

Bedřich Beneš, Ph.D.

Associate Professor of Computer Graphics Technology and
Director of High Performance Computer Graphics Laboratory
Purdue University, USA

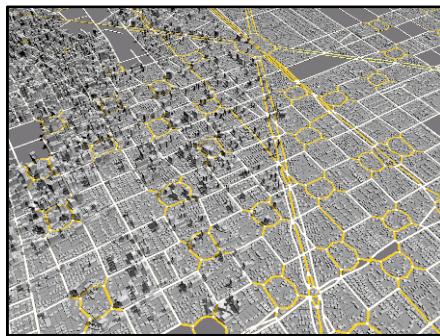
Inverse Procedural Modeling

Date: December 6th 2013, 11:00-12:00

Location: K-9 (a.k.a Šrámek lecture hall, KN:E-301), Building E, CTU Prague, Karlovo nám. 13

Abstract

Procedural modeling has proven to be a powerful set of algorithms and techniques and it has been used for generation of a wide-variety of objects and effects. However, their definition is a tedious and non-intuitive task that is usually done either by experts, or by a trial and error approach. In this presentation, we will show some of our results in the field of *inverse procedural modeling* where we attempt to find a procedural representation of an existing object or a scene. Various examples of learning models from biology, urban models, and other procedural representations will be presented.



Dr. Bedřich Beneš completed his Master's and Doctoral degrees from CS at Czech Technical University in Prague. Since 2005 he is at Purdue University, where he directs High Performance Computer Graphics Laboratory. His research focuses on 3D modeling, (inverse) procedural modeling, 3D printing, simulation of natural phenomena, and erosion simulation. He serves as an associate editor of *Computers & Graphics* and *Computer Animation and Virtual Worlds*. He regularly served at the IPC of **Siggraph** and **Eurographics**.

Prof. Beneš is a guest of the Department of Computer Graphics and Interaction, CTU Prague.