Vol. VII, Issue no. 2, April 2006, pg. 5-11

20. **Dirk Reiners** : "*Herausforderungen an moderne Szenengraphsysteme am Beispiel OpenSG*" in Informatik-Spektrum, Springer-Verlag Heidelberg, Dec 2004, Issue 6, pg. 531-541

21. **Dirk Reiners**, Dieter Fellner, Reinhard Klein, Jan Kautz : "*Special Issue on the OpenSG Symposium and OpenSG Plus*" in Computers & Graphics, Elsevier, Vol. 28, No. 1, Feb 2004

22. Marcus Roth, Gerrit Voss, **Dirk Reiners** : "*Multi-threading and clustering for scene graph systems*" in Computers & Graphics, Elsevier, Vol. 28, No. 1, Feb 2004, pg. 63-66

23. Gudrun Klinker, Didier Stricker , **Dirk Reiners**: "*Optically based direct manipulation for augmented reality*" in Computers & Graphics, Elsevier, Volume 23, Number 6, Dec 1999, pg.827-830

Peer-Reviewed and Archived Conference Proceedings

In the field of Computer Graphics and Virtual Reality these full-text refereed and archived conference articles are the primary publication method. They are strictly reviewed, often have low acceptance rates, are widely read and have an impact that is equivalent to that of journal articles in other disciplines. Publications marked with * are in events with an acceptance ratio of 30% or less.

1. Carolina Cruz-Neira, **Dirk Reiners**, *Jan P. Springer*, Carsten Neumann, *Christian NS Odom*, Kathy Kehring: " *An Integrated Immersive Simulator for the Dismounted Soldier*" in Interservice/Industry Training, Simulation & Education Conference (IITSEC) 2011, Orlando, FL, Nov 2011

2. K. Durkee, M. Paley, K. Kudzma, **D. Reiners**: "*Evaluation of 2D and 3D Displays to Validate the Integration of Human Performance Analysis Methods into Submarine Acquisitions*" (ID 194), Human Factors and Ergonomics Society 54th Annual Meeting Proceedings, pp. 2196-2200(5), September 27-October 1, 2010

3. D. Gonzalez, *J. P. Springer*, C. Neumann, C. Cruz-Neira, **D. Reiners**, "*Beyond Desktop Point and Click: Immersive Walkthrough of Aerospace Structures*", in 2010 IEEE Aerospace Conference, pg. 1-8

4. ** Malcolm Hutson*, *Steven White*, **Dirk Reiners**: "*JanusVF: Accurate Navigation Using SCAAT and Virtual Fiducials*", in IEEE Virtual Reality 2009, pg. 43-50 Winner of the Best Paper Award Winner of the Audience Choice Award – Best Paper*

5. ** Jan Springer*, Stephan Beck, Felix Weiszig, **Dirk Reiners**, Bernd Froehlich: "*Advanced Multi-Frame Rate Rendering Techniques*", in IEEE Virtual Reality 2008, pg. 177-184

6. ** Jan Springer*, Stephan Beck, Felix Weiszig, **Dirk Reiners**, Bernd Froehlich: "*Multi-Frame Rate Rendering and Display*", in IEEE Virtual Reality 2007, pg. 195-202

7. Carolina Cruz-Neira, **Dirk Reiners**: "*Proceedings of the Emerging Displays Technologies Workshop, EDT 2007, Images and Beyond: The Future of Displays and Interaction*", August 4th, 2007, San Diego, California, co-located with SIGGRAPH 2007, ACM 2007

8. Gerrit Voss, **Dirk Reiners**: "*Towards a flexible back-end for scenegraph-based rendering systems*" In Proceedings of the 4th international Conference on Computer Graphics and Interactive Techniques in Australasia and Southeast Asia (Kuala Lumpur, Malaysia, November 29 - December 02, 2006). GRAPHITE '06. ACM Press, New York, NY

9. Marcus Roth, **Dirk Reiners** : "*Sorted Pipeline Image Composition*" in Eurographics Workshop for Parallel Graphics and Visualization (EGPGV), Braga, Portugal, May 2006, pg. 119-126

10. Marcus Roth, Patrick Riess, **Dirk Reiners** : "*Load Balancing on Cluster-Based Multi Projector Display Systems*" in Winter School for Computer Graphics (WSCG) 2006, Plzen, Czech Republic, Jan 2006, pg. 55-62

11. *Bryan Walter*, **Dirk Reiners**, Adrian Sannier : "*Using GPUs for Swarm Simulation*" in Interservice/Industry Training, Simulation & Education Conference (IITSEC) 2005, Orlando, FL, Nov 2005
Winner of the Best Paper Award

