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MARCO TARINI

CURRICULUM VITAE ET STUDIORUM

(Last update: 1/10/2014)

Nationality: Italian

Date of Birth: 11/01/1975

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1 Positions

1.1 Current Positions

- 1/03/2005 - *present*: **Assistant professor** (permanent position)
Università degli Studi dell'Insubria (Varese, Italy).
Department: DiSTA (Dept. of Theoretic and Applied Sciences);
formerly (before 2010) DICOM (Dept. of Informatics and Communication Sciences).
(It.: *Ricercatore Universitario - SSD: INF/01 Informatica - SC: 01/B1 - Concorso: Gen 2004 - entrata in ruolo: Mar 2005 - confermato in ruolo 19/01/2009 con D.R. n. 14119*)
- 1/05/2004 - *present*: **Research Associate**
ISTI-CNR (Istituto di Scienze e Tecnologie dell'Informazione - National Research Council)
Visual Computing Laboratory (led by Roberto Scopigno and Claudio Montani).
Collaboration Contracts: 2004-2006, 2006-2007, 2007-2008, 2009-2012, 2013-2014 (ongoing)
(It.: *"Ricercatore Esterno"* in 2004-2006, *"Associato alla Ricerca"* after 2006).

1.2 Past Positions

- 05/2004 - 02/2005: **Researcher** (temporary position).
DICOM (Dept. of Informatics and Communication Sciences), Varese, Italy.
(It.: *Contratto di Ricerca*).
- 03 - 10/2001: **Researcher (Marie Curie Research Fellow)**
Computer Graphics Group
Max Plank Institute für Informatic, Saarbrücken, Germany.
- 08/1998 - 10/1998: **Researcher** (temporary position).
CNUCE-CNR (Centro Nazionale Univ. di Calcolo Elettronico - National Research Council, Pisa, Italy).
(It.: *contratto di collaborazione co. co.*)
- 07/1997 - 09/1997: **Developer**.
Voxar Ltd (Edinburgh, UK);
Graphical library developer. Game Designer and Developer.

1.3 Italian Habilitation (ANVUR)

(Italian law n. 240/2010, art. 16)

- 03/12/2013 - 03/12/2019: Habilitation as **associate professor**, Information Elaboration System (09/H1).
- 29/01/2014 - 29/01/2020: Habilitation as **associate professor**, Computer Science (01/B1).

2 Education

- 09/1999 - 07/2003: **PhD in Computer Science**.
University of Pisa.
Dissertation: "Improving technology for the acquisition and interactive rendering of real world objects".
Supervisors: Dr. Roberto Scopigno (ISTI-CNR) and Dr. Claudio Montani (ISTI-CNR).
Jury: Prof. Marc Levoy (Stanford Uni) and Prof. Hans-Peter Seidel (MPI-Saarbrücken).
- 06/1998: **Computer Science Master Degree**
(It.: *Laurea in Informatica*) - 5 years course.
110/110 cum Laude
Università degli Studi di Pisa.

- 10/1996 - 10/1997: **Erasmus Program**
University of Edinburgh;
Computer Science Dept and Artificial Intelligence Dept.

3 Research activities

3.1 Main Research Interests

- **Computer Graphics:**
 - Big data in CG [T12, T13, T10, T5, T8, T2, C8];
 - Geometric Modeling
(esp. Surface Representations, Remeshing, Parameterization, Optimization)
[T15, T13, T11, T10, T9, T7, T6, T3, J1, C9, C4, J1];
 - Real time Rendering
[T14, T12, T5, T4, T3, T2, J4, J2, J1, T1, C5];
 - 3D Model Acquisition [T9, S4, J3, S2, C8, C3, C2, C1];
 - Pictures and Image based Rendering + Modelling [T12, T8, S4, J1, S5, C1];
 - Computer Animations [T14, T13];
- and its **Applications:**
 - Cultural Heritage applications (virtual museums, restoration support) [B1, T12, T2, S4];
 - Video Gaming Technologies [T14, T1, J4, J1];
 - Virtual Reality [T12, S5, C2];
 - Info and Scientific Visualization (esp. Molecular Graphics) [T5, J2, C6].

