

Curriculum Vitae of G. Zachmann

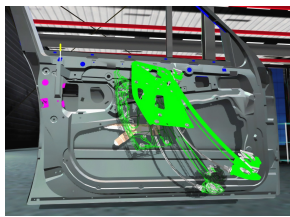
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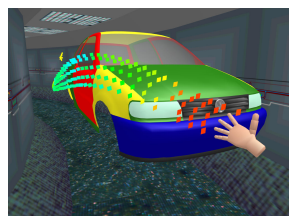
Personal information

Position: Full Professor for Computer Graphics and Virtual Reality
Affiliation: Clausthal University, Computer Science Department, Germany
Degree: Dr.-Ing. (\approx PhD)

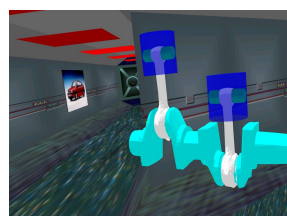
Projects with Industries (Selection)



BMW (virtual assembly simulation)



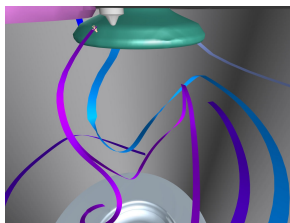
VW (scientific visualization in VR)



Hannover Messe (show)



Volkswagen (high-quality rendering)



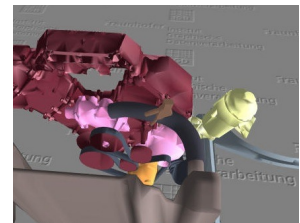
IAA (scientific visualization)



Fear of flight



Deutsche Bank (virtual city)



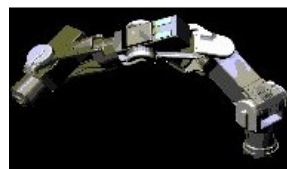
AIT (virtual maintenance simulation)



World Expo 2000



Open Source



BMBF & DLR (force feedback)



BMW / Tecnomatix (CAD + VR integration)

I also helped founding the spin-off vrcom (www.vrcom.de). They continue to develop and market the software that we have developed to carry out all of the above projects, and of which I was one of the principal architects.

Research Experience

The following is a list of select research activities over the past 10 years:

- Head of the Young Investigator's Research Group for "Novel Interaction Methods in Virtual Prototyping", funded by the DFG (German Research Foundation) since 2003
- Principal Investigator of the research project "Collision Chip", funded by the DFG since 2004, in cooperation with Bonn University
- Participation in the EU project "RealReflect", funded since 2002
- Assistant Professor for Virtual Reality at Bonn University since 2001
- Regular lectures for Master's students in computer science since 1996
- Dissertation ("summa cum laude") in Computer Science from Darmstadt University, Germany, in 2000; topic: "Virtual Reality in Assembly Simulation"; advisors: Prof. Dr.-Ing. Encarnaçao, Prof. Carolina Cruz-Neira, PhD
- Diploma in Computer Science during a 6-month research stay at the National Center for Supercomputing Applications (NCSA) in 1994
- Many publications at international conferences and journals (ACM SIGGRAPH, Eurographics, Elsevier, . . .), plus books and book chapters
- Advisor for several dissertations across Germany that have been and are being performed "remotely"

Professional Services

The Open Applied Informatics J.	Member of the Editorial Board
IEEE VR 2008	Member of the PC, Panels Chair
IEEE VR 2007	Workshop Organizer
Third Workshop VR/AR of the GI	Co-organizer
IEEE VR 2005	Member of the Organizing Committee
EU IST	Reviewer for STREP within the EU's IST program within the FP6 framework
Eurographics, IEEE Vis, IEEE VR, . . .	Member of the IPC

Besides these services, I have been reviewer of external PhD theses in Europe.

Chronological CV

since 2005	Full Professor for Computer Graphics at Clausthal University, Germany
2003–2005	Head of the Young Investigators Research Group
2001–2005	Assistant Professor for Virtual Reality at Bonn University, Germany
2000	Dissertation
1994–2001	Researcher with the FhG Institute for Computer Graphics in Darmstadt, Germany
1994	Research stay at NCSA in Illinois, USA; and Diploma in computer science
1990	Bachelors degree from Karlsruhe University, Germany