12. *Adam Oline*, **Dirk Reiners** : "*Exploring three-dimensional visualization of intrusion detection system alerts and network statistics*" in CCS Workshop on Visualization and Data Mining for Computer Security (VIZSEC 2005), Minneapolis, Oct 2005, pg. 113-120

13. **Dirk Reiners**, *Steven Pautz* : "*Monocular Depth Perception from Motion: A Study Proposal*" in IEEE Virtual Reality Conference 2005 - Emerging Display Technologies Workshop, Bonn, Mar 2005

14. *Shailesh Kumar*, **Dirk Reiners**, Jim Oliver : "*Interactive Scenegraph Performance Analysis, Diagnosis, and Enhancement*" in ASME 2005 International Design Engineering Technical Conferences & Computers and Information in Engineering Conference (IDETC), Long Beach, California, USA, Sep 2005

15. Kresse, Wolfram, **Reiners, Dirk**, Knoepfle, Christian : "*Color-Consistency in Multi-Projector Display System Systems : The HEyeWall and The Digital CAVE*" in ACM Immersive Projection Technology Workshop / Eurographics Virtual Environment Workshop (IPT/EGVE) 2003, ACM Press, Zurich, May 2003,

16. Roth, Marcus; **Reiners, Dirk**; Voß, Gerrit; Behr, Johannes: "*Flexible and Opaque Clustering Support for Scene Graph Systems*" in: IEEE VR Commodity Clusters for Virtual Reality Workshop, 2003

17. Voss, Gerrit, Behr, Johannes, **Reiners, Dirk**, Roth, Marcus : "*A Multi-thread Safe Foundation for Scene Graphs and its Extension to Clusters*" in European Association for Computer Graphics (Eurographics), Fourth Eurographics Workshop on Parallel Graphics and Visualization 2002, ACM Press, Blaubeuren, Sep 2002

18. Kresse, Wolfram, **Reiners, Dirk** : "*Can we trust that Image? Photometric Attributes of Current Projection Systems*" in IEEE Computer Society, Sixth International Immersive Projection Technology Symposium (IPT) 2002, IEEE Computer Society e.a, Mar 2002

19. Behr, Johannes, Froehlich, Torsten, Knoepfle, Christian, Kresse, Wolfram, Lutz, Bernd, **Reiners, Dirk**, Schoeffel, Frank : "*The Digital Cathedral of Siena - Innovative Concepts for Interactive and Immersive Presentation of Cultural Heritage Sites*" in International Cultural Heritage Informatics Meeting: Cultural Heritage and Technologies in the Third Millennium, Milano, Sep 2001

20. **Reiners, Dirk** : "*High-Quality High-Performance Rendering for Multi-Screen Projection Displays*" in 3. International Immersive Projection Technology Workshop, Springer-Verlag, Stuttgart, Mar 1999

21. Klinker, Gudrun, Stricker, Didier, **Reiners, Dirk** : " *Augmented Reality: A Balancing Act Between High Quality and Real-Time Constraints*" in Proc. 1rst International Symposium on Mixed Reality (ISMR'99): Y. Ohta and H. Tamura (eds.), "Mixed Reality - Merging Real and Virtual Worlds", 1999

22. Klinker, Gudrun, Stricker, Didier, **Reiners, Dirk** : "*An Optically Based Direct Manipulation Interface for Human-Computer Interaction in an Augmented World*" in Eurographics Virtual Environments Workshop (EGVE), 1999

23. Stricker, Didier, Klinker, Gudrun, **Reiners, Dirk** : "*The Use of Reality Models in Augmented Reality Applications*" in 3D Structure from Multiple Images of Large-Scale

Environments : European Workshop, Springer Lecture Notes in Computer Science, Volume 1506/1998, pg. 275-289

Conference/Workshop Proceedings

1. **Reiners, Dirk**: "*A Flexible and Extensible Traversal Framework for Scenegraph Systems*", in OpenSG 2002 Workshop, Darmstadt, Online

2. **Reiners, Dirk**; Voss, Gerrit; Behr, Johannes: "*OpenSG: Basic Concepts*", in OpenSG 2002 Workshop, Darmstadt, Online

3. Fan Dai, Wolfgang Felger, Thomas Fruehauf, Martin Goebel, **Dirk Reiners**, Gabriel Zachmann : "*Virtual Prototyping Examples for Automotive Industries*" in Virtual Reality World '96, Computerwoche Verlag, Stuttgart

Citations

Google Scholar currently finds about 760 citations of the publications in my list and calculates an h-index of 15 and an i10-index of 20. Harzing's 'Publish or Perish' (http://www.harzing.com/pop.htm) calculates 187 cites/author (showing a small number of co-authors) and a normalized individual h-index of 8.