3.2 Awards

- **Eurographics Young Researcher Award 2006**
awarded by Eurographics, European Association for Computer Graphics “*in recognition of his outstanding contributions to Computer Graphics*”.
From the award text: “*Marco is a prolific researcher who contributed to several areas within graphics, such as real time rendering, 3D acquisition techniques and visualization. [...] Eurographics is pleased to recognize Marco Tarini with the 2006 Young Researcher Award as an outstanding individual who will continue to shape Computer Graphics in the years to come*”.
- **Computer and Graphics Top Cited Article 2005-2010** awarded by ELSEVIER, Nov 2010.
- **Best Paper Award 2005** - 1st place, Computer and Graphics (ELSEVIER); paper [J2]
- **Marie Curie Mobility Fellowship** (Research Training Grant) (Mar-Oct 2001).
- **Best Student Paper Award 2000**; paper [T1].

3.3 Talks and seminars

- **Invited Presentations** (selected)
 - 22/10/2014 : “Fun with the Graphic processing unit.” EG Conference for Smart Tools and Apps for Graphics - keynote Università di Cagliari, Italy

- 30/05/2014 : “Rendering of animated characters in videogames.” Master Game Dev Day - opening talk Università di Verona, Italy
 - 04/11/2011: “Recent Trends in Surface Parameterization Design.” Interactive Geometry Lab ETH Zürich, Switzerland
 - 16/02/2010: “Attempting a seamless parametrization of everything, failing, and getting away with it.” Vision Learning Graphics group New York University, USA
 - 14/07/2008: “Scientific Visualization of Molecular Structures.” TU Clausthal (Clausthal University of Technology), Germany
 - 26/04/2007: “Non Photorealistic Visualization of Molecules.” 3D.Computer.Graphics@ing Dipartimento di Informatica e Sistemistica Università di Roma “La Sapienza”, Italy
 - 20/04/2007: “3D Scanning and Parametrization.” Institut für Computergraphik und Algorithmen Technische Universität Wien, Austria
 - 09/02/2006: “3D Scanning Technologies applied to Cultural Heritage” 3D.Computer.Graphics@ing Dipartimento di Informatica e Sistemistica Università di Roma “La Sapienza”, Italy
 - 24/09/2004: “Automatic Simplification and Hi-Freq Feature Preservation for Complex 3D Models.” VII SIMAI Congress, Italian Society for Applied and Industrial Mathematics, SIMAI, Venice, Italy.
- **Conference Speaker / Chair** (selected)
(In each case, the presentation title matches the cited publication).
 - 10/04/2014: EUROGRAPHICS - Annual Conf. of the Eu. Assoc. for Comp. Graphics, [T14] - Strasbourg, France
 - 08/05/2013: EUROGRAPHICS - Annual Conf. of the Eu. Assoc. for Comp. Graphics, *session chair* - Girona, Spain
 - 15/05/2012: EUROGRAPHICS - Eurographics State of The Art Program, [C9] - Cagliari, Italy
16/05/2012: : *session chair*
 - 12/12/2011: ACM SIGGRAPH ASIA - , [T10] - Hong Kong, PRC
 - 09/05/2011: EUROGRAPHICS - Annual Conf. of the Eu. Assoc. for Comp. Graphics, [T7] - Norrköping, Sweden
 - 01/11/2006: VIS - IEEE Symp. on Information Visualization, [T5] - Baltimore, Maryland, USA
 - 30/08/2005: EUROGRAPHICS - Annual Conf. of the Eu. Assoc. for Comp. Graphics, [T4] - Dublin, Ireland
 - 10/08/2004: ACM SIGGRAPH - , [T3] - Los Angeles, California, USA
 - 23/10/2003: VIS - IEEE Visualization conf., [C4] - Seattle, Washington, USA
 - 25/07/2002: ACM SIGGRAPH - , [S2] - San Antonio, Texas, USA
 - 28/05/2002: GI - Conf. on Human-Computer Interaction and Computer Graphics, [C2] - Calgary, Alberta, Canada
 - 22/11/2000: VMV - Workshop on Vision, Modeling and Visualization, [C1] - Erlangen, Germany
 - 20/08/2000: EUROGRAPHICS - Annual Conf. of the Eu. Assoc. for Comp. Graphics, [C3] - Interlaken, Switzerland

