Smart Tools and Applications in computer Graphics
–
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Keynote

Realistic Virtual Humans for VR and Medicine

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Short Biography

Mario Botsch received his Master's degree (Dipl.-Math.) in Mathematics and Computer Science from the University of Erlangen-Nürnberg in 1999. After working one year at the Max-Planck Institute for Computer Science in Saarbrücken he joined the Computer Graphics Group at RWTH Aachen, from where he received his Ph.D. (Dr. rer. nat.) in 2005. From 2005 to 2008 he was a senior researcher and lecturer at the Computer Graphics Laboratory at ETH Zurich. He has been a full professor in the Computer Science Department at Bielefeld University since May 2008 and is the head of the Computer Graphics & Geometry Processing Group.