Core Competence
Animation, virtual reality, data visualization, non-photorealistic rendering, graphics and film technology.

History
Computer graphics activities started in 1979, initiated by Phil Willis, initially working on real-time display systems for flight simulators and for quadtree applications. Work expanded to include rendering and 3D animation, together with networked picture retrieval, anticipating the web. More recent work has concentrated on picture representation and manipulation in 2D, for animation and special effects and has also expanded with the arrival of new members of staff to include NPR, image processing and data visualization.

Staff
Dr David Duke (Data Visualisation)
Professor John Fitch (Music)
Dr Peter Hall (Non-Photorealistic Rendering and Image Processing)
Dr Martin Oliver (Image Processing)
Dr Claire Willis (Software Technology)
Professor Philip Willis (Graphics & Film Technology) (Director)

Rooms and Locations
We are a component of the Department of Computer Science.

Financing
Core staff are on the University of Bath payroll. All others are supported on research grants.

Current Structure and Important Partners
We work with colleagues in Mechanical Engineering and in the Centre for Advanced Studies in Architecture.

Current Research
See web site.
Important Recent Project Participations

- “PAVR”, Platform for Animation and Virtual Reality (EU-TMR project, www.cs.bath.ac.uk/PAVR) Shrink to Fit
  Representing movies with vectors Quasi-3D Rendering for film, games, animation Comic Strip Rendering Real movies, cartoon style

Important Recent Industrial Partners
Cambridge Animation Systems, Imagination, Androme, Siriol Productions

Future of the Lab
The Centre is part of a Department approved for rapid expansion and is actively seeking lecturing staff for open-ended posts. Expressions of interest from research-active people always welcome.