

David P. Luebke
Curriculum Vitae

Manager, NVIDIA Research
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INTERESTS Computer graphics, parallel computing, computer architecture and related fields

EDUCATION **University of North Carolina at Chapel Hill** (Chapel Hill, NC)
Ph.D. in Computer Science, 1998, Dr. Frederick P. Brooks, Advisor:
View-Dependent Simplification of Arbitrary Polygonal Environments

University of North Carolina at Chapel Hill (Chapel Hill, NC)
M.S. in Computer Science, 1997

The Colorado College (Colorado Springs, CO)
B.A. *magna cum laude* in Chemistry, 1993
Barnes Chemistry Scholar

EXPERIENCE **NVIDIA Corporation: Manager, NVIDIA Research** (August 2008-Present)

NVIDIA Corporation: Research Scientist (July 2006-August 2008)

University of Virginia: Assistant Professor (August 1998-May 2006)

University of North Carolina: Research Assistant, Walkthrough (1993-1998)

The Colorado College: Visiting Instructor (Spring 1997)

International Business Machines: Research Intern (Summer 1994, 1996-97)

Silicon Graphics, Inc.: Research Intern, Nintendo64 Project (Summer 1995)

SELECTED HONORS **NVIDIA Distinguished Inventor** (2008).
Test of Time Award, ACM SIGGRAPH Symposium on Interactive 3D Graphics (2005).
National Science Foundation **CAREER Award** (2001-2006)
Department of Energy **Early Career PI Award** (2002-05)

BOOKS *Level of Detail for 3D Graphics*. Luebke, D., Reddy, M., Cohen, J., Varshney, A., Watson, B., and Huebner, R. Morgan-Kaufmann Publishers, San Francisco (July 2002). 2nd Printing.

JOURNAL ARTICLES Wang, R., Cheslack-Postava, E., Wang, R., Luebke, D., Chen, Q., Hua, W., Peng, Q., and Bao, H. "Real-time Editing and Relighting of Homogeneous Translucent Materials." *The Visual Computer*, Vol. 24 No. 7-9, pp. 565-575. Presented at Computer Graphics International 2008.

Owens, J., Houston, M., Luebke, D., Green, S., Stone, J., and Phillips, J. "GPU Computing." *Proceedings of the IEEE*, March 2008.

Luebke, D., and Humphreys, G. "How GPUs Work." Invited article, *IEEE Computer*, Vol. 40 No. 2, pp 96-100, February 2007.

John D. Owens, David Luebke, Naga Govindaraju, Mark Harris, Jens Krüger, Aaron E. Lefohn, and Tim Purcell. "A Survey of General-Purpose Computation on Graphics Hardware," *Computer Graphics Forum*, Vol. 26 No. 1, March 2007.

Dale, K., Sheaffer, J., Kumar, V., Luebke, D., Humphreys, G., and Skadron, K. "Small-Scale Reconfigurability for Improved Performance and Double Precision in Graphics Hardware," *Int'l Journal of Electronics*, Vol. 94 No. 5, May 2007.

Wang, R., Tran, J., and Luebke, D. "All-Frequency Relighting of Glossy Objects." *ACM Transactions on Graphics*, Vol. 25 No. 2, April 2006.

Wang, R., Tran, J., and Luebke, D. "All-Frequency Interactive Relighting of Translucent Objects with Single and Multiple Scattering", *ACM Transactions on Graphics*, Vol. 24 No. 3, August 2005. Presented at ACM SIGGRAPH 2005, Los Angeles, CA.

Luebke, D. and Watson, B. "The Ultimate Display: Where Will All The Pixels Come From?". Invited article, *IEEE Computer*, Vol. 38 No. 8, August 2005.

Watson, B., Dayal, A., Luebke, D., and Woolley, C. "Improving adaptive display with temporally adaptive rendering", *CyberPsychology & Behavior*, Vol. 7 No. 6 (December 2004).

Luebke, D. "A Developer's Survey of Polygonal Simplification Algorithms", *IEEE Computer Graphics & Applications* (May 2001).

Luebke, D., and Erikson, C. "View-Dependent Simplification of Arbitrary Polygonal Environments," *Computer Graphics*, Vol. 31 (July 1997). First presented at ACM SIGGRAPH 97 (acceptance rate: 18%).

**CONFERENCE
PAPERS
(REFEREED)**

Lauterbach, C., Garland, M., Sengupta, S., Luebke, D., and Manocha, D. "Fast BVH construction on GPUs", *Eurographics 2009* (March 2009), Munich, Germany.

Luebke, D. "CUDA: Scalable Parallel Programming for High-Performance Scientific Computing". *2008 IEEE Int'l Symposium on Biomedical Imaging* (May 2008), Paris, France.

Sheaffer, J., Luebke, D., and Skadron, K. "A Hardware Redundancy and Recovery Mechanism for Reliable Scientific Computation on Graphics Processors", *Graphics Hardware 2007* (August 2007; acceptance rate 40%), San Diego, CA.

