

PERSONAL INFORMATION

Fabian Di Fiore, PhD



 Casterhovenstraat 63, 3500 Hasselt, Belgium

 +32 495 498830

 fabian.difiore@gmail.com

 www.linkedin.com/in/fdifiore/

Gender Male | Date of birth 11 August 1975 | Nationality Belgian

Civil status Married having three children

WORK EXPERIENCE

September 2008 – Present

Guest Professor – Senior Researcher

Type of business or sector

Academic research and education

Name and address of employer

Hasselt University - Expertise Centre for Digital Media (Belgium)

Main activities and responsibilities

Adjunct lead of the Computer Animation group. Research in Computer Graphics. Teaching and guiding computer science students. Guide, manage and cooperate in several research projects.

April 2018 – Present

Financial Coordinator

Type of business or sector

Academic research and education

Name and address of employer

Hasselt University - Expertise Centre for Digital Media (Belgium)

Main activities and responsibilities

Personnel planning. Provide support in budget preparation and drafting of relevant documents. Research past expenditures and generate budget projections.

October 2010 – July 2015

Strategic Advisor

Type of business or sector

Animation production company

Name and address of employer

Ultra Pictura (Belgium)

Main activities and responsibilities

Financial and business advisor. Guide, manage and cooperate in animation projects.

October 2004 – October 2009

Associate Professor

Type of business or sector

Academic research and education

Name and address of employer

University of Antwerp (Belgium)

Main activities and responsibilities

University lecturer. Research in and teaching Computer Science teaching methodology.

September 2004 – September 2008

Senior Researcher

Type of business or sector

Academic research and education

Name and address of employer

Hasselt University - Expertise Centre for Digital Media (Belgium)

Main activities and responsibilities

Adjunct lead of the Computer Animation group. Research in Computer Graphics and Human-Computer Interaction. Teaching several courses, guiding computer science students. Guide, manage and cooperate in several research projects.

September 1998 – September 2004

PhD, Research Assistant

Type of business or sector

Academic research and education

Name and address of employer

Hasselt University - Expertise Centre for Digital Media (Belgium)

Main activities and responsibilities

Research in Computer Graphics. Teaching several courses, guiding computer science students. Guide, manage and cooperate in several research projects.

August 1997 – September 1998	Research Assistant
Type of business or sector	Academic research and education
Name and address of employer	Hasselt University (Belgium) - Expertise Centre for Digital Media (Belgium)
Main activities and responsibilities	Teaching several courses, guiding computer science students. Guide, manage and cooperate in several research projects.

EDUCATION AND TRAINING

Degrees

PhD, Doctor of Philosophy: Computer Science
Master in Computer Science

University Education

September 1998 – June 2004	PhD, Doctor of Philosophy: Computer Science
Principal subjects/skills covered	Computer Assisted Traditional Animation
Name and type of organisation	Hasselt University - Expertise Centre for Digital Media (Belgium)
PhD title	A 2.5D Modelling and Animation Framework Supporting Computer Assisted Traditional Animation
Proposition title	Multimodal Interaction can Facilitate Brainstorming in Collaborative Virtual Environments
Supervisor	Frank Van Reeth
Jury	John Patterson (Glasgow University, UK), Philip Willis (University of Bath, UK), Frans Arickx (University of Antwerp, Belgium), Eddy Flerackers, Wim Lamotte, Marc Gyssens

1995 – 1997	Master in Computer Science (<i>licentiaat</i>)
Principal subjects/skills covered	Specialisation in Multimedia, Software Engineering, Component-based Software Development, Networked and Distributed Environments, Business Economics
Thesis title	Physics Based Modelling of 3D Movement in Immersive Virtual Reality Environments
Name and type of organisation	University of Leuven (Belgium)

1993 – 1995	Bachelor in Computer Science (<i>kandidaat</i>)
Principal subjects/skills covered	Specialisation in Advanced Math (Algebra, Analysis), Procedural and Object Oriented Programming, Physics, Computer Graphics, Databases, Fundamentals of Computer Science
Name and type of organisation	Hasselt University (Belgium)

University Short Courses

2018	Financial Accounting
Principal subjects/skills covered	General accounting
Name and type of organisation	School of Expert Education, UHasselt SEE (Belgium)
2008	iBootCamp
Principal subjects/skills covered	Extend business development skills in order to establish a business opportunity
Name and type of organisation	IBBT, Vlerick Management School (Belgium)
2007	Effective Leadership
Principal subjects/skills covered	HRM, roles and tasks of managers, consultation methods
Name and type of organisation	Universiteit Antwerpen Management School (UAMS) (Belgium)

