SHORT CV  **Daniel Thalmann**

Thematic Area: 6

Key areas of Expertise in Digital Heritage:

Simulation of ancient cities, like Pompeii.

Crowd Simulation of ancient populations: Romans, Greeks etc…

Behavioral animation of ancient people.

**Prof. Daniel Thalmann** is a Swiss and Canadian Computer Scientist. He is one of the most highly cited scientists in Computer Graphics. He is currently Honorary Professor at EPFL, Switzerland, and Director of Research Development at MIRALab Sarl. Pioneer in research on Virtual Humans, his current research interests also include social robots, crowd simulation, Virtual Heritage, and Virtual Reality. Daniel Thalmann has been the Founder of The Virtual Reality Lab (VRlab) at EPFL, Switzerland, Professor at The University of Montreal and Visiting Professor/ Researcher at CERN, University of Nebraska, University of Tokyo, and National University of Singapore. From 2009 to 2017, he was Visiting Professor at the Institute for Media Innovation, Nanyang Technological University, Singapore. He is coeditor-in-chief of the Journal of Computer Animation and Virtual Worlds, and member of the editorial board of 12 other journals. Daniel Thalmann was Program Chair and CoChair of several conferences including IEEE-VR, ACM-VRST, and ACM-VRCAI.  Daniel Thalmann has published more than 600 papers in Graphics, Animation, and Virtual Reality. He is coeditor of 30 books, and co-author of several books including 'Crowd Simulation' (second edition 2012) and 'Stepping Into Virtual Reality' (2007), published by Springer. He received his PhD in Computer Science in 1977 from the University of Geneva and an Honorary Doctorate from University Paul-Sabatier in Toulouse, France, in 2003. He also received the Eurographics Distinguished Career Award in 2010, the 2012 Canadian Human Computer Communications Society Achievement Award, and the CGI 2015 Career Achievement. More details on http://en.wikipedia.org/wiki/Daniel_Thalmann