

# Brian L. Curless

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## Experience

*Assistant Professor*, University of Washington, Department of computer Science and Engineering, (1998 - present).

*Editorial Board Member*, Computers and Graphics, (1998 - present).

*Visiting Scientist*, Digital Michelangelo Project, Florence, Italy (Winter 1999).

*Scientific Advisory Board Member*, Paraform, Inc., Mountain View, CA (1998 - present).

*Research Associate*, Digital Michelangelo Project, Stanford University, with Professor Marc Levoy (1997).

*Research Assistant*, Stanford University, with Professor Marc Levoy (1991 - 1997).

*Software Contractor*, Silicon Graphics Inc., Mountain View, CA (1993).

*Research Assistant*, Stanford University, with Professor Lambertus Hesselink (1990).

*Research Engineer*, Remote Measurements Laboratory at SRI International, Menlo Park, CA (1988 - 1989).

## Education

Ph.D.	Electrical Engineering Stanford University	June 1997
M.S.	Electrical Engineering Stanford University	June 1991
B.S.	Electrical Engineering University of Texas at Austin	May 1988

## Honors and awards

Sloan Fellowship for Computer Science, University of Washington (2000)

NSF CAREER Award, University of Washington (1999)

Stanford Nominee for ACM Thesis Award, Stanford (1997)

Achievement Rewards for College Scientists (ARCS) recipient (1993)

Gores Award for Teaching Excellence, Stanford (1992)

Solid State Industrial Affiliates Fellowship, Stanford (1990)

Graduated Summa Cum Laude, University of Texas (1988)

## Grants

3D Scanning: acquiring and modeling surface properties, with Werner Stuetzle and Tom Duchamp, National Science Foundation, DMS-9803226, \$406,173, 1998-2001.

CAREER: Capturing the real world for computer graphics. National Science Foundation, DMS-9875365 \$260,000, 1999-2002.

## Tutorials

“3D Photography” - full day tutorial on passive and active vision, co-organized with Steve Seitz, CVPR '99, SIGGRAPH '99, and SIGGRAPH '00.

## Invited talks

“The Digital Michelangelo Project”

Workshop on Reality-based Modeling and Applications in Reverse Engineering, Computer Graphics, and VR, IEEE International Conference on Robotics and Automation 2000.

“Model generation from range images”

SIGGRAPH '99 course on Practical Generation of Models from Acquired Data, Los Angeles, CA, 1999

“Building Complex Models from Range Images”

Boeing Corporation, Bellevue, WA, 1998

SIAM Conference on Geometric Design, Nashville, TN, 1997

Cyra Technologies, Orinda, CA, 1996

Rockwell International, Thousand Oaks, CA, 1996

3D Systems, Valencia, CA, 1996

“Acquiring, Building, and Rendering Complex 3D Models”

University of California, Los Angeles, CA, 1997

University of Texas, Austin, TX, 1997

Microsoft Research, Redmond, WA, 1997

Princeton University, Princeton, NJ, 1997

## Publications

“The Digital Michelangelo Project: 3D scanning of large statues,” Marc Levoy, Kari Pulli, Brian Curless, Szymon Rusinkiewicz, David Koller, Lucas Pereira, Matt Ginzton, Sean Anderson, James Davis, Jeremy Ginsberg, Jonathan Shade, and Duane Fulk. Submitted to *SIGGRAPH 2000*.

“Surface light fields for 3D photography,” Daniel Wood, Daniel Azuma, Wyvern Aldinger, Brian Curless, Tom Duchamp, David Salesin, and Werner Steutzle. Submitted to *SIGGRAPH 2000*.

“Environment matting extensions: towards higher accuracy and real-time capture,” Yung-Yu Chuang, Douglas Zongker, Joel Hindorff, Brian Curless, David Salesin, and Rick Szeliski. Submitted to *SIGGRAPH 2000*.

“From range scans to 3D models,” Brian Curless. *Computer Graphics*, November, 1999.

“Environment matting and compositing,” Douglas Zongker, Dawn Werner, Brian Curless, and David Salesin. *SIGGRAPH '99*, Los Angeles, CA, 9-13 August, 1999.

“A volumetric method for building complex models from range images,” Brian Curless and Marc Levoy, *SIGGRAPH '96*, New Orleans, LA, 4-9 August 1996.

“Better optical triangulation through spacetime analysis,” Brian Curless and Marc Levoy, *1995 5th International Conference on Computer Vision*, Boston, MA, 20-23 June 1995.