



CineGrid International Workshop 2011 Speaker Information

Workshop organized by Pacific Interface, Inc.
Sponsored by CineGrid, a non-profit organization headquartered in California
Hosted by the California Institute for Telecommunications and Information Technology (Calit2) at
The University of California, San Diego (UCSD)
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Masahide ABE

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Masahide Abe is an associate professor whose research interests include digital signal processing, image processing, adaptive digital filtering and evolutionary computation.

Daisuke ANDO

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Daisuke Ando, currently an undergraduate in Keio's Faculty of Science and Technology, will enter its graduate program in April 2012, and continue his current research in distributed systems. He is a member of IEICE.

Janak BHIMANI

Ph.D. candidate, Graduate School of Media Design
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Janak Bhimani is the director of the 4K short documentary, *lenses + landscapes*, which is about the aftermath in the Tohoku region in Japan after the huge March 2011 earthquake from the point-of-view of three photographers. It was shown during a special screening at the 2011 Tokyo International Film Festival. His work in 4K also was shown at the 2010 Digital Contents Expo in Japan.

Bhimani earned a master's degree from Keio's School of Media Design, focusing his research on the implementation and use of digital video technology in order to enhance the creative output of children. Before returning to graduate school to pursue his Ph.D., Bhimani worked as an assistant language teacher in Japanese elementary and middle schools as part of the Japanese government-sponsored JET program. He also worked in broadcast TV as a director/producer at the New York bureau of the Japanese broadcaster, Fuji Television.

Nathan BROCK

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Nathan Brock is a post-doctoral scholar at the California Institute for Telecommunications and Information Technology at UC San Diego, where he researches networked audio, next-generation media production techniques, and distributed performance. Dr. Brock is an active recording engineer and a composer of chamber and orchestral music.

Leandro N. CIUFFO

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Leandro N. Ciuffo is a manager in the Directorate of R&D at RNP, in charge of interacting with scientific communities concerning new approaches to advanced network use, like demanding applications that require high-resolution images to be streamed over networks

Michelle DANIELS

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After graduating in 2003 from Stanford University with a bachelor's degree in music, science and technology, Daniels spent four years working in industry researching and developing new technologies for low bit-rate audio and image coding and music applications for mobile phones. In 2009, after receiving her master's degree in computer music from UCSD, she entered the university's computer music doctoral program, where her research interests include digital signal processing and machine learning for musical applications.

Thomas A. DeFANTI

Research Scientist, Calit2, University of California, San Diego (UCSD)
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Thomas A. DeFanti, Ph.D. has been an internationally recognized expert in computer graphics since the early 1970s. He is currently the principal investigator of the National Science Foundation's (NSF) International Research Network Connections Program's TransLight/StarLight project and holds the same position at the NSF GreenLight Instrument project and the KAUST Calit2 OptIPresence Project.

DeFanti is the recipient of the 1988 ACM Outstanding Contribution Award and was appointed an ACM Fellow in 1994. He shares recognition—along with Electronic Visualization Laboratory Founding Director Daniel J. Sandin—for conceiving the CAVE virtual reality theater in 1991.

Striving for more than a decade to connect high-resolution visualization and virtual reality devices over long distances, he is a founding member of GLIF (Global Lambda Integrated Facility), a group that manages international switched wavelength networks for research and education.

Cees de LAAT

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As chair of the System and Network Engineering Research Group at the University of Amsterdam, Prof. Dr. ir. Cees de Laat researches optical/switched networking for Internet transport of massive amounts of data in eScience applications,

Semantic Web description language for networks and connected resources, cross-organization authorization architectures, and security/privacy systems for distributed environments.

De Laat collaborates in such European Union projects as CN3, Geysler, NOVI and ENVRI. He also serves in the Open Grid Forum as IETF liaison, and is acting co-chair of the Grid High Performance Networking Research Group (GHPN-RG). Additionally, he is chair of GridForum.nl/ and a board member of ISOC.nl/. De Laat is co-founder and the organizer of several of the past meetings of the Global Lambda Integrated Facility (GLIF). He is one of the founding members of CineGrid and chairs the CineGrid Amsterdam steering group. Web:m <http://www.science.uva.nl/~delaat/>

Jose DIAS

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Over the last thirty years, Dias has emerged as an industry-recognized inventor, artist, engineer and financier within the domains of computer graphics, special effects and related broadcast technologies. He has been with Globo, South America's largest TV network, since 1971, and continues to research and develop sophisticated techniques and solutions for television, film and Internet productions.