2006 – 2007 IT Project Management

Principal subjects/skills covered IT Project Management using the *PMBOK® Guide 2004*
Name and type of organisation Universiteit Antwerpen Management School (UAMS) (Belgium)

2005 – 2006 Business Schooling

Principal subjects/skills covered Specialisation in Commercial Career
Name and type of organisation Hasselt University (Belgium)

2004 – 2005 Teaching Methodology

Principal subjects/skills covered Specialisation in Teaching Methodology
Name and type of organisation University of Antwerp (Belgium)

2001 – 2003 Management of Public Services

Principal subjects/skills covered Specialisation in Management (Financial, HRM, Total Quality, Law, Media Training)
Name and type of organisation Hasselt University (Belgium)

**RESEARCH SKILLS AND
COMPETENCES**Activities**Technical Leader**

UHasselt-EDM project leader for the H2020 project “iArt: Consumer-oriented ICT Solutions for creative SMEs providing Art in Bespoke Fashion”, 2015–2016

UHasselt-EDM technical leader for the IWT project “SANTE: Stylized Animation Technology”, 2009–2011

UHasselt-EDM technical leader for the IBBT-IWT project “SANTA BuMo: Stylized Animation Technology and Business Modelling”, 2009–2011

UHasselt-EDM technical leader for the IBBT iBootCamp project “SANTE: Stylized Animation Technology”, 2008

UHasselt-EDM technical leader for the IBBT project “Again at my School by Fostering Communication through Interactive Technologies for long term sick children (ASCIT sick children)”, 01/09/2005–31/08/2007

Contributor

Contributor for the IST project “Creative Use of Style & Technology for Ordering the Design and Interactive Elaboration of the Vision (CUSTODIEV)”, IST-2001-37116, 01/09/2002–28/02/2005

Contributor for the IST project “3-Dimensionality and Interactive Networked Collaboration for TRaditional Animation Production (3DINCTRAP)”, IST-1999-56412, 01/01/2001–31/12/2002

Chairing

IPC member of Computer Graphics Theory and Applications (GRAPP) 2019–2014

IPC member of Conference on Articulated Motion and Deformable Objects (AMDO) 2018, 2016

Registration chair of Engineering Interactive Computing Systems conference (EICS 2018)

IPC member of Computer Animation and Social Agents (CASA) 2017–2007

IPC member of Eurasia Graphics 2017, 2015

IPC member of Symposium on Virtual Reality (SVR) 2015–2014, 2012

IPC member of Motion in Games (MIG) 2011, 2009

IPC member of Telehealth and Assistive Technologies (TAT) 2009–2008

IPC member of CAD/GRAPHICS (CADCG2009)

IPC member of Computer Graphics International (CGI2008)

Session chair of Conference on Articulated Motion and Deformable Objects (AMDO) 2018, 2016, 2014, 2010, 2008

Session chair of Computer Animation and Social Agents (CASA2009)

Session chair of Motion in Games (MIG08)

Session chair of Flanders Symposium on Computer Graphics 2008

Session chair of the Conference on Cooperative Design, Visualization and Engineering (CDVE2007)

Program and organising chair of Computer Animation and Social Agents (CASA2007)

Session chair of Computer Graphics International (CGI2006)

Editorial Member

CASA2007 special issue of the journal 'Computer Animation and Virtual Worlds', published by Wiley & Sons

Proceedings of CASA2007

Editorial Board

Substitute member of the Editorial Board of 'The Visual Computer'

June 07, 2004

Geneva (Switzerland)

Panel Member

3D scanning en virtualisatie van de crime-scene

Policing the Future

Genk (Belgium)

May 23, 2018

Trends topics in Human Motion Analysis and Synthesis

Articulated Motion and Deformable Objects (AMDO2012)

Andratx, Mallorca (Spain)

July 12, 2012

The impact of CDVE, today and future

First International Conference on Cooperative Design, Visualization and Engineering (CDVE2004)

Palma de Mallorca (Spain)

September 21, 2004

Reviewer

Computer Graphics Theory and Applications (GRAPP) 2019–2014

Special Interest Group on GRAPHics and Interactive Techniquess (SIGGRAPH) 2015–2014

External member of the jury of a PhD defense at University of Utrecht (the Netherlands), 2016

Symposium on Virtual Reality (SVR) 2015–2014, 2012

Member of panel of experts (SME-market study and SME-project, IWT-Vlaanderen 2015, 2011, 2007)

Journal of Zhejiang University Science C (Computers & Electronics) (ZUSC2010)

Telehealth and Assistive Technologies (TAT09)

Motion in Games (MIG09)