D'Eon, E., Luebke, D., and Enderton, E. "Efficient Rendering of Human Skin," *Proceedings of 2007 Eurographics Symposium on Rendering* (June 2007; acceptance rate 35%), Grenoble, France. Also appears as *Rendering Techniques 2007*, Ed. Jan Kautz and Sumanta Pattanaik, Springer-Verlag, Austria (June 2007).

Sheaffer, J., Luebke, D., and Skadron, K. "The Visual Vulnerability Spectrum: Characterizing Architectural Vulnerability for Graphics Hardware.", *Graphics Hardware 2006* (September 2006; acceptance rate 31%).

Wang, R., Ng, R., Luebke, D., Humphreys, G. “Efficient Wavelet Rotation for Environment Map Rendering,” *Proceedings of the 2006 Eurographics Symposium on Rendering*, Nicosia, Cyprus (June 2006; acceptance rate 35.7%). Also published as *Rendering Techniques 2006*, Ed. Wolfgang Heidrich and Tomas Akenine-Moller, Springer-Verlag, Vienna). 35.7%

Dale, K., Sheaffer, J., Kumar, V., Luebke, D., Humphreys, G., and Skadron, K. “Applications of Small-Scale Reconfigurability to Graphics Processors,” *International Workshop on Applied Reconfigurable Computing (ARC2006)* (March 2006; acceptance rate 22%). **Selected as one of 10 best workshop papers to be extended for a special edition of the International Journal of Electronics.** Published as book chapter in *Reconfigurable Computing: Architectures and Applications* (Series: *Lecture Notes in Computer Science*), Volume 3985/2006, pp. 99-108.

Stoleru, R., He, T., Stankovic, J., and Luebke, D. “A High-Accuracy, Low-Cost Localization System for Wireless Sensor Networks,” *ACM SenSys 2005* (November 2005; acceptance rate 16.8%), San Diego, CA.

Zhu, T., Wang, R., and Luebke, D. “A GPU-Accelerated Render Cache,” *Pacific Graphics 2005*, Macao, China (October 2005).

Dayal, A., Woolley, C., Watson, B., and Luebke, D. “Adaptive Frameless Rendering,” *Proceedings of 2005 Eurographics Symposium on Rendering* (June 2005; acceptance rate 33%), Konstanz, Germany. Also appears as *Rendering Techniques*, Ed. Kavita Bala and Philip Dutre, Springer-Verlag, Austria (June 2005).

Owens, J.D., Luebke, D., Govindaraju, N., Harris, M., Krüger, J., Lefohn, A. E., and Purcell, T. “A Survey of General-Purpose Computation on Graphics Hardware”. State of the Art Report (STAR), *Eurographics 2005*, Dublin, Ireland (August 2005).

Sheaffer, J., Skadron, K., and Luebke, D. “Studying Thermal Management for Graphics-Processor Architectures.” *Proceedings of the 2005 IEEE International Symposium on Performance Analysis of Systems and Software (ISPASS 2005)*, Austin, TX (March 2005). Acceptance rate: 29%

Sheaffer, J., Luebke, D., and Skadron, K. “A Flexible Simulation Framework for Graphics Architectures”. *Proceedings of Graphics Hardware 2004*, Grenoble, France (August 2004). Acceptance rate: 32%

Wang, R., Tran, J., and Luebke, D. “All-Frequency Relighting of Non-Diffuse Objects using Separable BRDF Approximation”, *Proceedings of 2004 Eurographics Symposium on Rendering*, Norrköping, Sweden (acceptance rate: 40%). Also appears as *Rendering Techniques*, pp. 345-354, Ed. Henrik Wann Jensen and Alex Keller, Springer-Verlag, Austria (June 2004).

Williams, N., Hantak, C., Low, K., Thomas, J., Keller, K., Nyland, L., Luebke, D., and Lastra, A. “Monticello Through the Window”. *Proceedings of the 4th International Symposium on Virtual Reality, Archaeology and Intelligent Cultural Heritage (VAST 2003)*, Brighton, UK (November 2003).

Wang, R., and Luebke, D. "Efficient Reconstruction and Texture Mapping of Indoor Scenes," *Proceedings of the 4th International Conference on 3-D Digital Imaging and Modeling (3DIM 2003)* (October 2003). Acceptance rate: 40%

Goodnight, N., Woolley, C., Lewin, G., Luebke, D., and Humphreys, G. "A Multigrid Solver for Boundary Value Problems Using Programmable Graphics Hardware," *Proceedings of Graphics Hardware 2003*, San Diego, CA (July 2003). Acceptance rate: 33%

Williams, N., Luebke, D., Cohen, J., Kelley, M., and Schubert, B. "Perceptually Guided Simplification of Lit, Textured Meshes," *2003 Symposium on Interactive 3D Graphics*, Monterey, CA (April 2003). Acceptance rate: 26%

Woolley, J. C., Dayal, A., Watson, B., and Luebke, D. "Interruptible Rendering," *2003 Symposium on Interactive 3D Graphics*, Monterey, CA (April 2003). Acceptance rate: 26%

Luebke, D. and Hallen, B. "Perceptually Driven Simplification for Interactive Rendering", *Proceedings of the 2001 Eurographics Workshop on Rendering*, London, United Kingdom (acceptance rate: 39%). Also appears as *Rendering Techniques*, Ed. Steven Gortler and Karol Myszkowski, Springer-Verlag, Austria (June 2001).