3.4 Reviewing and organizational experience

- **IPC (International Program Committee) member of:**
 - CAD/GRAPHICS 2015
 - GRAPP 2014: International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications
 - ISVC 2014: 10th International Symposium on Visual Computing
 - CAD/Graphics 2013: 13th International Conference on Computer-Aided Design and Computer Graphics (all accepted paper published in Computers and Graphics Journal - Elsevier);
 - ISVC 2013: 9th International Symposium on Visual Computing
 - EUROGRAPHICS 2013: 33rd Annual Conference of the European Association for Computer Graphics (all accepted full papers published in Journal: Computer Graphics Forum);
 - EUROGRAPHICS 2012: 32nd Annual Conference of the European Association for Computer Graphics (all accepted full papers published in Journal: Computer Graphics Forum);
 - GMP 2012: Biannual International Conference on Geometric Modeling and Processing (all accepted papers published in Journal: Computer Aided Geometric Design and Graphical Models);
 - PACIFIC GRAPHICS 2012: 20th Pacific Conference on Computer Graphics and Applications (accepted full papers published in Journal: Computer Graphics Forum);
 - EUROGRAPHICS 2011 Short Paper Track;
 - EUROGRAPHICS 2010 Short Paper Track;
 - GRAPP 2010: International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications;
 - WSCG 2010: International Conferences in Central Europe on Computer Graphics, Visualization and Computer Vision;
 - VRIPHYS 2010: Workshop on Virtual Reality Interaction and Physical Simulation;
 - VRIPHYS 2009: Workshop on Virtual Reality Interaction and Physical Simulation;
 - VRIPHYS 2008: Workshop on Virtual Reality Interaction and Physical Simulation;
 - VRIPHYS 2007: Workshop on Virtual Reality Interaction and Physical Simulation;
 - VRIPHYS 2006: Workshop on Virtual Reality Interaction and Physical Simulation;
 - VRIPHYS 2005: Workshop on Virtual Reality Interaction and Physical Simulation.
- **Associate Editor of:**
 - Journal of Graphic Tools (since 2013)
- **Reviewer**

2000 - *present*: continued service as reviewer for all the main International Journals and Conferences of the field, including, but not limited to:

ACM-SIGGRAPH (all editions from 2004); ACM-SIGGRAPH Asia [SIGASIA]; ACM Trans. on Graphics [TOG]; Comp. Graph. Forum [CGForum]; IEEE Visualization [IEEE-VIS]; IEEE Transactions on Visualization and Computer Graphics [TVCG]; Elsevier Computers And Graphics [CAG]; Elsevier Computers And Graphics [CAG]; Pacific Conf. on Comp. Graph. and App. Pacific Graphics [PC], Computer Graphics, Visualisation & Computer Vision [WSCG]; International Conference on 3-D Digital Imaging and Modeling [3DIM]; IEEE Eurographics Working Group on Data Visualization [EUROVIS]; Joint EUROGRAPHICS - IEEE TCVG Symp. on Visualization [VisSym]; Winter School of Computer Graphics [WSCG]; EG/ACM Symp. on Geometry Processing; Eurographics Workshop on Rendering [EGWR]; American Symp. on Computer Graphics [SIBGRAPI/SIACG]; International Journal of Computers Applications; International Journal of Image and Graphics [IJIG].

3.5 Publications (selected)

Symbols:

- [T-]: full papers in Top International Peer Reviewed Journals (class 1 according to the ANVUR classification);
- [J-]: full papers in other International Peer-Reviewed Journals;
- [C-]: full papers in International Conference proceedings (peer reviewed);
- [S-]: short papers and posters in International Conference proceedings (peer reviewed);
- [B-]: book chapters.