His recent pioneering innovations include applications delivering virtual advertising (embedded virtual displays within televised stadiums), interactive virtual sports (immersive capture of broadcast sports for later manipulation), virtual ads (insertion of CGI products, set elements within live action), and one of the world's first photo-realistic virtual actors (*Fantastico*, 1994). He has also developed new techniques for virtual sets, back lots, and the first submarine simulation for Brazil's Navy.

Additionally Dias has maintained a long career as a computer artist, continually evolving Globo's cutting-edge on-screen 3D identity graphics. Most recently, he produced and directed a feature film trailer in 3D of Brazil's famous Carnival, which premiered at NAB 2009. He has for many years been a member of SMPTE, IEEE, SETI and SET.

Cosmin DUMITRU

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Cosmin Dumitru is a Ph.D. student at University of Amsterdam's System and Network Engineering Group. In 2010 he received his master's degree in system and network engineering at the same university with the *cum laude* distinction. Cosmin's research is focused on high-performance networking and distribution of high-definition media.

Maciej GLOWIAK

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Maciej Glowiak graduated from Poznan University of Technology in 2003 and then began working for the Poznan Supercomputing and Networking Center. His technical background entails network software engineering and parallel computing. Glowiak's professional research interests include high-capacity networks, network monitoring, new protocols (IPv6), new multimedia/media technology research, 4K video hardware/software development, among other areas.

Glowiak is involved in a number of Polish and European network endeavors including the Future Internet Engineering project, 6NET, GEANT, and PLATON, and, as well as such multimedia projects as Vision Air. He is currently building 4K and 4K 3D nodes in Poland.

Paul HEARTY

Vice President, Technology Standards,
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Dr. Hearty received his Ph.D. in cognitive neuroscience from Canada's Queen's University in 1981. He has worked nearly 30 years in fields relating to television and cinema, holding senior positions in government and industry in Canada and the United States. Previously, he was associate dean of the Faculty of Communication and Design at Ryerson University in Toronto, and director of the Rogers Communications Centre, a major center for instruction and research in advanced media at Ryerson. From 1987 to 1995, he was a leader in the development and standardization of the digital HDTV system currently deployed in North America and elsewhere. For this work, he was awarded one Emmy and was recognized for his contributions to four other Emmy awards.

Hearty has actively contributed to national and international standards for production and program exchange, as well as for broadcast, satellite, and cable transmission. He has served as chair of the Society of Cable Telecommunications Engineers (SCTE) Digital Video Subcommittee, which has been responsible for digital cable standards in North America since its inception in 1996. He is the author of numerous publications and presentations and serves on the board of CineGrid, which he helped found. He has served on the Society of Motion Picture and Television Engineers (SMPTE) Board of Editors since 1995 and is a SMPTE Fellow. He has been a SMPTE editorial vice president, a member of the SMPTE Executive Committee, and a member of the SMPTE Board (since 2009).

Laurin HERR

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Laurin Herr is founder and president of Pacific Interface, an international consulting company that facilitates research and business between Japan, America and Europe. For 30 years, Pacific Interface has been analyzing trends in media, computing, video/graphics, displays and networking applications on behalf of clients wishing to explore new markets. In addition to strategic consulting and business development services, Pacific Interface provides a wide range of specialized services to organize and manage research collaborations, technical symposia, technology showcases, and media events.

Herr is also one of the co-founders of CineGrid, a non-profit international interdisciplinary community focused on the research, development, and demonstration of networked collaborative tools to enable the production, use, preservation and exchange of very-high-quality digital media over photonic networks.

From 1992 to 2004, concurrent with his activities at Pacific Interface, Herr also held senior management positions at Silicon Valley digital media technology companies SuperMac, Radius, Truevision, and Pinnacle Systems. He has also worked extensively as an independent video producer/director. From 1982 to 1992, he was the official liaison to Japan for ACM SIGGRAPH. From 2001 to the present, he has served as an advisory member of the Digital Cinema Consortium of Japan.

