

Biography of Gavin Miller

Academic History and Work Experience

1980-83: Electrical Sciences Tripos, Cambridge University, England. First Class Hons.

1983-86: Ph.D. in Computer Graphics and Computer Aided Manufacture, Cambridge University.

1986-88: Project Leader, Natural Phenomena, Alias Research Inc., Toronto, Canada.

1988-present: Staff Scientist, Apple Computer Inc.

Research Interests

Research interests include the rendering and animation of natural phenomena, the simulation of elastic and fluid materials, the animation of characters using dynamics, user-interface design and interactive multi-media.

Publications

Miller, Gavin S. P., "The Definition and Rendering of Terrain Maps", Computer Graphics Vol. 20, No. 4, August 1986, pp 39-48.

Miller, Gavin S. P., "The Motion Dynamics of Snakes and Worms", Computer Graphics, Vol. 22., No. 4, August 1988, pp 169-178.

Miller, Gavin S. P., "From Wire-frames to Furry Animals", Proceedings of Graphics Interface '88, Edmonton, Alberta, 6-10 June 1988, pp 138-145.

Miller, Gavin S. P., Andrew Pearce, "Globular Dynamics: A Connected Particle System for Animating Viscous Fluids", Computers and Graphics Vol. 13, No. 3, pp 305-309, 1989.

Miller, Gavin S. P., "An Adaptive Algorithm for the Collision of Flexible Bodies", Proceedings of Western Canadian Computer Graphics Workshop, Sunshine Village, Banff, Alberta, Canada, 4-8 March 1990.

Kass, Michael, Gavin S. P. Miller, "Rapid, Stable Fluid Dynamics for Animation", Proceedings of SIGGRAPH '90.

Chen, Shenchang E., Holly E. Rushmeier, Gavin Miller, Douglass Turner, "A Progressive Multi-pass Method for Global Illumination", Proceedings of SIGGRAPH '91.

Miller, Gavin S. P., "MacBounce: A Dynamics-based Animation System for Character Animation", Proceedings of Computer Animation '91, Geneva, Switzerland.

Miller, Gavin S. P., "The Simulation of Natural Phenomena", a chapter in "New Trends in Animation and Visualization", editors Nadia Magnenat Thalmann and Daniel Thalmann, John Wiley Publishers, 1991, pp. 177-187.

Miller, Gavin S. P., E. Hoffert, S. E. Chen, E. Patterson, D. Blacketter, S. Rubin, S. A. Applin, D. Yim and J. Hanan, "The Virtual Museum: Interactive 3D Navigation of a Multimedia Database", The Journal of Visualization and Computer Animation, Vol. 3, Issue No. 3, July-Sept 1992.

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Bio for Ned Greene

Ned Greene is a member of the Advanced Technology Group at Apple Computer in Cupertino, California, where he conducts research in computer graphics. He holds a masters degree in computer science from New York University and is currently completing a PhD at the University of California at Santa Cruz. From 1980 to 1989 Ned worked at the Computer Graphics Lab at The New York Institute of Technology where he developed software for computer animation and contributed to various pioneering animation projects including *The Works* and *The Magic Egg*. Over the years he has been a frequent contributor to the Siggraph technical program and Electronic Theatre.

Hi Gabriele,
Glad to hear you'll be using
our "self portrait"
Here's my bio.
Ned Greene