External member of the jury of a PhD defense at EPFL (Switzerland), 2009
Associate editor for Virtual Reality journal 2015–2009
Project submitted to Swiss National Science Foundation (SNCF) 2014, 2009
IEEE Transactions on Multimedia 2010, 2008
Journal of Computer Animation and Virtual Worlds (CAVW) 2010, 2008
Computer Animation and Social Agents (CASA) 2017–2007
Conference on Articulated Motion and Deformable Objects (AMDO) 2018, 2016, 2014, 2012, 2010, 2008
Computer Graphics International (CGI) 2010, 2009, 2008, 2006
Managing reviewer for Virtual Reality journal 2008, 2007
CHI 2008
International Conference on Telehealth (Telehealth2008)
Elsevier Computer & Graphics 2012, 2011, 2010, 2009, 2007
Tsinghua Science and Technology Journal 2009, 2008, 2007
International Conference on Advances in Computer Entertainment Technology (ACE2006)
EUROGRAPHICS 2006 STAR, 2006, 2005, 2003 (EG)
Computers & Graphics 2006. International Journal of Systems & Applications in Computer Graphics
Symposium on Non-photorealistic Rendering and Animation 2006 (NPAR2006)
Int. Conference on Computer Graphics, Visualization and Computer Vision 2006 (WSCG2006)
Graphics Interface 2005 (GI2005)
Visual Computer 2012, 2004
Spring Conference on Computer Graphics 2003 (SCCG2003)

Awards

Award 'AMDO 2014 Most Suitable for Commercial Application' for the paper 'Real-Time Hand-Painted Graphics for Mobile Games'

A1 Journal Publications

[Di Fiore 14]

Fabian Di Fiore, Tom Schaessens, Robin Marx, Frank Van Reeth & Eddy Flerackers. *Real-Time Hand-Painted Graphics for Mobile Games*. Lecture Notes in Computer Science LNCS series. Conference on Articulated Motion and Deformable Objects (AMDO2014), vol. LNCS 8563, pages 148–159, July 2014

[Van Laerhoven 11]

Tom Van Laerhoven, Fabian Di Fiore, William Van Haevre & Frank Van Reeth. *Paint-on-Glass Animation: The Fellowship of Digital Paint and Artisanal Control*. Computer Animation and Social Agents (CASA2011). Journal of Computer Animation and Virtual Worlds, vol. 22, pages 325–332, 2011

[Quax 09b]

Peter Quax, Fabian Di Fiore, Wim Lamotte & Frank Van Reeth. *Efficient Distribution of Emotion-related Data through a Networked Virtual Environment Architecture*. Journal of Computer Animation and Virtual Worlds: special issue on gaming, pages 501–510, 2009

[Van Laerhoven 08]

Tom Van Laerhoven, Fabian Di Fiore & Frank Van Reeth. *Hand-painted Animation with Intelligent Brushes*. Computer Animation and Social Agents (CASA2008). Journal of Computer Animation and Virtual Worlds, pages 365–374, 2008

- [Di Fiore 08a] Fabian Di Fiore, Pieter Jorissen, Frank Van Reeth, Evelien Lombaert, Martin Valcke, Gert Vansichem, Pieter Veevaete & Laurence Hautekeete. *ASCIT sick children: Again at my School by fostering Communication through Interactive Technologies for long term sick children*. Journal of Advanced Technology for Learning (ATL2008), vol. 5, no. 1, pages 68–78, 2008
- [Di Fiore 08c] Fabian Di Fiore, Frank Van Reeth, John Patterson & Philip Willis. *Highly Stylised Animation*. The Visual Computer, vol. 24, no. 2, pages 105–123, 2008
- [Jorissen 07] Pieter Jorissen, Fabian Di Fiore, Gert Vansichem & Wim Lamotte. *A Virtual Interactive Community Platform Supporting Education for Long Term Sick Children*. Lecture Notes in Computer Science LNCS series. International Conference on Cooperative Design, Visualization and Engineering (CDVE2007), vol. LNCS 4674, pages 58–69, September 2007
- [Di Fiore 07c] Fabian Di Fiore, Pieter Jorissen, Gert Vansichem & Frank Van Reeth. *A 3D Virtual Learning Environment to Foster Communication For Long Term Ill Children*. Lecture Notes in Computer Science LNCS series. Conference of E-Learning and Games (Edutainment2007), vol. LNCS 4469, pages 92–103, June 2007
- [Van Haevre 07] William Van Haevre, Tom Van Laerhoven, Fabian Di Fiore & Frank Van Reeth. *From Dust till Drawn: A Real-time Bidirectional Pastel Simulation*. The Visual Computer. Computer Graphics International (CGI2007), pages 925–934, 2007
- [Di Fiore 06] Fabian Di Fiore, Frank Van Reeth, John Patterson & Philip Willis. *Highly Stylised Drawn Animation*. Lecture Notes in Computer Science LNCS series. Computer Graphics International (CGI2006), vol. LNCS 4035, pages 36–53, June 2006
- [Di Fiore 04b] Fabian Di Fiore, Peter Vandoren & Frank Van Reeth. *Multimodal Interaction in a Collaborative Virtual Brainstorming Environment*. Lecture Notes in Computer Science LNCS series. First International Conference on Cooperative Design, Visualization and Engineering (CDVE2004), vol. LNCS3190, pages 47–60, September 2004

