

Department of Computer Graphics Technology
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EA/EOU

COMPUTER GRAPHICS TECHNOLOGY NEWS

Department of



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FROM THE DEPARTMENT HEAD



As we enter into the traditional holiday season, it is important to reflect on all of the good things we have in our lives, including the relationships we have with friends and colleagues. I want to thank all of you for your commitment and support of our department over the last year, and I look forward to the exciting things to come. Best wishes to you all, and I wish you a very happy and safe holiday season. We will connect again in the new year.

My best always,

Nate

EXPERIENCE DESIGN STUDIOS



The Experience Studio class, within the User Experience (UX) Design major, is taught by Professor Nancy Rasche. This is a class that every UX Design major takes each semester, so it uniquely consists of students from every level of the program.

As explained on the Experience Studio's website, (engineering.purdue.edu/ExStudio/), by the time students graduate, they have at least 3.5 years of industry experience, have an accurate understanding of the industry job requirements, and have had the opportunity to create relationships with peers and professionals within the industry.



Each semester, the class is broken up into teams that work on design challenges for different industry sponsors. Throughout the course, each team meets with their sponsor as they work on the project, periodically presenting their progress. The final presentations are at the end of the semester, where the teams present the ways in which they tackled the problem, and what their solution is. Some past sponsors include Microsoft,

Hewlett Packard Enterprise, Garmin, Cerner, Deloitte, Avanade, and Crema.

The highest leadership role in Experience Studio is project owner. Delaney Rundell, UX Design senior, has been in this role for the last two semesters. As the project owner, she oversaw 3 teams while helping to solve project and management problems. Her job also included working with each member on professional development throughout the semester. "It's a very hands-on and collaborative class that provides students valuable real-world experiences," stated Rundell.



One group, currently working with Stryker, is designing technology that would be used in a medical setting. The group explained, "Families and friends have long waits at hospitals

during surgical procedures during which time they experience elevated levels of anxiety and boredom. A mobile app is envisioned that would allow the waiting family, both at the hospital or in a remote location, to stay updated about what stage the procedure is in and whatever other information the surgical staff wishes to share with interested parties."

The teams are looking forward to presenting their progress and solutions at the end of this semester before taking on new projects in January.

PURDUE DISTANCE LEARNING LAB

The Distance Learning Lab, also known as the Visual Effects Lab, is run by Professor Carlos Morales, an Associate Professor in CGT and Purdue Polytechnic Institute Distance Learning Director. Located on the third floor of Knoy Hall, the lab hires undergraduate CGT (Computer Graphics Technology) students to produce marketing and instructional videos for clients, who are typically part of programs within Purdue University. The lab takes on both paid and unpaid projects to allow for student learning experiences in video production.



When the lab receives a client project, Morales hires a team of CGT students to create and produce the video. The whole process, from planning to production, takes between two and three weeks. Most students that work in the lab are animation and visual effects majors, but Professor Morales believes that any major in CGT can give valuable input to the projects. He also hires students from the Brian Lamb School of Communication to create the scripts and work with the wording of the videos.

A little-known fact about the lab is that it is open for all CGT students to use for their own projects. Because the lab is only occupied by client projects part of the time, there is plenty of time that the lab is open for use to all students and faculty to work on their own projects and learn about producing. In the future, Professor Morales would love to see more participation in the lab. He wants to be able to spread his passion for producing to more people in CGT and at Purdue.

Recently, students produced a video for Purdue TMI (Technical Management Institute) with the goal of creating interest around biometrics. Their projects are usually not shot in the lab with the green screen, but typically shot throughout campus, like in this production. The video can be viewed here: (vimeo.com/81727089)

Morales has been the director of the lab since 2012. He teaches classes in visual effects and web development at Purdue.

KURT LUTHER, OUTSTANDING ALUMNUS



Dr. Kurt Luther, an assistant professor of Computer Science at Virginia Tech, is one of Purdue's most recent award winners of the Purdue Polytechnic Institute Outstanding Technology Alumni Award.