Google Scholar finds 982 publications citing the OpenSG project, while Google finds about 69,000 references on the web.

For the HEyeWall project Google Scholar finds 77 publications citing it, Google finds about 3,000 references on the web.

Invited Papers at Conferences

1. "*OpenSG – The Other Open Source Scenegraph*" at The Third Conference on Applied Virtual Reality (AVR III), Gothenburg, Sweden, May 2004

2. "*Current Trends in Display Hardware and Their Effect On Scene Graph Systems*" at the 2nd VR/AR in Product Development Workshop, May 2003

3. "*OpenSG - A Modern Scene Graph for VR Applications*" at Virtual Reality and its Applications in Industry (VRAI) Conference 2002, Hangzhou, China, Apr 2002.

Software Licenses

1. OpenSG, LGPL Open Source License, 2000-present

2. Virtual Design 2, commercialized by vrcom. 1995-2008

Panels at Conferences

1. "*Building for the Future: Lessons Learned on Introducing High School Students to HPC and Visualization*" at ACM/IEEE Supercomputing 2010, New Orleans, Nov 2010 (Panelist)

2. "*Beyond the polygon horizon: New trends in interactive rendering.* " at Eurographics 2002 Conference, Saarbrücken, Sep 2002 (Chair and Panelist)

3. "*The Elephants and the Ants: Will Large Projectors be Replaced By Many Small Ones?*" at Immersive Projection Technology Workshop 2002, Orlando, Mar 2002 (Chair)

4. "*Virtual Reality Systems – Standards vs. Variety*" at Immersive Projection Technology Workshop 2001, Stuttgart, Mar 2001 (Panelist)

Refereed Exhibits at Conferences

1. **Reiners, Dirk**; Borst, Christoph; Chambers, Terrence: "*Virtual Reality Welder Trainer*" at IEEE Virtual Reality 2009

2. Oehme, Olaf; Wiedenmaier, Stefan; Stricker, Didier; **Reiners, Dirk**: "*Distance Collaboration for Interactive Industrial Service - Building a Hotline with AR Features and AR Agents*" at IEEE and ACM International Symposium on Augmented Reality (ISAR) 2000

3. Fels, Sidney; **Reiners, Dirk**; Mase, Kenji: "*Iamascope: An Interactive Kaleidoscope*" in Visual Proceedings of SIGGRAPH '97: The Electric Garden, pages 76-77, 1997

4. Sommerer, Christa; Mignonneau, Laurent; **Reiners, Dirk**, "*MIC Exploration Space,*" in Siggraph'96 Visual Proceedings(New York: ACM Siggraph, 1996) p. 17.

Session Chair

1. IEEE VR 2010, Mar 2010

2. ISVC 2009, Dec 2009

3. IEEE VR 2009, Mar 2009

4. IEEE VR 2008, Mar 2008

5. EGPGV 2007, May 2007

6. IEEE VR 2007, Mar 2007

7. IEEE VR 2005, Mar 2005

8. IPT 2004, May 2004

9. EGPGV 2004, Jun 2004

10. IPT/EGVE 2003, May 2003

Invited Presentations

1. "*Interactive 3D Visualization and Display: State of the Art and Potential Applications*"
   Invited presentation at 2nd Annual Modeling & Simulation for Defense Summit ,
   Orlando FL, August 2011

2. "*Interactive 3D Visualization and Display: State of the Art and Potential Applications for ISR*"
   Invited presentation at The Institute for Defense and Government Advancement's 2nd
   Non-Traditional ISR Summit (NTISR), Washington DC, April 2011

3. "*Are We Finally There? Current Developments in Making Augmented Reality Practical*"
   Keynote at XI. Symposium on Virtual and Augmented Reality, Porto Alegre, Brazil, May
   2009

4. "*Virtual Reality and Interactive Graphics at the University of Louisiana at Lafayette*"
   Invited Presentation at Petrobras Research Center, Rio de Janeiro, Brazil, May 2009

5. "*Multi-Thread Safety and Clustering in Scenegraph Systems – Parallelism the OpenSG Way*"
   Invited Talk at the Computer Graphics Group (TECGRAF) of the Catholic University Rio
   de Janeiro (PUC), May 2009

6. "*Volume Rendering – State of the Art*"
   Keynote at V. Image Processing Workshop, CIMAT, Guanajuato, Mexico, August 2008

