

PERSONAL INFORMATION

Fabian Di Fiore, PhD



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 www.linkedin.com/in/fdifiore/

 0000-0003-4908-0673

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

Civil state Married having three children
Driving license EU driver's license, category B

WORK EXPERIENCE

September 2004 – Present

Professor / Lead Researcher and Coordinator

Type of business or sector

Academic research and education

Name and address of employer

Hasselt University - Digital Future Lab (Belgium)

Main activities and responsibilities

Conducting research in Extended Reality (XR), Computer Graphics, Computer Vision, and Animation. Teaching and supervising computer science students. Writing, coordinating, and managing research projects, including budgeting and financial administration for both individual projects and the research lab. Actively involved in valorisation and collaboration with industry partners to strengthen academic and societal impact.

April 2018 – Present

Research Coordinator with budgetary and personnel responsibilities

Type of business or sector

Academic research and education

Name and address of employer

Hasselt University - Digital Future Lab (Belgium)

Main activities and responsibilities

Personnel planning and coordination. Supporting budget preparation and drafting of financial and administrative documents. Analyzing past expenditures and generating accurate budget forecasts to support strategic decision-making.

September 2019 – October 2022

Professor

Type of business or sector

Academic research and education

Name and address of employer

Hasselt University - School of Educational Sciences (Belgium)

Main activities and responsibilities

Research and teaching in Computer Science didactics.

October 2010 – July 2015

Co-founder of a UHasselt spin-off company focused on animation

Type of business or sector

Animation production company

Name and address of employer

Ultra Pictura (Belgium)

Main activities and responsibilities

Served as financial and business advisor. Guided, managed, and collaborated on animation projects, contributing to both creative development and strategic growth.

October 2004 – October 2009

Professor

Type of business or sector

Academic research and education

Name and address of employer

University of Antwerp (Belgium)

Main activities and responsibilities

Research and teaching in Computer Science didactics.

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 Conducting research in Computer Graphics. Teaching multiple courses and supervising computer science students. Guiding, managing, and collaborating in various 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 multiple courses and supervising computer science students. Guiding, managing, and collaborating in various 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 (*licentiaat*)**

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 (*kandidaat*)**

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

2025 **Appreciative Coaching**

Principal subjects/skills covered Trained in appreciative coaching techniques

Name and type of organisation Thomas More (Belgium)

2022 **Media Training**

Principal subjects/skills covered Practical training in giving interviews with confidence and control. Focus on preparation, taking the lead, and steering the conversation toward key messages.

Name and type of organisation Machteld Kooij (The Netherlands)

2019 Impact without Leadership

Principal subjects/skills covered Roles of team members and leaders
Name and type of organisation Obelisk (Belgium)

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**Project coordinator**

Project coordinator for the Flanders Make SBO project “XRtwin: Cost-efficient authoring of large interactive industrial objects and dynamic environments for XR consumption”, 2022–2026,
Budget raised: €1.013.479

Project coordinator for the EFRO / SALKTurbo project “XR-Huis: eXtended Reality Huis”, 2022–2024,
Budget raised: €498.885

Project coordinator for the IOF-CONCEPT project “Marktverkenning voor AR Cleaning tool”, 2022–2023,
Budget raised: €24.795

Project coordinator for the ESF/VLAIO project “XR@work: Begeleidingstrajecten om AR- en VR-technologie naar de werkvloer te brengen”, 2021–2023,
Budget raised: €96.098

Project coordinator for the Innovatief onderwijsproject “ViNuS: Virtual Nuclear Simulator”, 2020–2022,

Budget raised: €37.000

Project coordinator for the VLAIO Living Lab “AR/MR support for laboratory technicians, process operators and maintenance technicians”, 2019–2022,

Budget raised: €226.302

Project coordinator for the Flanders Make project “COVID-19 Sociale afstandsbewaking”, 2020,

Budget raised: €40.732

Project leader

UHasselt-DFL project leader for the XR Innovation Project “XR-enabled BIM Collaboration & Progress Monitoring”, 2025–2026,

Budget raised: €10.000

UHasselt-DFL project leader for the XR Innovation Project “Handrevalidatie en cognitieve oefeningen voor XR revalidatie software”, 2025–2026,

Budget raised: €20.515

UHasselt-DFL project leader for the XR Innovation Project “Robotchirurgie voor OK-teams: XR Training voor verpleegkundigen in het operatiekwartier met robotchirurgie”, 2025–2026,

