ABSTRACT:

Dr. Bruce Gooch works at the intersection of Digital technology and the Humanities. His lecture will cover his projects in Archeology, History, Language Learning, Psychology, Sports Science and Art. Dr. Gooch will talk about the challenges of being a researcher between disciplines and his solutions. For example, how does one prove that an artistic image is superior to a photograph? He will talk about the sense of academic fulfillment in starting new lines of scholarly inquiry such as Computational Aesthetics. He will then look to the future and explore projects he is just beginning in Reading, Law and Art.

BIO:

Bruce Gooch earned a Ph.D. from the University of Utah in 2003. He was a Professor of Computer Science at Northwestern University from 2003 to 2008 and has been a Professor of Computer Science at the University of Victoria since 2006. Dr. Gooch has published over 50 research papers on Computer Graphics, and is the author of the first book on Non-Photorealistic rendering. He is a pioneering member or founder of four international conferences recognized by the ACM; Computational Aesthetics (CAE), Non-Photorealistic Rendering and Animation (NPAR), Interactive 3D Graphics and Games (I3D), and Foundations of Digital Games (FDG). Dr. Gooch’s lab has been the incubator for 19 start-up companies including four multi-million dollar earners. He has help these companies to patent, successfully defend and license these companies technology in Silicon Valley, Hollywood and on Madison Avenue.

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