Cornish, D., Rowan, A., and Luebke, D. "View-Dependent Particles for Interactive Non-Photorealistic Rendering", *Proceedings of Graphics Interface 2001* (June 2001). Acceptance rate: 48%

Luebke, D., and Georges, C. "Portals and Mirrors: Simple, Fast Evaluation of Potentially Visible Sets," *ACM Symposium on Interactive 3D Graphics* (April 1995). Acceptance rate: 34%. **Winner, 2005 Test of Time Award (for paper with the most impact from the first five years of the Symposium).**

**BOOK
CHAPTERS**

"Advanced Techniques for Realistic Real-Time Skin Rendering." Eugene d'Eon and David Luebke. *GPU Gems 3*, Editor Hubert Nguyen. Addison-Wesley (August 2007).

**PROCEEDINGS
EDITED**

Proceedings of the 2005 ACM SIGGRAPH Symposium on Interactive 3D Graphics & Games., Ed. David Luebke and Hanspeter Pfister, ACM Press, New York, NY.

**JURIED
ANIMATIONS**

"NVIDIA Real-Time Graphics Research: The GeForce 8 Demo Suite." NVIDIA Demo Team. Video animation, ACM SIGGRAPH Computer Animation Festival, *SIGGRAPH 2007 Electronic Theater*, San Diego, CA (August 6-8, 2007).

POSTERS
(REFEREED)

Tran, J., Jordan, D., Luebke, D. “New Challenges for Cellular Automata Simulation on the GPU,” ACM Workshop on General Purpose Computing on Graphics Processors (August 2004).

Sheaffer, J., Skadron, K., Luebke, D. “Temperature-Aware GPU Design,” **Finalist, ACM Student Research Competition** (5 finalists chosen from 118 entries), presented at a special session of ACM SIGGRAPH 2004 (August 2004).

Cohen, J., Duca, N., Luebke, D., Schubert, B. “GLOD: A Geometric Level of Detail System at the OpenGL API Level”, **Best Poster Award, IEEE Visualization 2003** (July 2003).

PRESENTATIONS
(REFEREED)

Cohen, J., Luebke, D., Duca, N., Schubert, B. “GLOD: A Driver-Level Interface for Geometric Level of Detail”, *SIGGRAPH 2003 Technical Sketch* (July 2003).

Woolley, J., Luebke, D., and Watson, B. “Interruptible Rendering,” *SIGGRAPH 2002 Technical Sketch* (July 2002).

Dayal, A., Watson, B., and Luebke, D. “Improving Frameless Rendering by Focusing on Change.” *SIGGRAPH 2002 Technical Sketch* (July 2002).

Luebke, D. “Perceptually Guided Level of Detail”, *Perceptually Adaptive Graphics*, ACM SIGGRAPH/Eurographics Campfire, Snowbird Utah (May 2001). See <http://isg.cs.tcd.ie/campfire/davidluebke.html>.

KEYNOTES

“The Future of Graphics Hardware (tentative title)”, **Graphics Interface 2009**, Kelowna, Canada.

“The Future of Graphics Hardware”, **Visual Computing Trends 2009**, Vienna, Austria (January 2008).

“The Present and Future of Web3D?”, **Web3d Symposium 2008**, Los Angeles, CA (August 2008).

INVITED TALKS & PANELS

“CUDA and GPU Computing”, Panel participant on *Industrial Perspectives*, **HPCA 2009**, Raleigh, NC (February 2009).

“GPU Architectures: Goals, Implications, and Emerging Directions”, Invited Talk, **2009 Workshop on Emerging Applications and Manycore Architecture**, at HPCA 2009, Raleigh, NC (February 2009).

“Accelerating Science with Massively Parallel Computing”, Initiative in Innovative Computing Colloquium, **Harvard University**, Boston, MA (November 2008).

Various guest lectures/invited talks on GPU computing & architecture:

Massachusetts Institute of Technology, IAP 2009/6.963 (January 2009),

Warsaw University (December 2008),

Colorado State University (November 2008),

University of Pennsylvania (April 2008),

Georgia Institute of Technology (April 2008),

University of California Davis (March 2008, February 2007),

College of William & Mary (February 2008),

University of Virginia (November 2007, December 2006)

“The Democratization of GPU Computing”, Various invited talks:

Sharp Laboratories of America (July 2008),

US Patent & Trademark Office (June 2008),

Southwest Research Institute (Feb 2008),

In-Q-Tel (February 2008)

Fraunhofer Institute for Computer Graphics (September 2007).

“The Democratization of GPU Computing”, **AstroGPU 2007**, Institute for Advanced Studies, Princeton NJ (November 2007).