Budget raised: €20.130

UHasselt-EDM project leader for the XR Innovation Project “CleanAR: Innovatieve Schoonmaak van Cleanrooms via Augmented Reality”, 2024–2026,

Budget raised: €49.000

UHasselt-EDM project leader for the XR Innovation Project “XR Lighting: Dynamic Lighting Simulation in Room-Scale Augmented Reality”, 2024–2025,

Budget raised: €22.500

UHasselt-EDM project leader for the VLAIO COOCK project “DigiBuild: Digitale Ondersteuning voor Bouwindustrialisatie via Off-site Productie”, 2024–2026,

Budget raised: €119.475

UHasselt-EDM project leader for the VLAIO COOCK project “DWI4Manufacturing”, 2021–2024,

Budget raised: €213.863

UHasselt-EDM Project leader at UHasselt-EDM for multiple crime-related cases in collaboration with the Belgian Federal Judicial Police., 2023–2025,

Budget raised: €58.858

UHasselt-EDM project leader for the EFRO project “Laagdrempelige digitale experimenteer-ruimtes - Limburg”, 2021–2022,

Budget raised: €35.709

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

Budget raised: €224.860

Technical leader

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)”, 2005–2007

Contributor

Contributor for the Flemish Resilience project “MAXVR-INFRA: een schaalbare en flexibele infrastructuur voor de transformatie naar digitaal-fysieke werkomgevingen”, 2021–2025

Contributor for the Flemish Voorsprongfonds “Geconnecteerde Collaboratieve Leeromgevingen”, 2021–2023

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

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

Registered inventions

Seven inventions were made and registered as Invention Disclosure Forms (IDFs): AR Cleaning, AR Operator Guidance, Covid BLE, VR Training for Nuclear Industry, XR Welding Simulation, VR Physics Learning Tool, 3DWallConfigurator

Licensed software

Several inventions have been commercialized through software licensing agreements with companies: AR Cleaning, VR Training for Nuclear Industry, 3DWallConfigurator

A1 Journal Publications

(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 Hauttekeete. *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

(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
- (Magnenat-Thalman 07)
Nadia Magnenat-Thalman, Sung Yong Shin, Fabian Di Fiore, Daniel Thalman & Frank Van Reeth. *Editorial*. Computer Animation and Virtual Worlds, vol. 18, no. 4-5, pages i–iv, 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

Conference Proceedings Publications

- (Ceyssens 24a)
Jeroen Ceyssens, Mathias Jans, Gustavo Roveló Ruiz, Kris Luyten & Fabian Di Fiore. *Evaluation of AR Pattern Guidance Methods for a Surface Cleaning Task*. In 30th ACM Symposium Virtual Reality Software and Technology, VRT 2024, pages 1–11, 1601 Broadway, 10th Floor, NEW YORK, NY, UNITED STATES, 2024. ASSOC COMPUTING MACHINERY. 30th ACM Symposium on Virtual Reality Software and Technology (VRST)
- (Ceyssens 24b)
Jeroen Ceyssens, Bram van Deurzen, Gustavo Roveló Ruiz, Kris Luyten & Fabian Di Fiore. *The Art of Timing: Effects of AR Guidance Timing on Speed Control*. In 2024 IEEE International Symposium on Mixed and Augmented Reality (ISMAR), pages 31–40, 2024
- (Michiels 24)
Nick Michiels, Lode Jorissen, Fabian Di Fiore, Kristof Overdulve, Joni Vanherck, Isjtjar Vandebroek, Haryo Sukmawanto & Eric Joris. *Large-area Tracking and Rendering for Extended Reality*, 2024. Stereopsia
- (Ceyssens 23b)
Jeroen Ceyssens, Bram van Deurzen, Gustavo Roveló Ruiz, Kris Luyten & Fabian Di Fiore. *AR Guidance Design for Line Tracing Speed Control*. In 2023 IEEE International Symposium on Mixed and Augmented Reality (ISMAR), pages 1055–1063, 2023
- (Ceyssens 23a)
Jeroen Ceyssens, Wim EERDEKENS, Wouter SCHROEYERS & Fabian DI FIORE. *Student and teacher acceptance of a virtual reality nuclear simulation learning environment*. EUROSIS, 2023. 21st International Industrial Simulation Conference, ISC 2023

- (Ceyssens 22) Jeroen Ceyssens, Fabian Di Fiore & Kris Luyten. *Context-Aware Support of Dexterity Skills in Cross-Reality Environments*. In 2022 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct), pages 954–957, 2022
- (Schreurs 21) Sonja Schreurs, Jeroen Ceyssens, Wim Eerdeken, Mattias Simons, J. Camerotto, S. Vande kerckhove, B. Honof, Fabian Di Fiore & Wouter Schroevers. *Development and practice of a virtual nuclear simulator (ViNuS) in radiation protection training*. In International Conference on Education and Training in Radiation Protection (ETRAP), March 2021
- (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 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
- (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

- (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
- (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
- (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 Schaeken, 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

Regularly presented at academic conferences, contributed to panel discussions, and delivered invited lectures and talks at various institutions.