Journal Publications

- [Di Fiore 07a] Fabian Di Fiore, Vincent Donche & Peter Van Petegem. *Verschillen in perceptie en wens bij leerlingen en leerkrachten in Vlaamse secundaire klassen informatica en ICT*. In Proceedings of Onderwijs Research Dagen (ORD2007), pages 124–125, June 2007
- [Van Haevre 04a] William Van Haevre, Fabian Di Fiore, Philippe Bekaert & Frank Van Reeth. *Illumination Driven Plant Growth Based on Ray Density Estimation*. Educational Internet Journal - Computer Graphics & Geometry (CGG2004). World Wide Web, <http://elibrary.ru/cgg/>, 2004

Book Chapters

- [Di Fiore 13] Fabian Di Fiore, Wim Lamotte, Frank Van Reeth & Els Janssens. Network technology and homebound inclusive education, Chapter 6 - Case Study of ASCIT: Fostering Communication through Interactive Technologies for Long Term Sick Children. Nova Science Publishers. ISBN: 978-1-62808-537-2, 2013
- [Claesen 12] Luc Claesen, Peter Vandoren, Tom Van Laerhoven, Andy Motten, Fabian Di Fiore, Frank Van Reeth, Jing Liao & Jinhui Yu. VLSI-SoC: Forward-looking trends in IC and system design, volume 373, Chapter Smart Camera System-on-Chip Architecture for Real-Time Brush Based Interactive Painting Systems, pages 339–353. Springer. ISBN: 978-3-642-28566-0, 2012
- [Di Fiore 12] Fabian Di Fiore, Eddy Flerackers & Frank Van Reeth. Expanding the frontiers of visual analytics and visualization, Chapter 28 - Technology Transfer at IBBT-EDM: Case Study in the Computer Graphics Domain, pages 499–508. Springer. ISBN: 978-1-4471-2803-8, 2012

- [Di Fiore 10b] Fabian Di Fiore, Peter Quax, Wim Lamotte & Frank Van Reeth. Teaching through multi-user virtual environments: Applying dynamic elements to the modern classroom, Chapter 12 - Case Study of ASCIT: Fostering Communication through Interactive Technologies for Long Term Sick Children, pages 195–216. IGI Global. ISBN: 9781616928223, 2010