7. "*Current Developments in Graphics Hardware*"
   Keynote at V. Image Processing Workshop, CIMAT, Guanajuato, Mexico, August 2008

8. "*OpenSG – The Other Open Source Scenegraph*"
   The third conference on Applied Virtual Reality (AVR III), Gothenburg, Sweden, May
   2004

9. "*Current Trends in Display Hardware and Their Effect On Scene Graph Systems*"
   2nd VR/AR in Product Development Workshop, May 2003

10. "*Scene Graph Systems: Design Challenges*"
    University of Paderborn, Feb 2003

11. "*Design Challenges for Modern Scene Graph Systems*"
    University of Erlangen, Feb 2003

12. "*OpenSG: A Modern, Extensible Scene Graph*"
    VRGeo Forum of Fraunhofer IMK, Dec 2002

13. "*Design Challenges for Modern Scene Graph Systems*"
    University of Tübingen, Nov 2002

14. "*OpenSG - A Modern Scene Graph for VR Applications*"
    Virtual Reality and its Applications in Industry (VRAI) Conference 2002, Hangzhou, China, Apr 2002.

15. "*OpenSG Crash Course*"
    Bonn University, Apr 2002

16. "*OpenSG*"
    Max-Planck-Institute for Computer Graphics, Mar 2002

17. "*OpenSG*"
    Stuttgart University, Oct 2001

18. "*VR und AR Aktivitaeten am Fraunhofer IGD*"
    Keynote at the 2nd Virtual Reality Center Aachen Workshop, July 2001

19. "*The Development of 3D Graphics in Computer Games*"
    Darmstadt University, Dec 2000

Conference Presentations

1. Paper presentations at SPIE Electronic Imaging, Las Vegas, Jan 2010

2. Paper presentations at International Symposium on Visual Computing (ISVC), Las Vegas, Dec 2009

3. Paper presentation at IEEE Virtual Reality Conference - Emerging Display Technologies Workshop, Bonn, Mar 2005

4. Paper presentation at ACM Immersive Projection Technology Workshop / Eurographics Virtual Environment Workshop (IPT/EGVE) 2003, ACM Press, Zurich, May 2003

5. Paper presentation at IEEE VR Commodity Clusters for Virtual Reality Workshop, 2003

6. Paper presentation at European Association for Computer Graphics (Eurographics), Fourth Eurographics Workshop on Parallel Graphics and Visualization 2002, ACM Press, Blaubeuren, Sep 2002

7. Paper presentation at IEEE Computer Society, Sixth International Immersive Projection Technology Symposium (IPT) 2002, IEEE Computer Society e.a, Mar 2002

8. Paper presentation at OpenSG 2002 Workshop, Darmstadt, Online

9. Paper presentation at Augmented Reality : Placing artificial objects in real scenes, A K Peters, Ltd, San Francisco,

10. Paper presentation at 3. International Immersive Projection Technology Workshop, Springer-Verlag, Stuttgart, Mar 1999