Chairing

IPC member of Intelligent User Interfaces (IUI)
IPC member of Computer Graphics Theory and Applications (GRAPP)
IPC member of Conference on Articulated Motion and Deformable Objects (AMDO)
Registration chair of Engineering Interactive Computing Systems conference (EICS)
IPC member of Computer Animation and Social Agents (CASA)
IPC member of Eurasia Graphics
IPC member of Symposium on Virtual Reality (SVR)
IPC member of Motion in Games (MIG)
IPC member of Telehealth and Assistive Technologies (TAT)
IPC member of CAD/GRAPHICS
IPC member of Computer Graphics International
Session chair of Conference on Articulated Motion and Deformable Objects (AMDO)
Session chair of Computer Animation and Social Agents
Session chair of Motion in Games
Session chair of Flanders Symposium on Computer Graphics
Session chair of the Conference on Cooperative Design, Visualization and Engineering
Program and organising chair of Computer Animation and Social Agents
Session chair of Computer Graphics International

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

Panelgesprek over de rol van technologie en innovatie in maatwerkbedrijven
Technologie & Innovatie netwerk bij Bewel
Diepenbeek (Belgium)
December 21, 2023

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

Awards

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

Reviewer

Computer Graphics Theory and Applications (GRAPP)
Special Interest Group on GRAPHics and Interactive Techniquess (SIGGRAPH)
External member of the jury of a PhD defense at University of Utrecht (the Netherlands)
Symposium on Virtual Reality (SVR)
Member of panel of experts (Baekeland)
Member of panel of experts (SME-market study and SME-project, VLAIO)
Member of panel of experts (SME-market study and SME-project, IWT-Vlaanderen)
Journal of Zhejiang University Science C (Computers & Electronics)
Telehealth and Assistive Technologies
Motion in Games
External member of the jury of a PhD defense at EPFL (Switzerland)

Associate editor for Virtual Reality journal
Project submitted to Swiss National Science Foundation (SNCF)
IEEE Transactions on Multimedia
Journal of Computer Animation and Virtual Worlds (CAVW)
Computer Animation and Social Agents (CASA)
Conference on Articulated Motion and Deformable Objects (AMDO)
Computer Graphics International (CGI)
Managing reviewer for Virtual Reality journal
CHI
International Conference on Telehealth
Elsevier Computer & Graphics
Tsinghua Science and Technology Journal
International Conference on Advances in Computer Entertainment Technology
EUROGRAPHICS
Computers & Graphics. International Journal of Systems & Applications in Computer Graphics
Symposium on Non-photorealistic Rendering and Animation
Int. Conference on Computer Graphics, Visualization and Computer Vision
Graphics Interface
Visual Computer
Spring Conference on Computer Graphics

Media appearances

[Spotify video podcast](#), [YouTube Video](#) and [audio](#) podcast for *Universiteit van Vlaanderen* on XR and smart glasses (2025)
Coverage of XR Innovation Fund launch in *Het Belang van Limburg* (2024)
Press event for XR-Huis featured in *Het Belang van Limburg*, *Radio 2*, and *Made in Limburg* (2022)
Guest in [Kanaal Z](#) report on immersive technologies in the food industry (2021)
Interview in *Het Nieuwsblad*: “Van 3D-handleiding tot onderhoud op afstand: de slimme bril verovert de werkvloer” (2021)
Interview in *Het Belang van Limburg*: “Virtuele technologieën veroveren volop de werkvloer” (2021)
Interview for *Food Process Seminar* (2021)
Video recordings for [XR@Work](#) and [AR4Industry](#) testbed dissemination (2021)
Interview in *UHasselt Magazine*: “De weg naar augmented en mixed reality” (2019)
Article in *POM Limburg Magazine*: “Industrie 4.0-proeftuin rond AR en MR ambitieus van start” (2019)
Interview in *UHasselt Magazine* on Bivolino and tailored shirts through EDM technology (2017)
Interview in *Het Belang van Limburg*: “Fashion meets art meets technology” (2016)
Short interview in *Het Belang van Limburg* about Hasselt University (2005)