Proceedings Publications

- [Put 18] Jeroen Put, Nick Michiels, Fabian Di Fiore & Frank Van Reeth. *Capturing Industrial Machinery into Virtual Reality*. Lecture Notes in Computer Science LNCS series. Conference on Articulated Motion and Deformable Objects (AMDO2018), vol. LNCS 10945, pages –, 2018
- [Di Fiore 16] Fabian Di Fiore, Steven Maesen & Frank Van Reeth. *iART: Consumer-oriented ICT Solutions for creative SMEs providing Art in Bespoke Fashion*. Lecture Notes in Computer Science LNCS series. Conference on Articulated Motion and Deformable Objects (AMDO2016), vol. LNCS 9756, pages 55–65, 2016
- [Zdzieszńska 16] Lidia Zdzieszńska, Michel Byvoet & Fabian Di Fiore. *iART: Consumer-Oriented ICT Solutions for Creative SMEs Providing Art in Bespoke Fashion*. In Proceedings of 90th Textile Institute World Conference, pages 586–592, 2016
- [Di Fiore 10a] Fabian Di Fiore, Bram Gerits & Frank Van Reeth. *Faking Dynamics of Cloth Animation for Animated Films*. Lecture Notes in Computer Science LNCS series. Conference on Articulated Motion and Deformable Objects (AMDO2010), vol. LNCS 6169, pages 238–249, July 2010
- [Quax 09a] Peter Quax, Fabian Di Fiore, Panagiotis Issaris, Wim Lamotte & Frank Van Reeth. *Practical and Scalable Transmission of Segmented Video Sequences to Multiple Players using H.264*. Lecture Notes in Computer Science LNCS series. Conference of Motion in Games (MIG09), vol. LNCS 5884, pages 256–267, November 2009
- [Di Fiore 08b] Fabian Di Fiore, Peter Quax, Cedric Vanaken, Wim Lamotte & Frank Van Reeth. *Conveying Emotions through Facially Animated Avatars in Networked Virtual Environments*. Lecture Notes in Computer Science LNCS series. Conference of Motion in Games (MIG08), vol. LNCS 5277, pages 222–233, June 2008
- [Vanaken 08] Cedric Vanaken, Chris Hermans, Tom Mertens, Fabian Di Fiore, Philippe Bekaert & Frank Van Reeth. *Strike a Pose: Image-based Pose Synthesis*. In Vision, Modeling and Visualization (VMV2008), pages 131–138, October 2008
- [Vandoren 08] Peter Vandoren, Tom Van Laerhoven, Luc Claesen, Johannes Taelman, Fabian Di Fiore, Frank Van Reeth & Eddy Flerackers. *DIP-IT: Digital Infrared Painting on an Interactive Table*. In CHI 2008 Extended Abstracts, pages 2901–2906. ACM, 2008
- [Di Fiore 07b] Fabian Di Fiore, Pieter Jorissen, Frank Van Reeth, Evelien Lombaert, Martin Valcke, Gert Vansichem, Pieter Veevaete & Laurence Hauttekeete. *ASCIT sick children: Again at my School by fostering Communication through Interactive Technologies for long term sick children*. In Proceedings of the IASTED International Conference on Telehealth (Telehealth2007), pages 102–107, 2007
- [Van Haevre 06] William Van Haevre, Fabian Di Fiore & Frank Van Reeth. *Physically-based Driven Tree Animations*. In Proceedings of Eurographics Workshop on Natural Phenomena (EGWNP2006), pages 75–82, September 2006
- [Henzen 05] Alex Henzen, Neculai Ailenei, Fabian Di Fiore, Frank Van Reeth & John Patterson. *Sketching with a Low-latency Electronic Ink Drawing Tablet*. In Proceedings of the 3rd International Conference on Computer Graphics and Interactive Techniques in Australasia and South East Asia (GRAPHITE 2005), pages 51–60, November 2005

- [Van Haevre 05] William Van Haevre, Fabian Di Fiore & Frank Van Reeth. *Uniting Cartoon Textures with Computer Assisted Animation*. In Proceedings of the 3rd International Conference on Computer Graphics and Interactive Techniques in Australasia and South East Asia (GRAPHITE 2005), pages 245–254, November 2005
- [Di Fiore 05] Fabian Di Fiore & Frank Van Reeth. *Multi-level Performance-driven Stylised Facial Animation*. In Proceedings of Computer Animation and Social Agents (CASA2005), pages 73–78, October 2005
- [Houben 05] Geert Houben, Fabian Di Fiore, Kris Luyten, Frank Van Reeth & Karin Coninx. *Interactive Data Units: A Framework to Support Rich Graphical Data Presentations on Heterogeneous Devices*. In Proceedings of International Workshop on Plastic Services for Mobile Devices (PSMD2005), September 2005
- [Fransens 05] Jan Fransens, Fabian Di Fiore & Frank Van Reeth. *The Reconstruction of Missing Frames in Historical Films, a Layered Approach*. In Proceedings of GraphiCon, International Conference on Computer Graphics & Vision, June 2005
- [Van Haevre 04b] William Van Haevre, Fabian Di Fiore, Philippe Bekaert & Frank Van Reeth. *A Ray Density Estimation Approach to Take into Account Environment Illumination in Plant Growth Simulation*. In Proceedings of Spring Conference on Computer Graphics (SCCG2004), pages 121–131, April 2004
- [Di Fiore 04a] Fabian Di Fiore, Johan Claes & Frank Van Reeth. *A Framework for User Control on Stylised Animation of Gaseous Phenomena*. In Proceedings of Computer Animation and Social Agents (CASA2004), pages 171–178, July 2004
- [Di Fiore 03c] Fabian Di Fiore & Frank Van Reeth. *Modelling in 2D Enabling Fluid Stylised Animation*. In Proceedings of GraphiCon, International Conference on Computer Graphics & Vision, pages 124–130, September 2003
- [Di Fiore 03a] Fabian Di Fiore, William Van Haevre & Frank Van Reeth. *Rendering Artistic and Believable Trees for Cartoon Animation*. In Proceedings of Computer Graphics International (CGI2003), pages 144–151, July 2003
- [Di Fiore 03b] Fabian Di Fiore & Frank Van Reeth. *Mimicing 3D Transformations of Emotional Stylized Animation with Minimal 2D Input*. In Proceedings of the 1st International Conference on Computer Graphics and Interactive Techniques in Australasia and South East Asia (GRAPHITE 2003), pages 21–28, February 2003
- [Van den Bergh 02] Jan Van den Bergh, Fabian Di Fiore, Johan Claes & Frank Van Reeth. *Interactively Morphing Irregularly Shaped Images Employing Subdivision Techniques*. In Proceedings of 1st Ibero-American Symposium in Computer Graphics (SIACG2001), pages 315–321, July 2002
- [Di Fiore 02a] Fabian Di Fiore & Frank Van Reeth. *Employing Approximate 3D Models to Enrich Traditional Computer Assisted Animation*. In Proceedings of Computer Animation (CA2002), pages 183–190, June 2002
- [Di Fiore 02b] Fabian Di Fiore & Frank Van Reeth. *A Multi-Level Sketching Tool for Pencil-and-Paper Animation*. In Sketch Understanding: Papers from the 2002 American Association for Artificial Intelligence (AAAI2002) Spring Symposium. Technical Report SS–02–08, pages 32–36, March 2002
- [Claes 01] Johan Claes, Fabian Di Fiore, Gert Vansichem & Frank Van Reeth. *Fast 3D Cartoon Rendering with Improved Quality by Exploiting Graphics Hardware*. In Proceedings of Image and Vision Computing New Zealand (IVCNZ2001), pages 13–18. IVCNZ, November 2001