- [T15] Daniele Panozzo, Erico Puppo, Marco Tarini, Olga Sorkine-Hornung:
Frame Fields: Anisotropic and Non-Orthogonal Cross Fields.
ACM Transactions on Graphics (TOG), (ACM SIGGRAPH 2014), 33 (4), 2014
- [T14] Marco Tarini, Daniele Panozzo, Olga Sorkine-Hornung:
Accurate and Efficient Lighting for Skinned Models.
Computer Graphics Forum, (EUROGRAPHICS 2014), 33 (2), 421-428, 2014
- [T13] David Bommes, Bruno Lévy, Nico Pietroni, Enrico Puppo, Claudio Silva, Marco Tarini, Denis Zorin:
Quad-Mesh Generation and Processing: A Survey.
Computer Graphics Forum, 32 (6), 51-76, 2013
- [T12] Paolo Brivio, Luca Benedetti, Marco Tarini, Federico Ponchio, Paolo Cignoni, Roerto Scopigno:
PhotoCloud: interactive remote exploration of large 2D-3D datasets.
IEEE Computer Graphics and Applications 33 (2), 86-96, 2013
- [T11] Daniele Panozzo, Enrico Puppo, Marco Tarini, Nico Pietroni, Paolo Cignoni:
Automatic Construction of Adaptive Quad-Based Subdivision Surfaces Using Fitmaps.
IEEE Transactions on Visualization and Computer Graphics (TVCG), 1-1, 2011
- [T10] Marco Tarini, Enrico Puppo, Daniele Panozzo, Nico Pietroni, Paolo Cignoni:
Simple quad domains for field aligned mesh parametrization.
ACM Transactions on Graphics (TOG), (ACM SIGGRAPH ASIA, 2011), 30 (6), 142, 2011
- [T9] Nico Pietroni, Marco Tarini, Olga Sorkine, Denis Zorin:
Global parametrization of range image sets.
ACM Transactions on Graphics (TOG), (ACM SIGGRAPH ASIA, 2011), 30 (6), 149, 2011
- [T8] Paolo Brivio, Marco Tarini, Paolo Cignoni:
Browsing large image datasets through Voronoi diagrams.
IEEE Trans. on Visualization and Comp. Graphics (TVCG), vol 16 (6), pp. 1261 - 1270, ISSN: 1077-2626, 2010
- [T7] Marco Tarini, Nico Pietroni, Paolo Cignoni, Daniele Panozzo, Enrico Puppo:
Practical quad mesh simplification.
Computer Graphics Forum (CG-FORUM), (EUROGRAPHICS 2010), vol. 29 (2), pp. 407 - 418, 2010
- [T6] Nico Pietroni, Marco Tarini, Paolo Cignoni:
Almost isometric mesh parameterization through abstract domains.
IEEE Trans. on Visualization and Comp. Graphics (TVCG), vol. 16 (4), pp. 621 - 635, 2010
- [T5] Marco Tarini, Paolo Cignoni, Claudio Montani:
Ambient Occlusion and Edge Cueing to Enhance Real Time Molecular Visualization.
IEEE Trans. on Visualization and Comp. Graphics, vol. 12 (5), pp. 1237-1244, 2006