“The Democratization of GPU Computing”, **GPGPU 2007**, Northeastern University, Boston MA (October 2007).

“GPU Computing with CUDA”, Invited talk, **2007 ACM SIGGRAPH Symposium on Interactive 3D Graphics & Games**, Seattle, WA (May 2007).

“G80 and CUDA: The GPU Parallel Computing Revolution”, **SCI Institute Seminar**, Scientific Computing & Imaging Institute, University of Utah (April 2007).

“Adaptive Frameless Rendering”, Invited talk, **Vienna Technical University**, Austria (September 2005).

“Real-time Illumination Models & Adaptive Frameless Rendering”, Invited talk
NVIDIA Corporation (March 2006)
Electronic Arts (Winter 2005)
University of California Santa Cruz (Spring 2006)
Virginia Tech (Spring 2006)
University of Victoria (Spring 2006)

Invited participant, **Summit on Digital Tools for the Humanities**, University of Virginia (September 2005).

“The Future Is Not Framed”, Panel participant on *The Ultimate Display*, **SIGGRAPH 2005**, Los Angeles, CA (August 2005).

“Rethinking Rendering For Gigapixel Imagery”, Panel participant on *3D Graphics Hardware: Revolution or Evolution?*, **Graphics Hardware 2005**, Los Angeles, CA (August 2005).

“The Ultimate Display: Adaptive Frameless Rendering for Ultra High-Resolution Displays”, **Microsoft Research** (May 2005).

“Adaptive Frameless Rendering”, **Intel Architecture Research Laboratory** (May 2005).

“Breaking the Frame: Novel Sampling and Reconstruction Strategies for Interactive Ray Tracing”, **University of Utah** (May 2005).

“Breaking the Frame: Novel Sampling and Reconstruction Strategies for Interactive Ray Tracing”, Colloquium for **Max-Planck-Institut für Informatik**, Saarbrücken, Germany (April 2005).

“Frameless Rendering for Perceptually Adaptive Graphics”,
Trinity College Dublin, Dublin, Ireland (April 2005),
University of Bristol, Bristol, England (April 2005).

“Breaking the Frame: Adaptive Frameless Rendering”:
University of Maryland (March 2005),
University of Texas (March 2005),
Texas A&M University (March 2005).

“All-Frequency Relighting of Non-Diffuse Objects for Interactive Rendering”,
Northwestern University (July 2004).

“Breaking the Frame: Novel Strategies for Interactive Computer Graphics”:
Mitsubishi Electric Research Laboratories (July 2004),
Purdue University (July 2004),
Microsoft Research (July 2004),
Massachusetts Institute of Technology (July 2004).

“Breaking the Frame: Novel Sampling and Reconstruction Strategies for Interactive Rendering”, **University of Texas** (May 2004).

“Interruptible Rendering”, **Northwestern University** (November 2003).

“Sampling and Reconstruction Strategies for Frameless Rendering”,
University of North Carolina at Chapel Hill (October 2003).

“Scanning Monticello: Lasers, Museums, and Other Topics in Computer Graphics”, **Colorado College** (October 2003).

“Interruptible Rendering”, *Dagstuhl Seminar: Hierarchical Methods in Computer Graphics*, **Dagstuhl, Germany** (July 2003).

“Perceptually Guided Interactive Rendering”, **Microsoft Research** (July 2001).

“Perceptually Guided Interactive Rendering”, **University of Southern California Institute for Creative Technology** (April 2001).

“Perceptually Guided Level of Detail”, **University of North Carolina at Chapel Hill** (February 2000).

TECHNICAL REPORTS

Dale, K., Sheaffer, J., Vijay Kumar, V., Luebke, D., Humphreys, G., and Skadron, K. *Applications of Small Scale Reconfigurability to Graphics Processors*. University of Virginia Technical Report CS-2005-11 (June 2005).

Dayal, A., Woolley, C., Watson, B., and Luebke, D. *Adaptive Frameless Rendering*. University of Virginia Technical Report CS-2005-07 (April 2005). Also appears as Northwestern University Technical Report NWU-CS-05-07.

Goodnight, N., Lewin, G., Luebke, D., and Skadron, K. *A Multigrid Solver for Boundary Value Problems Using Graphics Hardware*. University of Virginia Technical Report CS-2003-03 (January 2003).

Hallen, B., Luebke, D. *Perceptually-Driven Interactive Rendering*. University of Virginia Technical Report CS-2001-01.

Clarke, Brian, and D. Luebke. *Design and Implementation of a Prototype Memory Management System for Geometric Data in Out-of-Core Simplification*, University of Virginia Technical Report CS-2000-18, 2000.

Cornish, D., and Luebke, D. *View-Dependent Particles for Non-Photorealistic Rendering*. University of Virginia Technical Report CS-2000-11.

Luebke, D. *Robust View-Dependent Simplification for Very Large-Scale CAD Visualization*. University of Virginia Technical Report CS-99-33 (Submitted to *Computer-Aided Design*).

PATENTS

Approximately 15 patent applications filed since July 2006.