Exhibits at Conferences / Trade Shows

1. Virtual Reality Welder and Multi-Touch Table, at CACS Conference 2009

2. Virtual Reality Welder Trainer, IEEE Virtual Reality Conference, 2009

3. Distributed Ray Tracing over LONI, ACM/IEEE Supercomputing 2007, Reno

4. Virtual Reality for Painter Training, ISU HCI Open House, 2006

5. OpenSG Forum Booth, SIGGRAPH, 2003

6. OpenSG Forum Booth, SIGGRAPH, 2002

7. OpenSG Forum Booth, SIGGRAPH, 2001

8. OpenSG Plus NURBS, Volkswagen Technology Show, 2002

9. OpenSG Plus, BMBF Virtual and Augmented Reality Showcase, 2001, 2002

10. Augmented Reality for Construction Tasks: Doorlock Assembly, Hannovermesse, 1997

11. Volkswagen Direct Injection TDI, Detroit Motorshow, 1996

12. Volkswagen Direct Injection TDI, International Motorshow Frankfurt, 1995

13. Volkswagen Virtual Reality Showcase, International Motorshow Frankfurt, 1994

Teaching and Instruction

Teaching- Courses Developed / Redesigned

1. UL CMPS 598: Information Visualization (Sp2014)

2. UL CMPS 598: Visualization Algorithms, Technologies and Systems (Sp2010/11/12/13)

3. UL CMPS 415: Computer Graphics (Fa2008)

4. UL CMPS 453: Software Methodologies (Fa2007)

5. UL CMPS 553: Software Methodologies (Sp2007/08/09/10, Fa2009/11/12/13)

6. ISU ComS/HCI 657: Advanced Topics in Computer Graphics (Fa2004/05)
   Also offered as distance education course

Teaching - Courses Co-Taught

1. UL CMPS 427: Advanced Game Development (Sp2008)

2. ISU ComS 486: Fundamental Concepts in Computer Networking (Sp2006)

3. ISU ComS 228: Introduction to Data Structures (Sp2004, Fa2004)

Courses and Tutorials

1. Section on OpenSG/VRJuggler in Hands on with Open/Free VR Packages, at IEEE Virtual Reality 2009

2. Section on instantReality in Hands on with Open/Free VR Packages, at IEEE Virtual Reality 2009

3. Don't be a WIMP: A 60-Second Introduction to Augmented and Virtual Reality, at ACM SIGGRAPH 2008
   After very positive reviews the course was invited to be presented again in 2009.

4. Immersive and Augmented Reality with X3D, at Web3D 2008

5. VRJuggler and OpenSG Workshop, University of Alaska Fairbanks, 2005

6. Open Source Development Toolkits, section on OpenSG. IEEE Virtual Reality (VR). March 2002.

7. OpenSG in 2nd Cave Programming Workshop, Aalborg, Oct 2002.

Extension / Outreach Activities

1. Consulting with Stuller, Inc.

2. Initiator and Organizer of the 1st Lafayette Digital Entertainment Conference

3. Consulting with German Virtual Reality company

4. Ongoing consulting with John Chance Land Survey

5. Speaker at the SESAME Workshop 2008

6. Member of the Research Advisory Council of the Louisiana Accelerator Center

7. Speaker at the ISU Presidential Lecture 2006

8. Ongoing consulting with Infiscape/Priority 5

9. Invited workshop on OpenSG at University of Alaska/Fairbanks (UAF), 2005

Graduate and Undergraduate Students

Completed PhD Theses

2013	Impact of Visualization Augmentation on Target Transfer. A study of the Simulated MIG Lab for Improving Welder Training.	Steven White (UL CACS)
2011	Adaptive Filtering Algorithms and Optical Pose Tracking for Fully Enclosed Visualization Spaces	Malcolm Hutson (UL CACS)
2009	Metabolic Network Visualization	Muhieddine ElKaissi (UL CACS)

Completed MS Theses

2007	Painter training in virtual reality: conceptualization, design, and implementation	Steven Pautz (ISU ComS/HCI)

2006	Semi-Automatic Transfer Function Generation for Non-Domain Specific Direct Volume Rendering	Andy Menz (ISU ComS)
2005	Renaissance: A Procedural Shading Language	Chad Austin (ISU ComS/HCI)
2005	Network Traffic Visualization	Adam Oline (ISU InfAss)
2003	Development of a Framework for Resource-Management in Interactive VR-Environments	Stefan Fassel (FH Darmstadt)
1999	Occlusion in Augmented Reality using Stereo Images	Holger Schwarz (FH Darmstadt)
1996	Automatic Decimation for CAD-Data	Jens Schiefele (TH Darmstadt)

Completed MS Projects/Course Option

2010	Sayooj Valsan	UL CACS
2010	Anurag Singh	UL CACS
2010	Malcolm Hutson	UL CACS
2010	Steven White	UL CACS
2009	Rajendra Dale	UL CACS
2009	Christian Odom	UL CACS
2009	Vinay Bayya	UL CACS
2008	Xiahua Tang	UL CACS

Current PhD Students

Christian Odom (UL CACS)

Current Graduate Committee Member for

Murali Krishna Pusala (UL CACS)

Nikhil Shetty (UL CACS)

Nicholas Lipari (UL CACS)

Mores Prachyabrued (UL CACS)

Externally Advised PhD Students

Jan Springer (Bauhaus-Universitaet Weimar, PhD 2008)

Johannes Strassner (Universitaet Koblenz-Landau, PhD 2012)

Awards and Honors Obtained by my Students

Malcolm Hutson   Louisiana Board of Regents PhD Award

Steven White   Louisiana System PhD Award

Former PhD students

Steven White (2013), now independent consultant, Lafayette, LA

Malcolm Hutson (2011), now independent consultant, Lafayette, LA

Muhieddine ElKaissi (2009), now at LinkedIn, Mountain View, CA

Daniel Lewis, now at Resolve GeoSciences, Houston, TX

Former Master Students

Steven Pautz (2006), now at NeoNova, Morrisville, NC

Adam Oline (2005), now at Department of Energy, Washington, DC

Chad Austin (2005), now at IMVU, Palo Alto, California

Andy Menz (2006), now at Belcan TechServices, Peoria, IL

Xiaohua Tang (2008), now at Haverford Consulting Group, Inc. Havertown, PA

Vinay Bayya (2009), now at Charles River Laboratory, Seattle, WA

Rajendra Dale (2009), now at Microsoft, Seattle, WA

Anurag Singh (2010), now at Celigo Inc, San Mateo, CA, and pursuing PhD degree

Sayooj Valsan (2010), now at Deloitte, Lansing, MI

Service / Professional Activities

2014

- Co-Organizer International Conference on Artificial Reality and Telexistence (ICAT) 2014