[Di Fiore 01]

Fabian Di Fiore, Philip Schaecken, Koen Elens & Frank Van Reeth. *Automatic In-betweening in Computer Assisted Animation by Exploiting 2.5D Modelling Techniques*. In Proceedings of Computer Animation (CA2001), pages 192–200, November 2001

Presentations

Paper Presentations

Capturing Industrial Machinery into Virtual Reality

Conference on Articulated Motion and Deformable Objects (AMDO2018)

Mallorca (Spain)

July 13, 2018

iART: Consumer-oriented ICT Solutions for creative SMEs providing Art in Bespoke Fashion

Conference on Articulated Motion and Deformable Objects (AMDO2016)

Mallorca (Spain)

July 14, 2016

Real-Time Hand-Painted Graphics for Mobile Games

Conference on Articulated Motion and Deformable Objects (AMDO2014)

Mallorca (Spain)

July 17, 2014

Paint-on-Glass Animation: The Fellowship of Digital Paint and Artisanal Control

Computer Animation and Social Agents (CASA2011)

Chengdu (China)

May 27, 2011

Faking Dynamics of Cloth Animation for Animated Films

Conference on Articulated Motion and Deformable Objects (AMDO2010)

Mallorca (Spain)

July 8, 2010

Practical and Scalable Transmission of Segmented Video Sequences to Multiple Players using H.264

Workshop on Motion in Games (MIG09)

Zeist (The Netherlands)

November 23, 2009

Conveying Emotions through Facially Animated Avatars in Networked Virtual Environments

Workshop on Motion in Games (MIG08)

Utrecht (The Netherlands)

June 16, 2008

A Virtual Interactive Community Platform Supporting Education for Long Term Sick Children

International Conference on Cooperative Design, Visualization and Engineering (CDVE2007)

Shanghai (China)

September 17, 2007

Verschillen in perceptie en wens bij leerlingen en leerkrachten in Vlaamse secundaire klassen informatica en ICT

Onderwijs Research Dagen (ORD2007)

Groningen (The Netherlands)

June 7, 2007

Highly Stylised Drawn Animation

Computer Graphics International (CGI2006)

Hangzhou (China)

June 26, 2006

Sketching with a Low-latency Electronic Ink Drawing Tablet

International Conference on Computer Graphics and Interactive Techniques in Australasia and South East Asia (GRAPHITE 2005)

Dunedin (New Zealand)

November 30, 2005

Multi-level Performance-driven Stylised Facial Animation

Computer Animation and Social Agents (CASA2005)

Hong Kong (China)

October 18, 2005

Multimodal Interaction in a Collaborative Virtual Brainstorming Environment

First International Conference on Cooperative Design, Visualization and Engineering (CDVE2004)

Palma de Mallorca (Spain)

September 20, 2004

A Framework for User Control on Stylized Animation of Gaseous Phenomena

Computer Animation and Social Agents (CASA2004)

Geneva (Switzerland)

July, 8 2004

Modelling in 2D Enabling Fluid Stylised Animation

International Conference on Computer Graphics & Vision (GraphiCon2003)

Moscow (Russia)

September 9, 2003

Rendering Artistic and Believable Trees for Cartoon Animation

Computer Graphics International (CGI2003)

Tokyo (Japan)

July 10, 2003

Mimicking 3D Transformations of Emotional Stylized Animation with Minimal 2D Input

International Conference on Computer Graphics and Interactive Techniques in Australasia and South East Asia (GRAPHITE 2003)