Bernardini, F., El-Sana, J., Klosowski, J., Luebke, D., and Menon, J. *Accelerated Occlusion Culling Using Directional Discretized Occluders and System Therefor*. United States Patent 6,574,360 (June 3, 2003).

**SOFTWARE
PRODUCTS**

Qsilver: a flexible simulation framework for graphics architectures. We have used Qsilver to model power and thermal behavior in GPUs, and to experiment with dynamic management strategies for both. Qsilver has been downloaded 45 times (as of June 2005) since it was released in October 2004. Other groups at U. California-Davis and U. Texas have acknowledged Qsilver as an enabling tool for their own research. Described in [Sheaffer 2004][Sheaffer 2005].

GLOD: a novel minimalist API for simple, powerful integration of level of detail techniques into OpenGL applications (<http://www.cs.jhu.edu/~graphics/GLOD>). GLOD has been downloaded extensively and has recently been incorporated into the commercial product *SceneVision* by 3rdTech, Inc. A paper about the design of GLOD is under preparation.

VDSLlib: a public-domain view-dependent simplification and rendering library for interactive rendering of very complex scenes. Available at <http://vdslibs.virginia.edu>; includes a sample program integrated with the OpenGL[®] rendering library. VDSLlib has been downloaded and used both in industry (e.g., Boeing, SRI International) as well as at universities (e.g., Northwestern, Johns Hopkins, British Columbia).

pfPortals: a public-domain visibility library compatible with SGI's IRIS Performer[®] toolkit. Based on the "Portals and Mirrors" paper [Luebke 95] and available at <http://pfportals.cs.virginia.edu>. Has been used and extended by researchers and developers at SGI, MIT, Disney, and others.

**COURSES
TAUGHT**

University of Virginia: Assistant Professor (Fall 1998-May 2006)

Spring 2006:	CS 446: Real-Time Rendering & Game Technology
Fall 2005:	CS 101E: Introduction to Computer Science
Spring 2005:	CS 445: Introduction to Computer Graphics
Fall 2004:	CS 440/MDST375: Computer Graphics for Film
Spring 2004:	CS 446: Real-Time Rendering
Spring 2003:	CS 445/645: Introduction to Computer Graphics
Fall 2002:	CS 551: Real-Time Rendering
Spring 2002:	CS 432: Algorithms
	CS 493: Independent Study: 3D Animation
Fall 2001:	CS 446/MDST 375: 3-D Animation & Special FX
Spring 2001:	CS 493: Independent Study: Virtual CS Building
	CS 551/651: Advanced Computer Graphics
	CS 651: Modern Research in Computer Graphics
Fall 2000:	CS 332: Algorithms
Spring 2000:	CS 493: Independent Study: Digital Earth
	CS 551/645: Introduction to Computer Graphics
Fall 99:	CS 551/645: Introduction to Computer Graphics
Spring 99:	CS 551/651: Advanced Computer Graphics
Fall 98:	CS 651: Modern Research in Computer Graphics

The Colorado College: Visiting Instructor (Spring 1997)

Spring 97:	MA 235: Computer Graphics
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**RESEARCH
TUTORIALS**

SIGGRAPH 2008: *Beyond Programmable Shading.*

ASPLOS 2008: *GPU Computing* (Course organizer).

AstroGPU 2007: *High-Performance Computing on GPUs with CUDA.* Co-taught with Mark Harris.

Supercomputing 2007: *High-Performance Computing on GPUs with CUDA.* Co-organized with Massimiliano Fatica.

Supercomputing 2006: *GPGPU: General-Purpose Computing on Graphics Hardware.* Co-organized with Mark Harris.

ACM SIGGRAPH 2005: *GPGPU: General-Purpose Computing on Graphics Hardware.* Co-organized with Mark Harris.

ACM SIGGRAPH 2004: *GPGPU: General-Purpose Computing on Graphics Hardware.* Co-organized with Mark Harris.

Game Developers Conference 2003: *Level of Detail Management for 3D Games* (Course organizer).

ACM SIGGRAPH 2002: *Advanced Issues in Level of Detail* (Course organizer).

ACM SIGGRAPH 2001: *Advanced Issues in Level of Detail* (Course organizer).

ACM SIGGRAPH 2000: *Advanced Issues in Level of Detail* (Course organizer).

ACM SIGGRAPH 2000: *Interactive Walkthroughs of Large Geometric Datasets.*

IEEE VR 2000: *Advanced LOD for Dynamic Fidelity Control.*

IEEE VR 99: *Dynamic Level of Detail* (Course organizer).

HONORS AND AWARDS

NVIDIA Distinguished Inventor (2008).
Test of Time Award, ACM SIGGRAPH Symposium on Interactive 3D Graphics (2005).
National Science Foundation **CAREER Award** (2001-2006)
Department of Energy **Early Career PI Award** (2002-05)
UVA Teaching + Technology Initiative Fellowship (2001)
UVA University Teaching Fellowship (2000-01)
UVA Faculty Senate Teaching Initiative Award (1999)
UVA ACM **Undergraduate Teaching Award** (1998-99)
IBM Graduate Fellowship (1995-1997; twice renewed)

The NVIDIA Distinguished Inventor award recognizes individuals who have made outstanding contributions to NVIDIA's intellectual property portfolio. Only 10 such awards have been made at this time (among over 3400 R&D employees).