After receiving his Bachelor of Arts degree from Cornell University, Herr studied Japanese intensively in the U.S. and Japan, and pursued additional graduate studies at Cornell and at Sophia University in Tokyo. He holds a fifth-degree black belt in the martial art, Aikido.

Petr HOLUB

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Petr Holub graduated from the Faculty of Sciences, Masaryk University in Brno, The Czech Republic in 2001, and in 2005 received his Ph.D. from the Faculty of Informatics MU, focusing on high-speed networks, multimedia and collaborative environments. Since 1999 he has worked at the Institute of Computer Science MU in the Laboratory of

Advanced Networking Technologies, where he is part of the scientific leadership. Since 2004, Holub has also been a researcher with CESNET.

Holub has worked as a visiting researcher at Louisiana State University, and also collaborated with other international organizations such as EVL/UIC; CREW U. of Michigan, ICAIR NW, and Internet2. His professional interests include high-speed networks and suitable protocols, active networks, user-empowered overlay networks, multimedia processing and real-time distribution, and advanced collaborative environments with extensions to grids. He has been an investigator in a number of research and development projects, including EU GridLab, EU ITHANET, EU EuroCareCF, NSF EAGER, MSM 6383917201, MSM 0021622419, and GACR 102/09/H042.

George JOBLove

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George Joblove is a digital media technology executive and consultant who has played key and pioneering roles in the development and application of digital technology to the entertainment industry. He has three decades of experience in the strategizing, management and development of technology in the service of the art, craft and business of motion pictures and television. His focus has been on digital imaging for motion pictures, and on technology as an enabler for new visual entertainment business models.

Most recently, Joblove served for three years as executive vice president of advanced technology at Sony Pictures Entertainment. Previously, he worked for 10 years at Sony Pictures's visual effects and animation unit, Imageworks, where he served as chief technology officer. Prior affiliations include Warner Brothers, and Industrial Light & Magic, where he led the team that pioneered the use of computers to create visual effects for feature films (including such milestones as *The Abyss*, *Terminator 2*, and *Jurassic Park*).

Joblove is a member of the Academy of Motion Picture Arts and Sciences, and co-chair of its Science and Technology Council. In 1994 he received a Scientific and Engineering Academy Award. He is a member of SMPTE and an associate member of the American Society of Cinematographers. He holds a B.S. in computer science and an M.S. in computer graphics, both from Cornell University.

Ron JOHNSON

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Prior to his professorship at the University of Washington, Ron Johnson served as that school's vice president, chief information officer, chief technology officer and vice provost. He has played a founding role in each generation of advanced international, national and regional networks, and continues to involve himself with governance issues and technology innovation. These networks include NLR, the GLIF, Pacific Wave, Internet2, CENIC and the Pacific Northwest Gigapop.

Johnson and his teams have brought next-generation messaging technologies (PINE and IMAP) to the Internet. They have also pioneered in the arenas of applications and content, including the original demonstrations of uncompressed high-definition TV and cinema, and live-streamed uncompressed audio CD radio-on-the-Internet. Johnson serves in many capacities in high-performance computing—and other cyber-infrastructure—research, initiatives and projects.

Masayuki KAWAMATA

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Masayuki Kawamata is a professor whose research interests include 1-D and multi-dimensional digital signal processing, intelligent signal processing, and linear system theory.

Jason KIMBALL

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Jason Kimball's research focuses on high-performance computing and interactive visualization, including parallel/cluster computing, GPU programming, and high-performance network applications. Previous projects include remote collaborative visualization of 3D biomedical datasets, interactive stereoscopic volume rendering acceleration techniques and HD video playback on tiled display environments.

Frank KRESIN

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Waag Society is a media laboratory dedicated to developing applications focused on social innovation. Frank Kresin is responsible for programs and projects in the fields of culture, health care and the public domain. Kresin received a Master of Science degree in artificial intelligence from the University of Amsterdam, where he has also been employed. In addition, he has formal training in film making, and has worked for five years with the Dutch Digital University Consortium. His interests are in the fields of ICT and social innovation, sustainable development, knowledge management and philosophy.