Melbourne (Australia)
February 11, 2003

Employing Approximate 3D Models to Enrich Traditional Computer Assisted Animation
Computer Animation 2002 (CA2002)
Genève (Switzerland)
June 21, 2002

A High-Level Sketching Tool for Pencil-and-Paper Animation
American Association for Artificial Intelligence (AAAI 2002) Spring Symposium
Palo Alto (USA)
March 26, 2002

Fast 3D Cartoon Rendering with Improved Quality by Exploiting Graphics Hardware
Image and Vision Computing New Zealand 2001 (IVCNZ2001)
Dunedin (New Zealand)
November 26, 2001

Automatic Inbetweening in Computer Assisted Animation by Exploiting 2.5D Modelling Techniques
Computer Animation 2001 (CA2001)
Seoul (South-Korea)
November 8, 2001

Panel Sessions

3D scanning en virtualisatie van de crime-scene
Policing the Future
Genk (Belgium)
May 23, 2018

Trends topics in Human Motion Analysis and Synthesis
Articulated Motion and Deformable Objects (AMDO2012)
Andratx, Mallorca (Spain)
July 12, 2012

The impact of CDVE, today and future
First International Conference on Cooperative Design, Visualization and Engineering (CDVE2004)
Palma de Mallorca (Spain)
September 21, 2004

Invited Talks

Gastles: Virtuele Personen
Atheneum Borgloon (Borgloon, Belgium)
March 10, 2015

Tutorial on Stylised Drawn Animation: virtual rendering tools without the use of 3D models

Articulated Motion and Deformable Objects (Andratx, Spain)
July 10, 2012

(Best) Practices of Project Dissemination/Communication through Videos and Demonstration
WeBBT (Brussels, Belgium)
May 03, 2011

Stylised Drawn Animation: virtual rendering tools without the use of 3D models
Congreso Español de Informática Gráfica (Valencia, Spain)
September 9, 2010

Practical and Scalable Transmission of Segmented Video Sequences to Multiple Players using
H.264
Workshop on Motion in Games (Zeist, The Netherlands)
November 23, 2009

Conveying Emotions through Facially Animated Avatars in Networked Virtual Environments
Workshop on Motion in Games (Utrecht, The Netherlands)
June 16, 2008

Concept of Supervised Self-study (“Concept Begeleid Zelfstandig Leren”)
Karel de Grote-Hogeschoolcongres Antwerpen (Belgium)
March 22, 2007

Supervised Self-study (“Begeleid Zelfstandig Leren”)
Karel de Grote-Hogeschool Antwerpen (Belgium)
May 11, 2006

CUSTODIEV Final Users Conference
Angoulême (France)
May 12, 2005

ORGANISATIONAL SKILLS AND COMPETENCES

Conference

IPC member of Computer Graphics Theory and Applications (GRAPP) 2019–2014
IPC member of Conference on Articulated Motion and Deformable Objects (AMDO) 2018, 2016
Registration chair of Engineering Interactive Computing Systems conference (EICS 2018)
IPC member of Computer Animation and Social Agents (CASA) 2017–2007
IPC member of Eurasia Graphics 2017, 2015
IPC member of Symposium on Virtual Reality (SVR) 2015–2014, 2012
IPC member of Motion in Games (MIG) 2011, 2009
IPC member of Telehealth and Assistive Technologies (TAT) 2009–2008
IPC member of CAD/GRAPHICS (CADCG2009)
IPC member of Computer Graphics International (CGI2008)
Program and organising chair of Computer Animation and Social Agents (CASA2007)

Management

Member of the EDM management committee
Strategic advisor of animation production company Ultra Pictura
Member of the UHasselt marketing group
Member of the UHasselt faculty marketing group: sciences
Workgroup leader of the UAntwerpen marketing group: "werkveld"
Workgroup leader "Computer Animation", part of the Computer Graphics research lab of the Expertise Centre for Digital Media.
UHasselt-EDM project leader for the H2020 project "iArt: Consumer-oriented ICT Solutions for creative SMEs providing Art in Bespoke Fashion", 2015–2017
UHasselt-EDM technical Leader for the IWT project "SANTE: Stylized Animation Technology", 2009–2011
UHasselt-EDM technical Leader for the IBBT-IWT project "SANTA BuMo: Stylized Animation Technology and Business Modelling", 2009–2011
UHasselt-EDM technical Leader for the IBBT iBootCamp project "SANTE: Stylized Animation Technology", 2008
UHasselt-EDM technical leader for the IBBT project "Again at my School by Fostering Communication through Interactive Technologies for long term sick children (ASCIT sick children)", 01/09/2005–31/08/2007