The Symposium on Interactive 3D Graphics Test of Time Award was chosen to honor the single paper from the first five years of the conference judged to have had the most important, lasting impact on the field of interactive 3D computer graphics. Papers were nominated by the I3D 2005 international program committee and voted on by the program committee, conference attendees, and the ACM SIGGRAPH 2005 program committee. The award was given to me and my co-author Chris Georges (both of us graduate students at the time) for our 1995 paper *Portals and Mirrors: Simple, Fast Evaluation of Potentially Visible Sets*. The nomination, made by Stephen Cheney at the University of Wisconsin, read in part, "...There are few papers ever in graphics that present such a useful, simple idea so important to real time environments. Possible to teach in an undergraduate graphics class, yet a fundamental enabling technology for the most important commercial applications of what we do."

The University Teaching Fellowship and the Teaching + Technology Fellowship were year-long fellowships at UVA. These provided equipment, software, buyout, and summer salary to support the design and offering of an interdisciplinary course "3D Animation and Special Effects", taken by students from over a dozen majors scattered across the entire University, and combining 3-D graphics, art, film, music, and digital media.

MUSEUM EXHIBITS

The *Virtual Monticello* museum exhibit, produced in collaboration with researchers at the University of North Carolina, showcased computer graphics at the major exhibition *Jefferson's America & Napoleon's France: Commemorating the Bicentennial of the Louisiana Purchase* at the New Orleans Museum of Art. Visitors to the Museum peeked through virtual windows into Thomas Jefferson's library, an extremely detailed computer model produced from the real-world library with a laser-based 3D scanner. The computer model was brought to life using polarized projection (similar to a 3D movie) and a magnetic tracker that adjusted the image as the viewer moved, depicting what they would see through a real window. The exhibition was visited by over 110,000 people from April 12-August 31, 2003.

SPONSORED RESEARCH FUNDING

NSF Digital Libraries and Archives: Establishing the SAVE Center: Studying Secure Dissemination and Archiving of 3D Cultural Heritage Projects. Amount: \$340,000. Award IIS-0535118. Award begins November 1, 2005 for a duration of 3 years. PI: David Luebke. Co-PIs: Greg Humphreys (Computer Science), Bernard Frischer (Institute for Advanced Technology in the Humanities).

NSF CAREER Award: *Techniques for Very Large-Scale Interactive Rendering*. Award CCF-0092973. Amount: \$347,000. Began June 1, 2001 for a duration of 5 years. Includes two Research Experience for Undergraduates (REU) supplements for \$22,000. Sole PI: David Luebke.

DOE Early Career Principal Investigator Program: *View-Dependent Strategies for Very Large Scale Visualization*. Amount: \$298,783. Began September 1, 2002 for a duration of 3 years, later extended to 4 years. Sole PI: David Luebke

NSF Information Technology Research: *ITR Collaborative Research: Image-Based Rendering in Forensic Reconstruction and Historical Preservation*. Award CCF-0205324. Sole PI (UVA proposal): David Luebke. Collaborative with proposal with Anselmo Lastra, Gary Bishop, Frederick P. Brooks, Jr, Henry Fuchs, and Lars Nyland (University of North Carolina at Chapel Hill). Amount: \$260,736. Began Oct 1, 2002 for a duration of 4 years, later extended to 4 years. Includes two REU supplements for \$22,000.

NSF CISE Research Resources: *A High-Performance Shared-Purpose Cluster for Computer Architectural Simulation and Perceptual Interactive Ray Tracing* (March 2002). Award CNS-0224434. PI: David Luebke. Co-PIs: Kevin Skadron (Computer Science) and Mircea Stan (Electrical and Computer Engineering), UVA. Amount: \$82,802. Began Sept 1, 2002, for a duration of 2 years. Includes an REU supplement for \$10,000.

NSF Small Grant for Exploratory Research: *Beyond the Frame: Novel Algorithms for Perceptually Based Interactive Rendering*. Award CCF-0135943. Sole PI: David Luebke. Amount: \$52,670. Ran May 15, 2002 to May 14, 2004.

NSF CISE Research Resources: *A State-of-the-Art Immersive Display for Research in Rendering, Animation and Simulation, and Cognitive Human-Computer Interface Design*. Award CNS-0130800. PI: David Luebke. Co-PIs: David Brogan (Computer Science) and Dennis Proffitt (Psychology), UVA. Amount: \$67,864. Ran August 15, 2001 to August 31, 2003. An REU supplement added \$12,000.

**PROPOSALS
AWARDED**

NSF Foundations of Computer Processes and Artifacts: *Change-Focused Gigapixel Imagery* (June 2005). PI: David Luebke. Co-PIs: Ben Watson (North Carolina State University), Jack Tumblin (Northwestern University). Chosen for funding Dec 15, 2005. I declined since I was leaving academia; co-PIs Tumblin and Watson received exploratory SGER grants.