Michal KRSEK

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Krsek's main research activities relate to CESNET, including high-speed networks and suitable protocols, network interconnection, content delivery networks, IPv6, multimedia transfers over IP networks and domain name system developments, such as eNum and DNSSEC. He is the author of number of international research papers and participates in various network development groups, including IETF, RIPE (European IP Networks) and the Internet Society (ISOC).

Krsek is the founder of PragueMediaNet, a network and applications infrastructure that interconnects academic, research, and industrial partners in media production and post-production. Krsek graduated from the Faculty of Applied Sciences at the University of West Bohemia.

Jason LEIGH

Director, Electronic Visualization Laboratory
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Jason Leigh, Ph.D., is best known for such projects as the OptIPuter, GeoWall, CoreWall, LambaVision, Tele-Immersion, and Reliable Blast UDP. His research for the past ten years has focused on Cyber-Commons, ultra-resolution display-rich collaboration environments amplified by high-performance computing and networking.

Leigh's recent area of research is Human Augmentics, which entails the research and development of technologies for expanding the capabilities and characteristics of human beings. His work in life-like avatars has been featured on *Popular Science's FUTURE OF* television program, and he has been profiled on *NOVA's ScienceNOW*. Leigh also teaches courses in video game design and development, and software design.

Brian LONG

Engineer
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With 15 years of experience working in professional audio, Long has diverse and extensive knowledge regarding the design and implementation of sound reinforcement and playback systems for installations ranging from single speaker events to massive show spectaculars and multi-channel media presentations.

Long holds a Master of Fine Arts degree from the University of Southern California's School of Cinematic Arts, where he specialized in post-production audio and worked on advanced multi-channel audio concepts.

Jean-Baptise LORENT

Project Manager
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Jean-Baptiste Lorent joined intoPIX in 2007, originally working as marketing manager to develop intoPIX and to identify business challenges for JPEG 2000 in the audio-visual industry. Today his responsibilities include project management and marketing with a focus on accelerating JPEG 2000 adoption by the industry.

Lorent received a master's degree in business engineering from the University of Louvain, in Belgium.

Michael T. MacKAY

Chief Information Architect and Chief Technology Officer
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Michael T. MacKay has more than 35 years of experience working in media-rich information architectures. His expertise integrates creative, technical and business acumen, while his experience ranges from international production and post Vfx to information architectures for the world's most demanding businesses.

MacKay has been an integral part of the teams that brought video, digital computing and CGI to the media and entertainment industries, working with such companies as Atari, Varitel, DisQuest, Sony, SGI, Wavefront Technologies, Babelsberg Deluxe, X-Quest, Warner Brothers, to name only a few. He has designed and authored Request for Proposals for Direct Broadcast Satellite (DBS), DirecTV, MEASAT, UPC, AT&T, EchoStar Dish, and Ameritech PacBell. MacKay also has made major contributions to technology projects for the US government (national labs, Defense Dept.), has created business models and plans (AquaPass, Hangar 22, The Global Studio, etc.), and assisted in global media-rich projects for consulting firms (PWC, Gardner Group, eCity, KPMG, etc.).

For many years MacKay has been active in the music industry designing electronics for the guitar manufacturer GRD Guitar Research and Design, as well as technically supporting such recording studios and manufacturers as Agora, Crescendo, New England Digital, Fairlight and others. He has also worked with sound designers, composers and musicians.

Todd MARGOLIS

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Todd Margolis is a trans-media producer of immersive artworks. In addition to his work at CRCA, He serves on the boards of several non-profit and academic organizations in the US and UK that focus on immersive and interactive art and technology.

Margolis's current research investigates the relationship of culture and society to emerging media. His practice draws on more than a decade of experience creating tele-collaborative immersive and interactive artworks and systems. He has published numerous papers on mixed-reality artworks and systems, and lectured on new media both nationally and internationally. Margolis's work has been shown in museums, at festivals, and in galleries around the world.