- [T4] Marco Tarini, Paolo Cignoni:
Pinchmaps: textures with customizable discontinuities.
Computer Graphics Forum, (EUROGRAPHICS 2005), vol. 24 (3), pp. 557 – 568, 2005
- [T3] Marco Tarini, Kai Hormann, Paolo Cignoni, Claudio Montani:
PolyCube-Maps.
ACM Trans. on Graphics (TOG), (ACM SIGGRAPH, 2004), vol. 23 (3), pp. 850-857, 2004
- [T2] David Koller, Michael Turitzin, Marc Levoy, Marco Tarini, Giuseppe Croccia, Paolo Cignoni, Roberto Scopigno:
Protected Interactive 3D Graphics via Remote Rendering.
ACM Trans. on Graphics (TOG), (ACM SIGGRAPH, 2004), vol. 23 (3), pp. 692-700, 2004
- [T1] Marco Tarini, Paolo Cignoni, Claudio Rocchini, Roberto Scopigno:
Real Time, Accurate, Multi-Featured Rendering of Bump Mapped Surfaces.
Computer Graphics Forum, (EUROGRAPHICS 2000), vol. 19 (3), 119-130, 2000
- [J4] Marco Tarini:
Cylindrical and toroidal parameterizations without vertex seams.
Journal of Graphics Tools (JGT) 16 (3), 144-150, 2012
- [J3] Marco Tarini, Hendrik P.A. Lensch, Michael Gösele, Hans-Peter Seidel:
3D Acquisition of Mirroring Objects using Striped Patterns.
Graphical Models (GMOD) (ISSN: 1524-0703), Elsevier Science, vol 67 (4), pp. 233-259, 2005
- [J2] Paolo Cignoni, Roberto Scopigno, Marco Tarini:
A Simple Normal Enhancement Technique for Interactive Non-photorealistic Renderings.
Computers & Graphics (ISSN: 0097-8493), Elsevier Science, vol. 29 (1), pp. 125-133, 2005
- [J1] Paolo Cignoni, Claudio Montani, Claudio Rocchini, Roberto Scopigno, Marco Tarini:
Preserving attribute values on simplified meshes by re-sampling detail textures.
The Visual Computer (ISSN: 0178-2789), Springer International, Vol. 15 (10), 519-539, 1999
- [C9] David Bommers, Bruno Lévy, Nico Pietroni, Enrico Puppo, Claudio Silva, Marco Tarini, Denis Zorin:
Quad Meshing.
Eurographics 2012-State of the Art Reports, 159-182, 2012
- [C8] Davide Portelli, Fabio Ganovelli, Marco Tarini, Paolo Cignoni, Matteo Dellepiane, Roberto Scopigno:
A framework for User-Assisted Sketch-Based Fitting of Geometric Primitives. Proceedings of WSCG, the 18th Int. Conference on Computer Graphics, Visualization and Computer Vision, 2009
- [C7] Paolo Brivio, Gianfranco Femia, Maurizio Macchi, Matteo Lo Prete, Marco Tarini:
Modelling of Virtual Compressed Structures Through Physical Simulation.
Proc. of 3D-ARCH, Int. Arc. of Photogrammetry, Remote Sensing and Spatial Inf. Sci. - ISSN 1682-1777, 2009
- [C6] Pietro Colombo, Emanuele Grosso, Marco Tarini.
A Web-based solution supporting the integration of virtual reality environments in logistics applications.
Eurosis Euromedia, EUROSIS-ETI, 2008
- [C5] Kai Hormann, Marco Tarini:
A Quadrilateral Rendering Primitive.
Workshop on Graphics Hardware, Grenoble (F), (ISBN 3-905673-15-0) pp. 7-14, 2004

- [C4] Marco Tarini, Paolo Cignoni, Roberto Scopigno:
Visibility based methods and assessment for detail-recovery.
Proc. of Visualization, Seattle, USA, (ISBN 0-7695-2030-8), 457-464, 2003
- [C3] Marco Tarini, Marco Callieri, Claudio Montani, Claudio Rocchini, Karin Olsson, Therese Persson:
Marching Intersections: An Efficient Approach to Shape-from-Silhouette.
Proc. of the 5th IEEE Workshop on Vision, Modeling, and Visualization (VMV), Erlangen, Germany, pp. 283-290, 2002
- [C2] Marco Tarini, Hitoshi Yamauchi, Jorg Haber, Hans-Peter Seidel:
Texturing Faces.
Proc. of Graphics Interface, Calgary, Canada, pp. 89-98, 2002
- [C1] Marco Tarini, Paolo Cignoni, Claudio Rocchini and Roberto Scopigno:
Computer Assisted Reconstruction of Buildings from Photographic Data.
Proc. of the 5th IEEE Workshop on Vision, Modeling and Visualization, pp. 213-220 Saarbrücken, Germany, 2000
- [S5] Brivio, P., Tarini, M., Cignoni, P., Scopigno, R.:
Joint interactive visualization of 3D models and pictures in walkable scenes.
In proceedings of Eurographics Posters, 2012
- [S4] Brivio, P., Tarini, M.:
Picture-driven procedural modelling - building an animated model of Ghirla watermill (18th cen.).
Short Paper at Eurographics Italian Chapter Conference, 2009
- [S3] Brivio, P., Femia, G., Macchi, M., Lo Prete, M., Marco Tarini:
Modeling of virtual compressed structures through physical simulation.
Short Paper at ISPRS 3D-ARCH. XXXVIII-5/W1, 2009
- [S2] Marco Tarini, Hendrik Lensch, Michael Gösele, Hans-Peter Seidel:
Shape from Distortion: 3D Range Scanning of Mirroring Objects.
Technical Sketch, in Conference Abstracts and Applications, SIGGRAPH, S.Antonio, Texas, p. 248, 2002
- [S1] Paolo Cignoni, Roberto Scopigno, Marco Tarini:
Normal Enhancement for Interactive NPR.
Short paper proc. of EUROGRAPHICS, Saarbrücken, Germany, pp. 95-104, 2002
- [B1] Tarini, M.: “*Sala del grechetto: ricostruzione virtuale.*” In Andrea Spiriti (curator): “Lo spazio del collezionismo nello stato di Milano, secoli XVII-XVIII” pages 119-124. ISBN 9788867280896. Viella, Roma, 2013 (in Italian)