Dr. Luther is the director of the Crowd Intelligence Lab at Virginia Tech. The lab, "builds and studies crowdsourcing systems that support creativity and discovery, with applications in domains such as journalism, national security, and history", according to the lab website. (crowd.cs.vt.edu/kurt-luther/) His research includes crowdsourcing, social computing, human-AI collaboration, human computation, and creativity support tools. Outside of research, Dr. Luther teaches classes that focus on human-computer interaction and crowdsourcing.

Previously, Dr. Luther was a postdoctoral fellow in the Human-Computer Interaction Institute at Carnegie Mellon University. He received his Ph.D. in human-centered computing from Georgia Tech, and received his B.S. in computer graphics technology from Purdue University.

When reflecting on his award from Purdue, Luther felt honored and proud to be an alumnus of Purdue CGT. During the day that he spent on campus to accept his award, he had the opportunity to meet new faculty, talk with students, and get a tour of campus and the CGT department.

One of Dr. Luther's best memories from Purdue was being a part of the SIGGRAPH club, a professional society for computer graphics. One of his proudest moments as a member was being a part of organizing an event called Spring Show. The student-planned dinner with faculty and students allowed students to showcase their best work to the department. They also gave out awards for the year and invited a speaker in computer graphics give a talk.

Since graduation, Dr. Luther has kept in touch with some of his most influential professors from CGT. "The web development courses that I took in CGT with Professor Glotzbach influenced the work I do in the Crowd Intelligence Lab." Other classes were just as valuable, teaching him to have a high standard for himself and his work, and to work effectively with a team. His minor in art and design helped him appreciate the creative aspect of technology and expand his research to include building software tools for artists and designers, along with other professions. He continues to draw from his Purdue experiences to teach in his classroom now.

CGT SPOTLIGHT - NEW DEPARTMENT PROFESSOR, ROBERT HOWARD



Professor Robert Howard is a new Clinical Assistant Professor in the Department of Computer Graphics Technology. For his first semester at Purdue, he is teaching CGT 245 and CGT 345. A level design course, CGT 345 is called Game Development III: Environment Modeling for Games. CGT 245 is Game Development I: Core Skills and Technologies.

Professor Howard graduated from Bowling Green University with a degree in Music Performance, followed by a master's degree from Southern Methodist University in Interactive Technology. After his graduation from Southern Methodist University, Howard worked at Vicious Cycle Software and Human Head Studios before working for Cold Iron Studios, a Disney owned studio. During this time, he worked on video game design for action games while teaching select classes at Madison Media Institute.

In the future, Professor Howard is most interested in continuing to learn about level design. He wants to, "disseminate his knowledge to students" on the subject. Not only is level design what Professor Howard worked during his time in the industry, but he is also a huge advocate for it. "It touches on programming and art, and fits in between many subjects. Level design combines many skills that allow students to be able to work in a variety of disciplines."

He is currently helping some of his students work on their capstone projects. He is advising a project related to conflict resolution training for nurses and researching how to reduce stress in high-stress environments like hospitals.

Professor Howard talked about his experience at Purdue so far. "I really love working with my students. The talent floor is so high here, and the students are so engaged. This kind of environment is invigorating to be in, which is why I've really loved these first few months at Purdue."

NEWS AND NOTES

CGT Professors Launch New Animation Journal

CGT faculty Nicoletta Adamo, Andrew Buchanan, Estabon Garcia Bravo, and Christos Mousos are launching a new animation journal, "MovingFrames - Journal of Computer Animation and Applications" published by Purdue University Press. (docs.lib.purdue.edu/movingframes/) They are inviting submissions to the first issue to be published in Fall 2020.




Professor Howard Takes on Two Additional Spring Courses

Professor Robert Howard recently got two new courses approved for the spring: CGT 390 Game Scripting and Coding, and CGT 390 Game Audio.




CGT Professor is Awarded Outstanding Paper

Dr. Vetricia Byrd received the Outstanding Paper Award at E-Learn 2019 for her paper, "Using Bloom's Taxonomy to Support Data Visualization Capacity Skills". The conference took place in New Orleans, Louisiana, on November 4-7.

STAY CONNECTED

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