Andy MALTZ

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The Academy reconstituted its Science & Technology Council in 2003, and as its first director, Maltz has been responsible for developing and implementing its operational plan, and administering the Council's day-to-day operations. Previously, Andy was CEO of Avica Technology Corporation, where he led the first worldwide commercial deployment of digital cinema servers, drove the development of key technologies for digital cinema, and was heavily involved with the digital releases of many major motion pictures in the U.S., Europe and Asia. He also has served as a consultant to such companies as Sharp Electronics and Microsoft, where he spearheaded the development of the Advanced Authoring Format, a widely adopted professional media interchange format. Maltz worked as the executive vice president of operations and engineering for nonlinear editing pioneer Ediflex Digital Systems.

Maltz serves on the U. S. National Archives Public Advisory Committee for Electronic Records Archives, is an associate member of the American Society of Cinematographers, and is a fellow of the Society of Motion Picture and Television Engineers where he serves on several engineering committees and the SMPTE Journal Board of Editors. He received his B.S.E.E. from the State University of New York at Buffalo.

Greg McMURRY

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McMurry began his motion picture career working on the benchmark visual effects films: CLOSE ENCOUNTERS OF A THIRD KIND, STAR TREK: The Motion Picture, and BLADE RUNNER.

For over 15 years McMurry was the lead Visual Effects Supervisor and Cinematographer for a major Los Angeles visual effects facility that pioneered the use of computer generated motion picture imagery. For the last decade he has worked directly with Directors and Producers designing and executing motion picture sequences that require a delicate marriage of live photography with complex digital and physical elements.

Greg McMurry takes great pride in his understanding of the newest aspects of feature film work-flow including budgeting, pre-production, pre-visualization, unit production, cinematography (2D and 3D) and all aspects of post production and digital intermediate. He maintains his deep roots in the visual effects industry and has a comprehensive relationship with worldwide visual effects suppliers.

McMurry is an active member of the American Society of Cinematographers and the ASC Technology Committee. He is a member of the Academy of Motion Picture Arts and Sciences where he enjoys a position on the executive board. Additionally, he has long standing memberships in the Society of Motion Picture and Television Engineers, the Visual Effects Society and the International Photographers Guild (local 600).

Steve MORRIS

Director of Engineering
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Steve Morris is a 20-year veteran in the audio engineering industry and has worked on designing facilities in every facet of the media business, including music, film and video post-production as well as television broadcast. He attended New York University.

Felix NEVRELA

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Nevrela works with digital intermediates and SFX for feature movies and commercials. In addition, he has been a producer and director of daily television series and projects. He is experienced in 2K/CineGrid feature film post-production based on CineGrid projection, scanning and color grading equipment.

Frédéric NOEL

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With a background in mechanical design and its related disciplines, Noel's interests are primarily computer-aided design and collaboration assistance for designers. He believes that state-of-the-art CAD systems and collaborative tools must take advantage of the newest technologies in order to bring design expertise to networks.

Noel leads the Visualization and Interactions group of the European Research Infrastructure project, which provides ultra-high definition networking facilities, as well as expertise in scientific visualization, virtual reality and augmented collaborative environments for research.

Tsuyoshi OGURA

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Tsuyoshi Ogura joined NTT Laboratories in 1994 and is currently working at the Network Innovation Laboratories there on high-speed video server architectures and applications of network virtualization technologies.

Ogura received Bachelor of Engineering (1992) and Master of Engineering (1994) degrees from Kobe University, in Japan.

Naohisa OHTA

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Naohisa Ohta, Ph.D., is currently in charge of the Advanced Media Technology Laboratory at KMD where he directs several projects focused on technology, design, management and policy for society in the future. He also directs research on long-term stable archive systems and technologies for sharing high-quality digital media via networks, including 4K and "Beyond 4K" applications.

Ohta formerly worked at NTT Laboratories, where he researched and developed signal processing algorithms for audio/visual communication and highly parallel DSP systems and architectures. He was part of the R&D team that worked on Super-High-Definition (SHD) imaging applications for futuristic optical fiber networks, and contributed to the basic development for one of the world's first 4K motion picture systems. After NTT, he worked at Sony, serving as the president of its Broadband Applications Laboratory, directing R&D on audio/visual transmission with QoS for real-time applications, scalable coding for high-quality digital cinema, extra-reality video creation technologies, and personalization technologies.

