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Matthias Hullin is a professor of Digital Material Appearance at the University of Bonn, a post he took after research stages at the Max Planck Center for Visual Computing and Communication and the University of British Columbia. He obtained a doctorate in computer science from Saarland University (2010) with a dissertation that was awarded the Otto Hahn Medal of the Max Planck Society, and a Diploma in physics from the University of Kaiserslautern (2007). His research is focused on the interface between physics, computer graphics and computer vision.

3PM, WEDNESDAY, FEBRUARY 11, 2015
Carlson Auditorium, Center for Imaging Science (CAR)