- Chair for Workshops, IEEE VR 2014

- Co-Chair for Software Engineering and Architectures for Realtime Interactive Systems Workshop (SEARIS) at IEEE VR 2014

2013

- Associate Editor of "Computers & Graphics", 2013

- Chair for Workshops, IEEE VR 2013

- Co-Chair for Software Engineering and Architectures for Realtime Interactive Systems Workshop (SEARIS) at IEEE VR 2013

- Program Committee Member International Symposium on Visual Computing (ISVC) 2013

- Program Committee Member International Conference on Artificial Reality and Telexistence (ICAT) 2013

- Program Committee Member ACM Virtual Reality Software and Technology (VRST) 2013

- Program Committee Member Joint Virtual Reality Conference of EuroVR - EGVE - VEC (JVRC) 2013

- Program Committee Member and Reviewer for Symposium on Virtual and Augmented Reality (SVR) 2013

- Reviewer for ASME 2013 International Design Engineering Technical Conferences (IDETC)

2012

- Associate Editor of "Computers & Graphics", 2012

- Chair for Demonstrations, IEEE VR 2012

- Co-Chair for Software Engineering and Architectures for Realtime Interactive Systems Workshop (SEARIS) at IEEE VR 2012

- Program Committee Member International Symposium on Visual Computing (ISVC) 2012

- Reviewer for Workshops for International Symposium on Augmented Reality (ISMAR) 2012

- Program Committee Member and Reviewer for Symposium on Virtual and Augmented Reality (SVR) 2012

- Reviewer for ASME 2012 International Design Engineering Technical Conferences (IDETC)

2011

- Chair for Demonstrations, IEEE VR 2011

- Co-Chair and Co-Program Chair for International Conference on Artificial Reality and Telexistence (ICAT) 2011

- Co-Chair for Software Engineering and Architectures for Realtime Interactive Systems Workshop (SEARIS) at IEEE VR 2011

- Associate Editor of "Computers & Graphics", 2011

- Member of the Editorial Board of the "Open Virtual Reality Journal", 2011

- Member of International Committee of the "Displays for the Near Future" Symposium, to be held in conjunction with the Laval Virtual 2011 Conference

- Program Committee Member Joint Virtual Reality Conference of EuroVR - EGVE - VEC (JVRC) 2011

- Program Committee Member International Symposium on Visual Computing (ISVC) 2011

- Program Committee Member and Reviewer for XIII. Symposium on Virtual and Augmented Reality (SVR) 2011

- Reviewer for International Symposium on Mixed and Augmented Reality (ISMAR) 2009

- Reviewer for ASME 2011 International Design Engineering Technical Conferences (IDETC)

2010

- Chair for Demonstrations, IEEE VR 2010

- International Reviewer for Natural Sciences and Engineering Research Council of Canada (NSERC)

- Editor for MIT Press Journal "Presence", Special Issue on "Reflections on the Design and Implementation of Virtual Environment Systems"

- Co-Chair for Software Engineering and Architectures for Realtime Interactive Systems Workshop (SEARIS) at IEEE VR 2010

- NSF Panel Reviewer 2010

- Member of the Editorial Board of "Computers & Graphics", 2010

- Member of the Editorial Board of the "Open Virtual Reality Journal", 2010

- Program Committee Member Joint Virtual Reality Conference of EuroVR - EGVE - VEC (JVRC) 2010

- Program Committee Member International Symposium on Visual Computing (ISVC) 2010

- Program Committee Member and Reviewer for XII. Symposium on Virtual and Augmented Reality (SVR) 2010

- Reviewer for Eurographics 2010

- Reviewer for ASME 2010 World Conference on Innovative Virtual Reality (WINVR2010)

2009

- Chair for Technical Program (Papers) IEEE VR 2009

- Editor for "IEEE Transactions on Visualization and Computer Graphics" Special Issue on "IEEE Virtual Reality", 2009

- Editor for "Computers & Graphics" Special Issue on "IEEE Virtual Reality", 2009

- Area Chair and Reviewer for International Symposium on Mixed and Augmented Reality (ISMAR) 2009

