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EA/BOU

COMPUTER GRAPHICS TECHNOLOGY NEWS

Department of



PURDUE
UNIVERSITY
Polytechnic Institute



Department of COMPUTER GRAPHICS TECHNOLOGY NEWS

WORDS FROM DR. HARTMAN



Hello everyone,

As the school year draws to a close, it's appropriate to reflect just a bit on what we have accomplished. We completed the Polytechnic transformation in CGT, so now we turn our sights to living those values and practices every day. We have also embarked on recreating the CGT's Industry Advisory Council, and we are looking forward to incorporating their feedback on our curriculum developments and our journey toward ABET accreditation. We have grown to a department of eight majors, 33 faculty members (plus two more next fall), and more than 600 graduate and undergraduate students – and the future looks bright! Starting in May, we will host social events across Indiana; the first event will take place in Indianapolis, possibly followed by other cities across the country. Please consider joining us at one of these events if you can.

Have an enjoyable and restful summer, and I look forward to talking to you all again in the fall.

My very best always,

Nate

SPOTLIGHT ON JOHN FINNEGAN



As an actor, professor and published author, John Finnegan says his unusual background has helped him in all areas of his work. Finnegan is an associate professor of computer graphics technology at the Purdue Polytechnic Institute in New Albany, Indiana. He has

a bachelor's degree in theatre from the University of Massachusetts and a master of fine arts degree from The Ohio State University (OSU) in acting and design. At OSU, Finnegan also studied three-dimensional computer animation as well as digital lighting and rendering. He teaches between four and six classes each semester in design foundations and user experience (UX) design.

Finnegan has put his talents in theater and computer graphics to use with multimedia development and narrative storytelling.

"The goal is to figure out what the story is, and how best to tell it, using both graphics and elements of theater," Finnegan explained.

During a rainy day at a conference in San Antonio, Texas, Finnegan met a friend who eventually became his co-author. He has co-authored two texts: "The Web Page Workbook" with Jeffrey Griffin and "Web Design and Development Using XHTML," with Carlos Morales and Jeffrey Griffin. Finnegan's experience with playwriting came in handy when he began writing these books.

"They're all related. Computer graphics is just digital theater. I identify as an artist first, then bring my art into the classroom," he said.

He is also working on a third book centered around his research on the connection between creativity and narrative storytelling.

"This book will be about how people form creative ideas," said Finnegan. "I will also discuss why some people need a certain environment to be creative and how to continuously be in the creative moment."

Finnegan's book also will include a discussion on Carl Jung's theory of the creative unconscious and essays from creative artists and scientists that Finnegan has encountered through his life.

Finnegan was heavily involved in the SIGGRAPH (Special Interest Group on Computer GRAPHics and

Interactive Techniques) conference from 2000 to 2008. He worked on the education committee of the executive committee and was the educator’s program chair. He served as the full conference chair for SIGGRAPH 2006 and taught the course “Acting for Animators,” in 2004 and 2005.

Finnegan wants to continue influencing students, making the best students that he can.

“I want to be able to teach them everything I know, and learn as much as I can from them.”

UNDERGRADUATE USES DATA VISUALIZATION IN RESEARCH



Elizabeth McGuckin, a junior from northern Indiana, is studying data visualization and web programming and design at Purdue Polytechnic in the Department of Computer Graphics Technology (CGT). Originally a Krannert marketing major, McGuckin made the switch

to data visualization after developing a relationship with Vetria Byrd, assistant professor in CGT. McGuckin is also the recipient of the 2018-2019 Center for Science of Information Channels Scholar Undergraduate Research Scholarship.

McGuckin works in the Byrd Data Visualization Lab at Purdue, where she spends 10 hours per week as a researcher. McGuckin also is a resident assistant. She is a member of the Women in Technology club, and was the previous vice president of personal relations for the Purdue Marketing Association.

“I thought I had good time-management abilities before college, but these experiences have definitely enhanced those skills. I get through these busy weeks by relying on my friends and family for support.”

The Byrd Data Visualization Lab is a private lab consisting of undergraduate, master’s degree and doctoral students, whose goals are to “utilize visualization to enable scientific discovery, engage in multi-disciplinary collaborations and foster broader participation and inclusion.”

McGuckin’s project is called, “Secondary Data Analysis of Juvenile Systemic Lupus Erythematosus: identifying areas on unmet need using data visualization.” She works with data from clinicians at the Riley Hospital for Children at Indiana University Health.

McGuckin is excited to use her creativity to work in any industry she chooses. She wants to help any kind of organization to see where they can improve, and to make large contributions to a team.