ORGANISATIONAL SKILLS AND COMPETENCES

Conference Chairing

Program and organising chair of Computer Animation and Social Agents (CASA2007)
IPC member of +25 international conferences

Corporate Management

Member of the Digital Future Lab executive committee
Member of the Digital Future Lab steering group
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"

Project Management

Project coordinator for the Flanders Make SBO project "XRtwin: Cost-efficient authoring of large interactive industrial objects and dynamic environments for XR consumption", 2022–2026
Project coordinator for the EFRO / SALKTurbo project "XR-Huis: eXtended Reality Huis", 2022–2024
Project coordinator for the IOF-CONCEPT project "Marktverkenning voor AR Cleaning tool", 2022–2023
Project coordinator for the ESF/VLAIO project "XR@work: Begeleidingstrajecten om AR- en VR-technologie naar de werkvloer te brengen", 2021–2023
Project coordinator for the Innovatief onderwijsproject "ViNuS: Virtual Nuclear Simulator", 2020–2022
Project coordinator for the VLAIO Living Lab "AR/MR support for laboratory technicians, process operators and maintenance technicians", 2019–2022
Project coordinator for the Flanders Make project "COVID-19 Sociale afstandsbewaking", 2020
UHasselt-DFL project leader for the XR Innovation Project "XR-enabled BIM Collaboration & Progress Monitoring", 2025–2026
UHasselt-DFL project leader for the XR Innovation Project "Handrevalidatie en cognitieve oefeningen voor XR revalidatie software", 2025–2026
UHasselt-DFL project leader for the XR Innovation Project "Robotchirurgie voor OK-teams: XR Training voor verpleegkundigen in het operatiekwartier met robotchirurgie", 2025–2026
UHasselt-EDM project leader for the XR Innovation Project "CleanAR: Innovatieve Schoonmaak van Cleanrooms via Augmented Reality", 2024–2026
UHasselt-EDM project leader for the XR Innovation Project "XR Lighting: Dynamic Lighting Simulation in Room-Scale Augmented Reality", 2024-2025
UHasselt-EDM project leader for the VLAIO COOCK project "DigiBuild: Digitale Ondersteuning voor Bouwindustrialisatie via Off-site Productie", 2024–2026
UHasselt-EDM project leader for the VLAIO COOCK project "DWI4Manufacturing", 2021–2024
UHasselt-EDM Project leader at UHasselt-EDM for multiple crime-related cases in collaboration with the Belgian Federal Judicial Police., 2023–2025
UHasselt-EDM project leader for the EFRO project "Laagdrempelige digitale experimenteer-ruimtes - Limburg", 2021–2022
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)", 2005–2007

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; 2021–2025, 2015–2017, 2009–2013, 2002–2006

Elected member of the advisory board of the department of computer science (“Vakgroepraad”) at Hasselt University; 2009–2025

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 – 2020

Responsible scientific coordinator of bachelor thesis at Hasselt University; 2004 – 2020

Responsible scientific coordinator of work placement at Hasselt University; 2004 – 2020

Responsible scientific coordinator of marketing computer science at Hasselt University

Ombudsman responsible for 1ste and 2nd Bachelor Computer Science at Hasselt University; 2000 – 2002

EDUCATIONAL SKILLS AND COMPETENCES

Teaching

Computer Animation and Simulation

Computer Architecture

Operating Systems

Web Programming

Programming in C

Programming in C++

Introduction to Programming

Informatics Tools

Multimedia Information Systems

Telecommunication and Telematics

Administrative Information Systems

Computer Science Applied to Chemistry

Didactics of Computer Science

Course Coordinator

Computer Animation

Computer Architecture

Operating Systems

Web Programming
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++
Capita Selecta of Multimedia
Bachelor thesis
Master thesis
Work placement

Supervision

PhD Thesis

2021–2025 Jeroen Ceyskens: Psychomotor Task Assistance and Training using Extended Reality

Master Thesis

I guided many students for their masters degree thesis

Bachelor Thesis

I guided many students for their bachelors degree thesis

Teaching Practice

I guided many students doing teaching practice in secondary education

Examiner

External member of the jury of a PhD defense at the university 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

**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](#)

(*)

Social Engagements

Board member and webadmin of the parent and school council

Artistic Skills

Cooking

Guitar playing