- Co-Chair for Software Engineering and Architectures for Realtime Interactive Systems Workshop (SEARIS) at IEEE VR 2009

- Member of the Editorial Board of "Computers & Graphics", 2009

- Member of the Editorial Board of the "Open Virtual Reality Journal", 2009

- Reviewer for IEEE Transactions on Visualization and Computer Graphics Journal

- Program Committee Member Joint Virtual Reality Conference of EuroVR - EGVE - VEC (JVRC) 2009

- Program Committee Member International Symposium on Visual Computing (ISVC) 2009

- Program Committee Member International Symposium on Visual Computing (ISVC) 2009 – Special Session on Virtual Reality

- Program Committee Member and Reviewer for XI. Symposium on Virtual and Augmented Reality (SVR) 2009

- Reviewer for Eurographics 2009

- Reviewer for Web3D 2009

2008

- Video Chair for IEEE Virtual Reality 2008

- Area Chair and Reviewer for International Symposium on Mixed and Augmented Reality (ISMAR) 2008

- Co-Chair and Reviewer for Immersive Projection Technology Workshop (IPT) 2008

- Co-Chair for Software Engineering and Architectures for Realtime Interactive Systems Workshop (SEARIS) at IEEE VR 2008

- Member of the Editorial Board of "Computers & Graphics", 2008

- Program Committee Member and Reviewer for IEEE Virtual Reality (VR) 2008

- Program Committee Member and Reviewer for ACM VRST 2008

- Program Committee Member and Reviewer for 4th International Symposium on Visual Computing (ISVC) 2008 Special Track on "Visualization and simulation on immersive display devices"

- Program Committee Member and Reviewer for 4th International Symposium on 3D Data Processing, Visualization, and Transmission (3DPVT) 2008

- Program Committee Member and Reviewer for X. Symposium on Virtual and Augmented Reality (SVR) 2008

- Program Committee Member and Reviewer for The International Conference on Intelligent Virtual Environments and Virtual Agents (IVEVA) 2008

- Reviewer for Computer Graphics Forum Magazine 2008

- Reviewer for Simulation Modeling Practice and Theory Magazine 2008

- Reviewer for Web3D 2008

- Reviewer for Eurographics 2008

2007

- Co-Chair for Emerging Display Technologies Workshop (EDT) 2007

- Workshop and Program Co-Chair for the Eurographics Workshop on Parallel Graphics and Visualization (EGPGV) 2007

- Workshops Chair for IEEE Virtual Reality (VR) 2007

- Area Chair for Sixth IEEE International Symposium on Mixed and Augmented Reality (ISMAR) 2007

- NSF Panel Reviewer 2007

- Member of the Editorial Board Computers & Graphics, 2007

- Program Committee Member and Reviewer for IEEE Virtual Reality (VR) 2007

- Program Committee Member and Reviewer for ACM Symposium on Virtual Reality Software and Technology (VRST) 2007

- Program Committee Member and Reviewer for Immersive Projection Technology Workshop (IPT) 2007

- Program Committee Member and Reviewer for Eurographics Workshop on Virtual Environments (EGVE) 2007

- Program Committee Member and Reviewer for International Symposium on Visual Computing (ISVC) 2007

- Program Committee Member and Reviewer for 2nd International Workshop for Mixed Reality User Interfaces: Specification, Authoring, Adaptation (MRUI) 2007

- Program Committee Member and Reviewer for IX. Symposium on Virtual and Augmented Reality (SVR) 2007

- Reviewer for IEEE Computer Graphics and Applications Journal, 2007

- Reviewer for IEEE Transactions on Computers Journal, 2007

- Reviewer for IEEE 3D User Interfaces (3DUI) Conference 2007

- Reviewer for IEEE Visualization Conference (Vis) 2007

- Reviewer for IEEE Information Visualization Conference (InfoVis) 2007

- Reviewer for IEEE Visual Analytics Science and Technology Symposium (VAST) 2007

2006

- Demonstrations Chair for the International Symposium on Mixed and Augmented Reality (ISMAR) 2006

- NSF Panel Reviewer 2006

- Member of the Editorial Board Computers & Graphics, 2006

- Program Committee member and reviewer for IEEE Virtual Reality (VR) 2006

- Program Committee member and reviewer for IVEVA 2006

- Reviewer for IEEE Visualization Conference 2006

- Reviewer for ASME International Design Engineering Technical Conferences & Computers and Information In Engineering Conference 2006

- Reviewer for ASME International Mechanical Engineering Congress and Exposition 2006