Ohta is currently the chair of COMSOC's Emerging Technology Committee, IEEE. He is an IEEE Fellow, a SPIE Fellow, and a board member of the Digital Cinema Consortium of Japan as well as the Digital Content Institute. He received his B.S., M.S. and Ph.D. degrees from Tohoku University.

Peter OTTO

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Peter Otto is schooled in the language and aesthetics of media expression, and equally accomplished in advanced hardware/software design and engineering, including instrumentation and facilities design, systems and networking applications, and a wide array of media technology research and development areas. Classically trained in musical performance and composition, he completed his graduate work at California Institute of the Arts in Los Angeles in 1984, and continued there on faculty for several years.

He currently holds appointments at UCSD as technology director/faculty in music and as head of research & development in the Sonic Arts initiative at UCSD's Calit2. As a hardware designer, he invented the first widely available digital audio workstation control surface (Waveframe's Contact MIDI Panel), designed the hardware-based spatial audio system TRAILS, and is currently designing audio systems for Calit2 (StarCave, HiperWall and other systems). Audio facilities credits include Calit2's Spatial Audio Lab (Spatlab) and collaborative designs for Calit2's Black Box and Digital Cinema Theatres, and new systems and studios at UCSD Music's new Prebys Music Center (Experimental Theatre and other systems). Other design work includes advanced research projects in high-definition multi-channel audio streaming and production systems, most notably for CineGrid.

In software design, Otto has written software for diverse applications in multi-channel and spatial audio, including binaural and multi-channel sound design environments and utilities, and a variety of spatial audio imaging packages.

Dana PLEPYS

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Dana Plepys is the director and curator of the CineGrid Exchange, a multi-site, distributed digital media repository supporting CineGrid member-driven testbeds for research and experimentation in digital media asset management, distribution and preservation applications.

Plepys is also an associate director of the Electronic Visualization Laboratory (EVL), responsible for administering EVL's advanced research, as well as managing its collaborations and technology transfers with industry and affiliated laboratories. Her joys include supervision of graduate students and serving as an advisor on graduate thesis committees for the Master of Fine Arts degree. She assists in the development of tools, techniques, and systems for scientific and artistic VR and visualization applications, and the development and production of Web and video documentation of EVL research and activities. Plepys is also responsible for EVL's business affairs and the finances of grants, contracts, and internal funding.

Since 1993 Plepys has been editor of the SIGGRAPH Video Review (SVR), one of the world's most widely circulated and comprehensive video-based publications showcasing the latest concepts in computer graphics and interactive techniques. She has produced over 165 issues of the SVR, and is responsible for production, publication and media distribution. Plepys is actively involved in the initiative to preserve and digitize SVR's historical archives (1979-2008).

Annisa Mahdia PRATIWI

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Annisa Mahdia Pratiwi background is in video production and television as an editor and art director. She is the editor of the 4K documentary film, *lenses and landscapes*, about the recent massive Japanese earthquake, and the originator of the concept behind *Growing Documentary*, with the theme of rebuilding the Tohoku region that was struck so hard.

She has been extensively involved in volunteer activities with various non-governmental organizations since the March 2011 earthquake.

Mahdia Pratiwi has a bachelor's degree in visual communication design for advertising from the Bandung Institute of Technology in Indonesia, and is currently pursuing her Master's at Keio's Graduate School of Media Design.

Luc RENAMBOT

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Luc Renambot received a Ph.D. at the University of Rennes-1 (France) in 2000, conducting research on parallel rendering algorithms for illumination simulation. Then, holding a Postdoctoral position at the Free University of Amsterdam, he worked for two years on bringing education and scientific visualization to virtual reality environments. Since 2003, he has worked at EVL/UIC—first as a PostDoc, and now as research assistant professor—with research emphasis on high-resolution displays, computer graphics, parallel computing, and high-speed networking.

Dan SANDIN

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Dan Sandin has been working in stereo and auto-stereo displays, and stereo content, for more than 30 years. His latest VR display systems focus on passive stereo and auto-stereo. Sandin is currently a researchers at EVL at UIC, and also at Calit2 at UC San Diego.

