

# Invited Speakers

## Nadia Magnenat-Thalmann

Professor Nadia Magnenat-Thalmann has pioneered research into virtual humans over the last 25 years. She obtained several Bachelor and Master degrees in various disciplines (psychology, biology, and chemistry) and a PhD in quantum physics from the University of Geneva. From 1977 to 1989, she was a professor at the University of Montreal where she founded the research lab MIRALab.

She was elected Woman of the Year by the Grand Montreal Association for her pioneering work on virtual humans, and her work was presented at the Modern Art Museum of New York in 1988. She moved to the University of Geneva in 1989, where she founded the Swiss MIRALab, an internationally interdisciplinary lab composed of about 25 researchers.

She is author and coauthor of more than 200 research papers and a dozen of books in the field of modeling virtual humans, interacting with them, and living in augmented life. She has received several scientific and artistic awards for her work, mainly on the Virtual Marylin and the film *Rendez-Vous a Montreal*, but more recently, in 1997, she was elected to the Swiss Academy of Technical Sciences, and has been nominated as a Swiss personality who has contributed to the advance of science in the 150 years history.

She has directed and produced several films and real-time mixed-reality shows, among the latest are *Dreams of a Mannequin* (2003), *The Augmented Life in Pompeii* (2004) and *Fashion in Equations* (2005). She is editor-in-chief of the *Visual Computer Journal* published by Springer and Co-editor-in-chief of *Computer Animation and Virtual Worlds* published by John Wiley. She has also participated in political events such as the World Economic Forum in Davos where she was invited to give several talks and seminars.

## Qunsheng Peng

Qunsheng Peng is a professor of computer graphics at Zhejiang University. His research interests include realistic image synthesis, computer animation, scientific data visualization, virtual reality, and bio-molecule modeling. In the past few years, he published more than 100 papers concerned with shading models, real-time rendering, curved surface modeling, and infrared image synthesis in international journals and conferences. Among them, two papers won the Best Paper Award of *J. Computer and Graphics* 1988-1989 and the Best Paper Award of Eurographics 89. He has received a number of domestic scientific prizes and is the recipient of Chinagraph 2000 Achievements Award.

Professor Peng graduated from Beijing Mechanical College in 1970 and received a Ph D from the Department of Computing Studies, University of East Anglia in 1983. He currently serves as a member of the editorial boards of several international and Chinese journals.

## Matthias Rauterberg

Professor (G.W.) Matthias Rauterberg has held teaching and research positions at the Technical University of Hamburg-Harburg (Germany), University of Oldenburg (Germany), and Swiss Federal Institute of Technology (Switzerland). He was a senior researcher and lecturer for ‘human – computer interaction’ and ‘usability engineering’ in industrial engineering and computer science at the Swiss Federal Institute of Technology (ETH) and at the University of Zurich. He was the head of the Man – Machine Interaction research group (MMI) of the Institute of Hygiene and Applied Physiology (IHA) at the Department of Industrial Engineering (ETH). He holds a Diploma Degree (M Sc) in Computer Science, a Diploma Degree (M Sc) in Psychology, and a Bachelor Degree (B A) in Philosophy. He finished his PhD in Computer Science/Mathematics at the University of Zurich (Institute for Informatics). He is now full professor of Human Communication Technology and head of the research group ‘Designed Intelligence’ at the Department of Industrial Design of the Technical University Eindhoven (The Netherlands), and since 2004 has been visiting professor at the Kwansai Gakuin University (Japan).

## Ryohei Nakatsu

Ryohei Nakatsu received a B S, M S, and Ph D degree in electronic engineering from Kyoto University in 1969, 1971, and 1982 respectively. After joining NTT in 1971, he mainly worked on speech recognition technology. In 1994, he joined ATR (Advanced Telecommunications Research Institute) as the president of ATR Media Integration and Communications Research Laboratories. From the spring of 2002 he has been a professor at the School of Science and Technology, Kwansai Gakuin University. At the same time he established a venture company, Nirvana Technology Inc., and became president of the company.

His research interests include emotion extraction from speech and facial images, emotion recognition, nonverbal communications, and integration of multimodalities in communications. In 1978, he received, Young Engineer Award from the Institute of Electronics, Information, and Communication Engineers Japan (IEICE-J). In 1996, he was the recipient of the best paper award from the IEEE International Conference on Multimedia. In 1999, 2000, and 2001, he got the Telecom System Award from the Telecommunication System Foundation and the best paper award from the Virtual Reality Society of Japan. In 2000, he got the best paper award from the Artificial Intelligence Society of Japan. He is a fellow of the IEEE and the Institute of Electronics, Information, and Communication Engineers Japan (IEICE-J), a member of the Acoustical Society of Japan,

Information Processing Society of Japan, and Japanese Society for Artificial Intelligence.

## Lizhuang Ma

Lizhuang Ma, was born in 1963, and received his B Sc and Ph D degrees at Zhejiang University, China in 1985 and 1991, respectively. He was a post-doctoral fellow at the Department of Computer Science of Zhejiang University from 1991 to 1993. Dr. Ma was promoted to an Associative Professor and Professor in 1993 and 1995, respectively. Dr. Ma stayed at Zhejiang University from 1991 to 2002. He was a Visiting Professor at Fraunhofer IGD, Darmstadt, Germany from July to Dec. 1998, and visiting Professor at Center for Advanced Media Technology, Nanyang Technological University, Singapore from September 1999 to October 2000. He is now a Professor, PhD tutor, and the head of Digital Media Technology and the Data Reconstruction Lab. at the Department of Computer Science and Engineering, Shanghai Jiao Tong University, China from 2002. He is also the Chairman of the Center of Information Science and Technology for Traditional Chinese Medicine at the Shanghai Traditional Chinese Medicine University.

Dr. Ma has published more than 100 academic research papers both domestic and international journals, for instance, *Science in China*, *Computer-Aided Geometric Design*, and *Computers & Graphics*. The Science Press of Beijing has published a monograph by Dr. Ma, *Techniques and Applications for Computer Aided Geometric Modeling*. Dr. Ma is the recipient of the China National Excellent Young Scientist Foundation Award, first class member of the China National Hundred-Thousand-Ten-Thousand Talent Plan, the China National Award of Science and Technology for Young Scientists, and Second Prize of the Science and Technology of the National Education Bureau. His research interests include computer-aided geometric design, computer graphics, scientific data visualization, computer animation, digital media technology, and theory and applications for computer graphics, CAD/CAM.

Lizhuang Ma Matthias Rauterberg  
Ryohei Nakatsu (Eds.)

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