Advisory Boards

Member of the education management team of the department of computer science ("Onderwijsmanagementteam (OMT)") at Hasselt University; 2017–. . .
Member of the education commission of the Institute for Education and Information Sciences ("Instituut voor Onderwijs- en Informatiewetenschappen (IOIW-UA)") at University of Antwerp; 2005 – 2009
Member of the advisory board of Centre of Refresher Courses - Computer Science ("Centrum Nascholingsonderwijs - Informatica") at University of Antwerp; 2004 – 2009
Elected member of the advisory board of faculty of sciences ("Faculteitsraad") at Hasselt University; 2015–2017, 2011–2013, 2009–2011, 2002–2006
Elected member of the advisory board of the department of computer science ("Vakgroepraad") at Hasselt University; 2017–2018, 2015–2017, 2011–2013, 2009–2011
Elected member of the advisory board of the department of Mathematics-Physics-Informatics ("Departementsraad") at Hasselt University; 2002 – 2009 (this advisory board does not exist any longer)
Elected member of the advisory board of the School of Information Technology (SIT) ("Schoolraad") at Transnational University Limburg; 2002 – 2003 (this advisory board does not exist any longer)

Coordinator

Responsible scientific coordinator of students exchange program in terms of ERASMUS/SOCRATES at Hasselt University; 2004 – . . .
Responsible scientific coordinator of master thesis at Hasselt University; 2004 – . . .
Responsible scientific coordinator of bachelor thesis at Hasselt University; 2004 – . . .
Responsible scientific coordinator of work placement at Hasselt University; 2004 – 2008. . .
Responsible scientific coordinator of marketing computer science at Hasselt University
Ombudsman responsible for 1ste and 2nd Bachelor Computer Science at Hasselt University; 2000 – 2002

Member

VELOV - Association for teacher trainers in Flanders ("Vereniging voor lerarenopleiders in Vlaanderen")

**EDUCATIONAL SKILLS AND
COMPETENCES**Teaching

Web Programming
Programming in C
Programming in C++
Introduction to Programming
Computer Systems and Architecture
Informatics Tools
Multimedia Information Systems
Telecommunication and Telematics
Computer Animation and Simulation
Administrative Information Systems
Computer Science Applied to Chemistry
Didactics of Computer Science

Supervision

Course Coordinator

Web Programming
Computer Systems and Architecture
Informatics Tools
Didactics of Computer Science: module I
Didactics of Computer Science: module II
Didactics of Computer Science: Teaching practice
Didactics of Computer Science and Mathematics
Programming in C
Object Oriented Programming in C++
Computer Animation
Capita Selecta of Multimedia
Bachelor thesis
Master thesis
Work placement

Teaching Practice

I guided over 10 students doing teaching practice in secondary education

Master Thesis

I guided over 20 students for their masters degree thesis

Bachelor Thesis

I guided over 5 students for their bachelors degree thesis

Examiner

External member of the jury of a PhD defense at the univeristy of Utrecht (the Netherlands), 2016

External member of the jury of a PhD defense at EPFL (Switzerland), 2009

External member of the examiner's board of the secondary teacher training at CVO Limlo (Diepenbeek)

Additional Experience

Educational Approach

Traditional forms of teaching (lectures, tutorials, workshops, practicals, group work, project work)

Project Driven Education (*Projectgestuurd onderwijs*)

Non-organised Education (emphasis on self-development of students) (*Activerend onderwijs*)

Educational Experience

Educational reform: from traditional teaching to project driven education

Educational reform: from traditional teaching to non-organised education

Educational reform: from candidate/licentiate to bachelor/master

Familiar with Electronic Learning Environments; e.g., BlackBoard

TECHNICAL SKILLS AND COMPETENCES

(Mobile) Operating Systems	Microsoft Windows, GNU/Linux, UNIX, Android
Programming Languages	C++, C, Java/Android
Application Programming Libraries (APIs)	OpenGL, STL
Web Programming	HTML5, CSS, JavaScript, PHP, Ajax
Graphical User Interfaces (GUIs)	Qt
Scripting Languages	PHP, Python, Perl, ASP, VBscript, SQL
Software Development Tools	Visual Studio, SVN, CVS, Visual Sourcesafe, Android Studio
Office Tools	Microsoft Office, L ^A T _E X, OpenOffice

PERSONAL SKILLS, COMPETENCES AND INTERESTS

Languages

Mother tongue Dutch

Other languages English (C1+)*, French & German (passive knowledge)

Levels: A1 and A2: Basic user – B1 and B2: Independent user – C1 and C2: Proficient user
[Common European Framework of Reference for Languages](#)

(*)

Driving license

EU driver's license, category B

Social Engagements

Board member and webadmin of the parent and school council

Artistic Skills

Cooking, Guitar playing