In 1991, Sandin, Tom DeFanti and Carolina Cruz-Neira developed the CAVE virtual reality (VR) theater.

Wayne SCHROEDER

Team Lead, Data Intensive Computing Environments
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Wayne Schroeder is the DICE-UCSD team lead, and the designer and implementer of several key aspects iRODS, including the database interface (metadata catalog), administration, authentication, security and (much of) the testing and installation functionality. Career highlights include software engineering at Sperry-Univac, the National Magnetic Fusion Computers Center at the Lawrence Livermore National Laboratory, and the San Diego start-up Entropia. In 1985, he helped start the San Diego Supercomputer Center, and worked there in software engineering and management roles thereafter.

Daisuke SHIRAI

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Shirai received his M.Eng. degree in computer science from Keio University, Japan. Since then, he has been researching super-high-definition (SHD) imaging systems and their transmission. He is currently involved in research and development of 4K image transmission systems. His research topics include image coding, media streaming technologies, and architecture of media distribution and exchange on network.

Guido Lemos de SOUZA Filho

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In addition to his duties at the Federal University of the Paraiba, Guido Lemos de Souza Filho is a member of the Digital Television Brazilian System Forum Council, which oversees the definition of Brazilian digital TV standards.

Michael STANTON

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Michael Stanton is the director of R&D at the Brazilian national research and education network, which he helped kick-start between 1986 and 1993. During that period he also was involved with the setting up and running of a regional network in Rio de Janeiro state (Rede-Rio).

After a Ph.D. in mathematics at Cambridge University in 1971, Stanton taught at several universities in Brazil. Since 1994, he has been a professor of computer networking at the Universidade Federal Fluminense (UFFF) in Niterói in the state of Rio de Janeiro.

Upon return to the national educational and research network in 2001, Stanton had the responsibility for R&D, as well as RNP's involvement in new networking and large-scale collaboration projects. During this period, RNP has deployed a modern optical infrastructure providing high-capacity services for nation-wide and international collaboration. Since 2008, RNP's R&D activities have included the migration to a hybrid packet-circuit network architecture for scientific and cultural application, and in collaboration with other global initiatives, the setting up of experimental Future Internet test-beds.

David STUMP, ASC

Cinematographer
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David Stump, ASC, has worked on numerous motion pictures and television productions as director of photography, visual effects director of photography, visual effects supervisor and as stereographer, including both live-action work and 2D-to-3D conversion work. He has earned an Emmy and an Academy Award for Scientific and Technical Achievements. His credits include such high-profile projects as *Immortals*, *The Resident*, *Quantum of Solace*, *Flight Plan*, *Fantastic Four*, *X-Men 1 & 2*, *Into the Blue*, *Red Riding Hood*, *Garfield*, *Panic Room*, *Batman Forever*, *Hollow Man*, *Men of Honor*, *Deep Blue Sea*, *Stuart Little*, *The Sphere*, *Contact*, *Batman & Robin*, *Mars Attacks*, *Executive Decision*, *Stargate*, *Free Willy* and *What Love Is*, among many others.

In 2001, Stump was accepted for full membership into the American Society of Cinematographers, where he is currently chairman of the Camera Subcommittee of the ASC Technical Committee. Under his guidance, the combined efforts of the Producer's Guild of America and the American Society of Cinematographers recently completed production of the ASC/PGA Camera Assessment Series, a side-by-side comparison of seven high-end digital cinema cameras and film run through an industry standard workflow, which was taken out to a film print and a Digital Cinema Package.

Norihisa SUZUKI

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Nori Suzuki, Ph.D., founded Zaxel in 1998, and has been the chief executive officer since then. Zaxel was created to develop a proprietary 3D video acquisition system that included the integration of 16 or more surround video cameras with real-time disk-based multi-channel video storage systems. Over the past year the company has re-directed its development efforts toward the professional video sectors, promoting its new “guaranteed lossless” HD/2K software codec.

Nori Suzuki received his Ph.D. in computer science from Stanford University and then taught at Carnegie Mellon University. Afterwards, he joined Xerox Palo Alto Research Center (PARC) and worked on designing and implementing workstations.

