

Tutorial 1

Projective Geometry and Duality for Graphics, Games and Visualization



Professor Vaclav Skala

University of West Bohemia, Plzen
and VSB-Technical University, Ostrava
Czech Republic

URL: <http://www.VaclavSkala.eu>

Summary: The tutorial gives a practical overview of projective geometry and its applications in geometry, GPU computations and games. It will show how typical geometrical and computational problems can be solved easily if reformulated using the projective geometry. Presented algorithms are easy to understand, implement and they are robust as well.

Brief Biography of the Tutor: Prof. Vaclav Skala is a professor at the University of West Bohemia in Plzen where he established computer graphics labs and he is currently the director of the Center of Computer Graphics and Visualization (<http://Graphics.zcu.cz>). He is also a professor at the VSB Technical University in Ostrava. He is concentrated mostly on fundamental algorithms for computer graphics and visualization. In 2009, prof. Skala he became a Fellow of Eurographics Association.