**INDUSTRIAL
FUNDING**

ATI Technologies Inc, NVIDIA Corporation: *Hardware support for Interruptible Rendering & GPU Ray Tracing Research*. Two separate equipment donations (Radeon and GeForce/Quadro cards, respectively), approximate combined retail value \$6000. PI: David Luebke. Donated December 2003.

**INTERNAL
FUNDING**

UVA Teaching + Technology Initiative Fellowship (2001: \$19,700)
UVA University Teaching Fellowship (2000-01: \$7,000)
UVA Faculty Senate Teaching Initiative Award (1999: \$3000)

**DOCTORAL
STUDENTS**

Rui Wang: Worked on 3D scanning algorithms, real-time illumination models. Entered Fall 2001, graduated with M.CS degree in August 2003. Passed Ph.D. proposal June 2005, graduated August 2006. Now an Assistant Professor at University of Massachusetts – Amherst.

Jeremy Sheaffer: Worked on power- and thermal-aware graphics architectures. Co-advised with Professor Kevin Skadron. Entered with M.S. in fall 2004. Passed Ph.D. qualifying exam January 2005, graduated August 2007. Winner, ATI Graduate Fellowship, 2005-2007. Now a post-doc at the University of Virginia.

**MASTER'S
STUDENTS**

Kevin Dale: Worked on graphics architecture, 3D scanning (devices and algorithms). Entered fall 2004. Graduated with Master's degree May 2007, entered Ph.D. program at Harvard.

Tenghui Zhu: Worked on GPU-accelerated sample reprojection. Entered spring 2004. Graduated with Master's degree May 2006, now at NVIDIA Corporation.

John Tran: Worked on real-time illumination models, graphics-hardware-accelerated heart tissue simulation. Entered fall 2002. Graduated with M.CS degree August 2005, now at NVIDIA.

Cliff Woolley: Worked on interruptible and frameless rendering. Graduated with M.CS degree August 2003. Now at Covenant School.

Lingjia Tang: Worked on simplification of deformable objects using reduced deformable models. Entered fall 2003, completed Master's project August 2005.

Brenden Schubert: Worked on flexible and efficient view-dependent simplification (see UVA Technical Report CS-2004-05). Graduated with combined M.S./B.S. degree December 2003. Now at Pixar Animation Studios.

Chris Lutz: Worked on manual editing of laser rangefinder images. Graduated with Master's degree December 2002.

Andrea Rowan: Worked on View-dependent Particles for Non-Photorealistic Rendering. Graduated with Master's degree May 2001.

**UNDERGRADUATE
RESEARCHERS**

2006 advisees: Ryan Schubert, Ewen Cheslack-Postava (now at Stanford), Meng Tan, Brian Repper (EE), Elizabeth White (Cognitive Science Distinguished Major thesis).

Nathan Hoobler: thesis: *A Deferred-Shading Photon Mapper*. Now at Electronic Arts Mythic, a video game studio in northern Virginia.

Lincoln Hamilton: thesis: *Simulating Frameless Real-Time Ray Tracing Through the Use of Chromium*. Now at Cryptic Studios, a video game studio in California.

Jesse Foster: thesis: *Simulation of Distributed Frameless Ray Tracer via Chromium and Doom3*.

David Hicks: thesis: *Perceptually-Guided Undersampling of the Visual Field in Interactive Raytracing*.

Chris Jarrell: thesis: *Faster View-Dependent Simplification and Rendering*.

Rebecca Rendall: Biomedical Engineering Capstone project: *Improved Disease Management for Individuals with Diabetes: Developing a Goal-Setting Management Tool*.

Jeff Peirson: thesis: *Optimizing the Real-Time Structured Light Scanner for Robustness and Ease of Use*. **Finalist, SEAS Undergraduate R&D Symposium**. Entered Ph.D. program at Carnegie-Mellon University.

Kristen Neal: thesis: *Real-time Simulation of Cloth for Computer Graphics*. Now at Electronic Arts Mythic. **CRA Outstanding Undergraduate Honorable Mention**.

Gordon Marx: thesis: *Solving Cellular Automata on the GPU*. Now at Raytheon.

Pete Capelluto: thesis: *Rendering and Modifying Large Point-Based Datasets*. **Finalist, SEAS Undergraduate R&D Symposium**. Now at Rhythm & Hues Studios.

Matt Hilliard: thesis: *Head Tracking as an Interface for Human Computer Interaction*. (joint project with David Del Vecchio).

David Del Vecchio: thesis: *Head Tracking as an Interface for Human-Computer Interaction*. (joint project with Matt Hilliard).

Kashyap Mehta: thesis: *Randomized Rendering for Real-Time Display of Very Large Point Clouds*.

Nathaniel Williams: Cognitive Science Distinguished Major thesis: *Perceptually Driven Simplification of Lit Polygonal Models*. Entered Ph.D. program at University of North Carolina.