3.6 Bibliometric impact measures

(updated to the 01/03/2015)

According to Google Scholar [link]:

H-Index:**17** - G-Index:**33** - Citations:**1135**

According to Scopus [link]:

H-Index:**13** - G-Index:**24** - Citations:**647**,

Hc-Index:**10** (median*:6) - Cites/years:**40.44** (median*:14.8)

(*of Italian **Full Professors** operating in the same field, i.e. S.C.:01/B1, according to ANVUR).

3.7 Main participated funded projects

- 2013 - *present*: **Harvest 4D**: Harvesting Dynamic 3D Worlds from Commodity Sensor Clouds (EU FP7 project ICT FET, Grant Agreement 323567)
- 2010 - 2012: “Collezionismo e spazi del collezionismo aristocratico nel XVII e nel XVIII sec.” (virtual museums) (PRIN 2008C7P2LY 003 - 24 months).
- 2009 - 2013: : **VISITO** Tuscany (POR CREO FESR 2007-2013): VIsual Support to Interactive TOurism in Tuscany (financed by Regione Toscana - 48 months)
- 2008 - 2012: : **3D Coform**: Tools and Expertise for 3D Collection Formation (EG 7FP IP, EU IST-231809 - 48 months)
- 2003 - 2004: **MACROGeo**: Metodi Algoritmici e Computazionali per la Rappresentazione di Oggetti Geometrici (MIUR - 24 months)
- 2002 - 2005: **ViHAP3D** - Virtual Heritage: High-Quality 3D Acquisition and Presentation (EU IST-2001-32641 - 36 months)
- 2000 - 2003: **Digital Michelangelo Project**, Stanford Computer Graphics Lab e Sovrintendenza ai beni artistici e storici per le province di Firenze, Pistoia, e Prato

3.8 OpenSource developer

In the context of his research activities, Marco Tarini has worked at the development of several Open-Source projects which have significant impact in the scientific community, including:

- **MeshLab**: a popular tool for mesh-based geometry processing (core dev team, 1.3M downloads);
- **QuteMol**: molecular software visualization tool (main developer, 35K downloads)
QuteMol was used for example for the covers of Science Magazine (April 2009) [link] and The EMBO Journal (July 2013) [link].
- **VCG lib** - Visual and Computer Graphics Library: one of the principal C++ libraries for mesh-based geometry processing (dev team member).

(all projects available at sourceforge.net. Download counts updated at Nov 2014).