- Reviewer for Eurographics 2006

- Reviewer for Pacific Graphics Conference 2006

- Reviewer for IEEE Network Journal 2006

- Reviewer for the INI-GraphicsNet Foundation Proposal Call 2006

- Reviewer for IEEE Computer Graphics and Applications Journal 2006

2005

- Program Committee Member and Reviewer for Immersive Projection Technology Workshop (IPT) 2005

- Program committee member and reviewer for the International Symposium on Mixed and Augmented Reality (ISMAR) 2005

- Member of the Editorial Board Computers & Graphics, 2005

- Reviewer for SIGGRAPH 2005

- Reviewer for IEEE Computer Graphics and Applications Journal 2005

- Reviewer for the ASME Computers and Information in Engineering Conference 2005

2004

- Program Committee Member and Reviewer for Immersive Projection Technology Workshop (IPT) 2004

- Reviewer for the Institute for the Promotion of Innovation by Science and Technology (IWT) in Flanders, Belgium, 2004

- Reviewer for the ASME Computers and Information in Engineering Conference 2004

- Reviewer for SIGGRAPH 2004

- Reviewer for IEEE Computer Graphics and Applications Journal, 2004

- Reviewer for Computers & Graphics Journal, 2004

- Reviewer for Eurographics 2004

- Reviewer for Eurographics Symposium on Virtual Environments (EGVE) 2004

- Reviewer for Pacific Graphics 2004

2003

- General Chair 2. OpenSG Symposium, 2003

- Program Committee Member and Reviewer for Immersive Projection Technology Workshop (IPT) 2003

- Program Committee Member and Reviewer for Immersive Workshop on Commodity Clusters for Virtual Reality at IEEE VR 2003

- Editor for Computers & Graphics Special Issue on OpenSG and OpenSG Plus, 2003

- Reviewer for Journal of Aerospace Computing, Information, and Communication, 2003

- Reviewer for Eurographics Conference 2003

- Reviewer for Journal of Landscape and Urban Planning, 2003

- Reviewer for the ASME Computers and Information in Engineering Conference 2003

- Represent VRAC/HCI in "Campus Connections for New Faculty" Event, 2003

- Referee for Student Research Competition during the Atanasoff Symposium, 2003

2002

- Initiator and General Chair 1. OpenSG Symposium, 2002

- Program Committee Member and Reviewer for Web3D Conference 2002

- Program Committee Member and Reviewer for International Symposium on Mixed and Augmented Reality (ISMAR) 2002

2001

- Program Committee Member and Reviewer for International Symposium on Augmented Reality (ISAR) 2001

- Reviewer for Eurographics Workshop on Virtual Environments (EGVE) 2002

- Reviewer for Eurographics Conference 2001

2000

- Reviewer for Eurographics Conference 2000

- Member of IEEE, ACM, and ACM SIGGRAPH and Eurographics professional organizations, 2000 to present

1999

- Demonstrations Chair and Program Committee Member for International Workshop on Augmented Reality (IWAR) 1999

- Reviewer for Eurographics Conference 1999

1998

- Initiator, together with Gudrun Klinker, Stefan Mueller and Reinhold Behringer, International Workshop on Augmented Reality (IWAR) (later renamed to International Symposium on Mixed and Augmented Reality (ISMAR)), 1998

University Service / Activities

Mentorships

ISU

Honors College (2 undergraduate students/year)

Departmental Committees

UL

Fall 2011	"Scientific Computing" Committee
Spring 2011	"Scientific Computing" Committee
Fall 2010	"Scientific Computing" Committee
Spring 2009	New Degrees Committee
Spring 2009	Student Recruiting Committee

ISU

Spring 2006	HCI Steering Committee
Spring 2006	Graduate Curriculum Committee
Spring 2006	Grievance Committee
Fall 2005	HCI Steering Committee
Fall 2005	Graduate Curriculum Committee
Spring 2005	HCI Steering Committee
Spring 2005	Graduate Curriculum Committee
Fall 2004	Graduate Admission Committee
Fall 2004	Graduate Curriculum Committee
Spring 2004	Graduate Curriculum Committee
Fall 2003	Graduate Curriculum Committee

Program of Study Committees

UL

PhD:

Nicolas Lipari

Lu Wang

Master:

Vijay Bayya

Jan-Philip Tiesel

Phanidhar Bezawada Raghupathy

ISU

Computer Engineering: 4 Ph.D., 2 Master

Computer Science: 1 Ph.D., 2 Master

Mechanical Engineering: 1 Ph.D., 1 Master

Architecture: 1 Master

Art & Design: 1 MFA

At External Universities

Weimar: 1 PhD

Koblenz: 1 PhD