Chris Hayden: thesis: *Redesigning the View-Dependent Simplification Library*.

Michael Kelley: thesis: *Perceptually Guided Simplification of Lit and Textured Meshes*.

Brian Salomon: thesis: *Design of a New Architecture for View-Dependent Simplification*. Entered Ph.D. program at University of North Carolina.

Keith Shepherd: thesis: *Memory Management and Streaming of View-Dependent*

PH.D. COMMITTEES Aravind Kalaiah (Computer Science, University of Maryland). Graduated May 2005.

Jeanine Stefanucci (Psychology). Graduated August 2006.

Kevin Scott (CS). Defended Ph.D. proposal summer 2003.

MASTERS COMMITTEES M.S. committee member, Joshua Stafford (Systems and Information Engineering). Defended April 28, 2005.

M.C.S. committee member, Sivakumar Velusamy (CS). Presented September 2004.

PROFESSIONAL LEADERSHIP **Papers Chair:**
 Graphics Hardware 2008 (Sarajevo, Bosnia)
 2005 Symposium on Interactive 3D Graphics & Games (Washington, DC)

Program Chair:
 Graphics Hardware 2004 (Grenoble, France)

General Chair:
 Graphics Hardware 2007 (San Diego, CA)
 Graphics Hardware 2005 (Los Angeles, CA)

Session Chair:
 SIGGRAPH 2005 Special Session on Interactive 3D Graphics
 SIGGRAPH 2007 Special Session on Graphics Hardware

Guest Editor, ACM Transactions on Applied Perception (upcoming issue)

PROGRAM COMMITTEES IEEE Symposium on Interactive Ray Tracing 2006-2007
 2007 Symposium on Applied Perception in Graphics and Visualization
 IEEE Visualization 2005-2007
 Eurographics 2005-2007
 Graphics Hardware 2006
 ACM SIGGRAPH Symposium on Interactive 3D Graphics: 2003-2007
 3DPVT 2006 (3rd Int'l Symp. on 3D Data Processing, Vis., and Transmission)
 SIBGRAPI 06 (Brazilian Symposium on Computer Graphics & Image Processing)
 Pacific Graphics 2005
 VAST 2004/Second Eurographics Symposium on Graphics and Cultural Heritage
 ACM Symposium on Eye-Tracking Research and Applications 2002-2003
 2001 ACM SIGGRAPH Campfire on Perceptually Adaptive Graphics

DEPARTMENT SERVICE CS Diversity Committee (2005-2006)

CS Outreach Committee (2004-2005)

CS Graduate Admissions Committee (1998-2002)
 I took active leadership roles on this committee, spearheading our department student recruiting web pages and leading an effort to quantitatively analyze the effectiveness of numeric predictors of student performance (e.g., GRE, GPA) to better guide the admissions process.

SCHOOL SERVICE SEAS First-Year Advisor (2005-06)
Student Affairs Committee (2004-05)
Rodman Scholars Council (2003-2005)
Teaching Effectiveness/Evaluation Committee (2003-2004)
Ad hoc committee to establish a computer science program in CLAS (2002)
Dean's Committee, Computer Science Department Chair Reappointment (2000)

UNIVERSITY SERVICE Chair and co-organizer, Virginia Visualization Group (2004-05)
Working with Bernard Frischer, Director of the Institute for Advanced Technology in the Humanities (IATH), I have organized a group of University faculty interested in virtual reality and visualization. The goals of the group are (1) to provide a forum for discussion, workshops, invited speakers, and collaborative research projects; (2) to jointly design, run, and use a 3D visualization theater funded by IATH; (3) to jointly develop, seek funding for, and build other visualization facilities as necessary. In short, the VVG is collaborative interdisciplinary initiative to enable sharing of expensive resources (like visualization theaters and the staff to run them) and to catalyze new efforts in research and teaching. The School of Architecture School has agreed to host our visualization theater, for which we are currently purchasing equipment, and to redesign one of their public jury rooms for the theater.

UCIT: University Committee on Information Technology (2003-06)
Invited Speaker, Designing Matter Common Course (Fall 2003, Spring 2005)
SEAS Teaching Effectiveness and Evaluation Committee (2003-04)
University Committee on Information Technology (2003-04)
RAA Celebration: Rotunda Demos for UVA Capital Campaign Donors (2000)

OTHER SERVICE NSF Panelist and Reviewer (2000, 2001, 2002, 2005)
Reviewer, Science Foundation Ireland (2004)

OUTREACH ACTIVITIES UVA Computer Science "CS Day", April 2005
SEAS Technology Expo (Demos for Alumni Weekend 2004)
"Making movies: Reality and unreality in computer graphics", invited talk at U. Virginia Hereford College (2004)
Virtual Monticello exhibit at the New Orleans Museum of Art, see above (2003)
Demos, E3 Summer Science camp (1999, 2000, 2001, 2002)
Demos, The Fuqua School, Farmville, VA (1999)
Demos, SEAS Open House (1998-2005)