4 Teaching activities

4.1 Held courses

Webpage: <http://vcg.isti.cnr.it/~tarini/?5>

Undergraduate courses: bachelor - Computer Science

(It: *Laurea Triennale in Informatica*)

- “GRAFICA COMPUTAZIONALE” - 6 ETCS (3 editions),
(Computer Graphics)
Università dell’Insubria - Varese A.Y. 2014/2015, 2012/2013, 2011/2012
- “LABORATORIO DI GRAFICA COMPUTAZIONALE” - 3 ETCS,
(Computer Graphics Lab)
Università dell’Insubria - Varese A.Y. 2011/2012
- “ALGORITMI E STRUTTURE DATI” - 15 ETCS,
(Algorithms and Data Structures)
Università dell’Insubria - Varese - A.Y. 2009/2010
(in charge for 3 ETCS)
- “LABORATORIO DI LINGUAGGI” - 3 ETCS (3 editions),
(C programming course)
Università dell’Insubria - Varese - A.Y.: 2007/2008, 2006/2007, 2004/2005
- “FONDAMENTI DI INFORMATICA” - 6 ETCS,
(Computer Science Fundamentals),
Università dell’Insubria - Varese A.Y. 2005/2006

Postgraduate courses: master degree - Computer Science

(It: *Laurea Magistrale / Specialistica in Informatica*)

- “GAME DEVELOPMENT” - 6 ETCS,
Università dell’Insubria - Varese - A.Y. 2013/2014
- “COMPUTER GRAPHICS” - 6 ETCS (6 editions),
Università dell’Insubria - Varese - A.Y. 2010/2011, 2009/2010, 2008/2009, 2007/2008, 2006/2007,
2005/2006
- “SISTEMI MULTIMEDIALI II” - 6 ETCS,
(Multimedia Systems II)
Università dell’Insubria - Varese - A.Y. 2004/2005

Postgraduate courses: master degree - Humanities Computing

(It: *Laurea Magistrale in Informatica Umanistica*)

- “MODELLAZIONE 3D” - 6 ETCS,
(3D modelling - introductory course on technologies for 3D modelling)
Università di Pisa - A.Y. 2013/2014

Master courses:

(It.: *Master universitario*)

- “GAME TOOLS PROGRAMMING” - 16 h (2 editions)
University Master in Computer Game development
University of Verona, 2013/2014, and 2012/2013

- “GAME ENGINES” - 16 h
University Master in Computer Game development
University of Verona, 2014/2015

PhD courses:

- “QUAD MESH PROCESSING”
SGP - Geometry Processing school for PhD students
(Eurographics / ACM). Genova, Italy, 07/2013.
- “GRAPHIC HARDWARE”
Eurographics Winter School for PhD students
(Eurographics Italian Chapter). Pisa, Italy, 02/2005.

Other courses:

- “LEARNING WEEK” (40 h)
(Orientation and training for the International Olympiad in Informatics for High School pupils)
Financed by Regione Lombardia. Busto Arsizio (Va) 02/2009.

4.2 PhD Supervisor / Jury, etc.

- **Supervisor** of 30+ Laurea thesis (Computer Science Course), both bachelor and master degrees, at the University of Pisa (in 2004) and Insubria (from 2004 to 2012).
- **PhD supervisor:** Paolo Brivio (PhD, University of Insubria, 2008-2012). *Dissertation title:* “Management and Visualization of Large Heterogeneous 2D-3D Datasets”. *Jury:* Prof. Micheal Goesele, Prof. Andrea Fusiello, Prof. Roberto Ranon
- **PhD Jury member:**
 - 23/10/2012: *Dissertation title:* “Parallel spatial data structures for interactive rendering.”
Candidate: dr. Francisco González García – *Supervisor:* Prof. Gustavo Patow
Universitat de Girona, Spain
 - 22/12/2009: *Dissertation title:* “Mesostructure Acquisition With Planar Illuminants.”
Candidate: dr. Yannick Francken – *Supervisor:* Prof. dr. Philippe Bekaert
Hasselt University, Belgium

5 Etc.

- 05/2000 - 08/2000: Civil service (military service substitute) at the Biophysics Institute, CNR: web-master, databases, system administrator etc.

5.1 Skills and extracurricular interests

Advanced programming (several languages).
Game design and development (both board-games and computer-games).
Scientific Divulcation (both to adolescents and adults).
Computers as tools for creativity.