He has been the director of IBM Tokyo Research Center, and also worked as the chief technology officer at Sony Electronics. He is a Fellow of the Association of Computing Machinery (ACM).

Atsushi TAKAHARA

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Atsushi Takahara joined NTT in 1988, where he has worked researching LSI designed CAD systems, programmable device design, programmable network node architecture and flow-based traffic control. From 2003 to 2008, he was the director of visual communication services for NTT BizLink. From 2008 to 2010, he was the executive manager of NTT Network Innovation Lab’s Media Innovation Laboratory. He has led next-generation network architecture research and new applications for 4K beyond high-resolution media technologies.

Since 2011, Takahara has been the executive director of NTT Network Laboratories. His research interests include visual communication technology, new generation network architecture, and formal methods for system design. He received a doctor of engineering degree in computer science from the Tokyo Institute of Technology.

Sven UBIK

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Sven Ubik received his MSc. and Dr. in computer science from the Czech Technical University. He is currently with the research and development department of CESNET, which operates NREN (National Research and Educational Network) in the Czech Republic. His research interests include network monitoring, video transfers and programmable hardware.

Walter van DIJK

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Walter van Dijk joined SURFnet—the National Research and Education Network in The Netherlands—in 1995. He is a member of its management team and is currently responsible for customer relations and product management.

Van Dijk holds a Master of Science degree in political science from the Vrije Universiteit in Amsterdam and a Master of Science in business telecommunications from Delft University of Technology.

Natalie VAN OSDOL

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Van Osdol is vice president of Pacific Interface, an international consulting company that provides a wide range of specialized services to organize and manage research collaborations, technical symposia, technology showcases, and media events, in addition to strategic consulting and business development services. Van Osdol has managed many international events and conferences produced by Pacific Interface, including technical workshops, digital cinema symposia, technology demonstrations, exhibitions at international trade shows, press events and two museum exhibitions of computer graphics art in Japan. She produced the first U.S. and European demonstrations of 4K digital cinema and was associate producer of the *Visualization: State of the Art* series of video reports published by ACM/SIGGRAPH. In collaboration with NTT Corporation and the Whitney Museum of American Art, Van Osdol was the producer of *The American Century: A Director's Preview*, the first multimedia showcase of fine art using super-high-definition (SHD) imaging technology.

Van Osdol is one of the co-founders of CineGrid, a non-profit international interdisciplinary community focused on the research, development, and demonstration of networked collaborative tools to enable the production, use, preservation and exchange of very-high-quality digital media over photonic networks.

Van Osdol was also a founding partner of Compression Technologies, Inc., a company dedicated to the development and licensing of digital video compression tools. She attended Sophia University in Tokyo, Japan, and UCLA. Van Osdol is a member of ACM SIGGRAPH.

Michael WATFORD

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Mike Watford is a 26-year veteran of the telecommunications industry. He has had the good fortune to participate in large engineering projects spanning from the dawn of digital voice telephony (when 64Kb.s was considered high speed) to today's terabit-class fiber optic transmission systems. Mike's current interests revolve around the idea that an era of abundant bandwidth will change the way we approach transmission of high-definition video at 2K through 8 K, and beyond.

Jeffrey D. WEEKLEY

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Weekley is a 3D modeler, programmer and multimedia specialist. He works with NPS's MOVES Institute, whose expertise includes combat modeling systems, training systems, virtual environments, augmented reality, web technologies, networks, and interoperability. MOVES also excels in agents and artificial intelligence, human-computer interaction and human factors, education and distance learning.

Richard WEINBERG

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Richard Weinberg is a research associate professor at the USC School of Cinematic Arts. He earned a B.S. in computer science and psychology at Cornell University, and an M.S. and Ph.D. in computer and information science from the University of Minnesota and received the Computer Science and Engineering Distinguished Alumnus Award in 2003. After working at NASA, Lockheed Electronics and Cray Research, he joined USC in 1985 as the founding director of

the USC Computer Animation Laboratory, and has been instrumental in expanding the role of computer animation and digital technology at the school ever since. His digital movies *24 Flowers per Second*, *In the Pond* and *MicrOrganisms* have premiered at past CineGrid conferences. Weinberg's research interests include high-resolution microscopy, scientific visualization and digital cinema.