CGT ALUMNI CONTINUES WORK FOR PURDUE



Rob Dorn is a graduate of the Department of Computer Graphics Technology (CGT) and an employee of Purdue University. He works for IT Enterprise Solutions, where he solves behind-the-scenes problems with applications that are used by the entirety of Purdue University.

After his graduation in 2013, Dorn began his career at Purdue’s College of Liberal Arts. With experience in videography and photography under his belt, he spent time in the role of web developer.

“I managed our website, implemented updates to design, developed systems to help support the mission of the college and created marketing materials to be used for the college’s communications.”

Dorn now solves technological issues with applications that help Purdue to run smoothly.

Through his work, Dorn most enjoys the impact that he makes on Purdue’s student and faculty experience. He thrives in the process of ensuring that the applications are the best they can be by solving problems and improving systems that have an impact on Purdue daily life.

“I have yet to come to a point in my career where I know everything about something I’m working with. Pushing yourself through new material will create experiences for you that would have been impossible.”

Dorn explained that the most useful skill he discovered in his time with CGT was the ability to continuously learn.

“That resourcefulness and the willingness to teach yourself on your own terms is a mindset that a student needs when entering the workforce.”

FACULTY AND STUDENTS ATTEND ACE 2019 CONFERENCE

Purdue Computer Graphics Technology faculty and students recently attended the ACE 2019 conference. Aras, a product lifecycle management (PLM) software company, hosted the conference April 16-18, 2019, in Phoenix, Arizona.

Graduate student Eric Kozikowski stated, “Professor Travis Fuerst, Kevin Del Re, Dr. Jorge Dorribo Camba and I have been working on implementing Aras into a classroom to be used as a learning management system (LMS).”

Because Blackboard is not optimized for saving and submitting 3D models, the group is investigating the use of a PLM system to improve version control and file management. They are also using Aras to introduce students to the concepts of PLM earlier in their college degree, better preparing them for industry.

“At ACE 2019, we presented our solution to implementing the software in the classroom and reported some of the feedback we’ve been getting from students. We also had a booth set up where we had the opportunity to talk with other attendees about what we do here at Purdue and some of the cool projects we’re working on,” said Kozikowski.

STUDENTS EXPRESS APPRECIATION FOR SCHOLARSHIPS

Although many students find it necessary to work during college, scholarships give students freedom to concentrate on goals, classes or research. Without the dependency on a student loan, they can enter the workforce without debt.

One scholarship recipient stated, “This university, including professors, teaching assistants and students, have made me feel that I have every opportunity available in front of me. Scholarship support is a generous way that Purdue and its donors help me realize this.”

Their application essays allowed Purdue to see how dedicated these students are to their goals.

“My time at Purdue has allowed me to incorporate my artistic and design skills into computer graphics,

and I look forward to continuing to work in these areas after graduation,” one student said.

Other scholarship recipients are involved in, SIGGRAPH (Special Interest Group on Computer GRAPHics and Interactive Techniques), Purdue Musical Organizations, Honors Leadership Council, Quiz Bowl and Night Train, Purdue’s swing dance club.

One student also expressed her gratitude through her essay: “I truly cannot express how thankful I am to be at Purdue now because I have forged so many strong relationships, learned so many new things, and had so many opportunities to get involved, find employment and give back to the community. Without Purdue, I would not have had any of the incredible experiences that I now cherish, and none of it would have been possible without scholarship support.”

SCHOLARSHIP RECIPIENTS

Carly D. Fox	Stephanie Knab
Jennifer M. Coker	Evan C. Johnson
Lauren M. McDaniel	Drake M. Long
Patricia L. Mata	Epifanio R. Sadural
Delaney M. Rundell	Erin L. Cook
Magdalena C. Gonzalez	Emily A. Maneke
McKenzie M. Landorf	Duncan G. Moran

NEWS AND NOTES

CGT Professor Named the George W. McNelly Professor of Technology

The Purdue University Board of Trustees approved a new named faculty position. Bedrich Benes, professor in the Department of Computer Graphics Technology, was named the George W. McNelly Professor of Technology. Nominated and voted on by faculty peers, this serves to recognize members of the Purdue faculty who have made great contributions through their scholarship, research, teaching or leadership actions.

2019 College Animation School Rankings

The Department of Computer Graphics Technology’s animation program was ranked #29 in the nation, #8 for public schools, #4 in the Midwest, #1 in Indiana, #6 for MS/MA and #5 for BS by Animation Careers!

STAY CONNECTED

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