

# Ravi Ramamoorthi

Computer Science and Engineering  
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## EDUCATION

- 6/98-8/02 **Stanford University**  
Ph.D. in Computer Science  
Thesis: *A Signal-Processing Framework for Forward and Inverse Rendering*
- 9/94-6/98 **California Institute of Technology**  
B.S. in Engineering and Applied Science, M.S. in Computer Science, M.S. in Physics

## EMPLOYMENT

- 3/16– **University of California, San Diego**, Ronald L. Graham Chair of Computer Science  
7/15– Director, UC San Diego Center for Visual Computing  
7/14– Professor of CSE; affiliate in ECE
- 7/09– 6/14 **University of California, Berkeley**, Associate Professor of EECS (promoted to full 7/1/14)  
1/09– 6/09 **University of California, Berkeley**, Acting Associate Professor of EECS  
1/07–12/08 **Columbia University**, Associate Professor of Computer Science (tenure effective 7/1/08)  
9/02–12/06 **Columbia University**, Assistant Professor of Computer Science

## RESEARCH INTERESTS

My research goal is to develop the *theoretical foundations, mathematical representations, and computational algorithms* for understanding and *rendering the visual appearance* of objects, exploring topics in *frequency analysis and sparse sampling and reconstruction of visual appearance datasets* *a digital data-driven visual appearance pipeline* *light-field cameras and 3D photography; physics-based computer vision*

## HONORS

*ACM Fellow* for contributions to computer graphics rendering and physics-based computer vision, Dec 2017.  
*edX Prize for Exceptional Contributions in Online Teaching and Learning* (One of 10 finalists in all subjects worldwide; only recipient in computer science and only two-time finalist; presented Vancouver, Dec 2017).  
*IEEE Fellow* elevation for contributions to foundations of computer graphics and computer vision, Jan 2017.  
*edX Prize for Exceptional Contributions in Online Teaching and Learning* (One of 11 finalists worldwide for inaugural edX prize; announced and finalists presented at edX global forum in Paris, Nov 2016).  
*Ronald L. Graham Chair of Computer Science* Inaugural holder of endowed chair, UC San Diego, Jan 2016.  
*ACM Distinguished Scientist* elevation for significant impact on the computing field, Nov 2015.  
*Okawa Foundation Research Grant* “A Digital Visual Appearance Pipeline in Computer Graphics” (6 awards in the USA in Information Technology in 2011), Nov 2011.  
*Best Paper and Image Awards*: Best paper at 2011 ACM Symposium on Interactive 3D graphics, Honorable mention for best paper at SciVis 2014, Cover image of inaugural Siggraph Asia 2008, Inset page of Siggraph 2011, Cover of 2012 Computer Graphics Forum, Cover of April 2013 ACM Transactions on Graphics.  
*Presidential Early Career Award for Scientists and Engineers* (The PECASE is conferred by the President and is the highest honor bestowed by the US Govt on early career researchers), White House, Dec 19, 2008.  
*ACM SIGGRAPH Significant New Researcher Award* (highest early career award for computer graphics researchers; 1 award made per year among all “new” academic/industrial researchers), Aug 2007. See video introducing my work at <http://www.cs.ucsd.edu/~ravir/RaviR.wmv>  
*ONR Young Investigator Award* “Mathematical Models of Illumination and Reflectance for Image Understanding and Machine Vision” (2 awards per year in computer science), Office of Naval Research, Mar 2007.  
*Sloan Fellowship in Computer Science* (16 awards per year in computer science to junior faculty; only award in computer graphics in 2005), Alfred P. Sloan Foundation, Sep 2005.  
*NSF CAREER Award*, “Mathematical and Computational Fundamentals of Visual Appearance for Computer Graphics” (usually 3 awards per year in computer graphics), National Science Foundation, Feb 2005.  
*Stanford Graduate Fellowship* (awarded to 1% of PhD applicants), 1998-2002.  
*Green Prize for Creative Scholarship*, California Institute of Technology (1 or 2 awards made per year among all undergraduates for outstanding research), 1997.

## IMPACT SUMMARY

- *Academic Impact*
  - *Publications and Citations:* More than 140 papers, including 64 at ACM SIGGRAPH/TOG, with h-number 48 (9,000+ total citations). 27 of my papers are cited 100+ times according to Google Scholar. 5 of these are cited more than 400 times. See page 8 for publications.
  - *Awards:* Six major early career awards including White House PECASE and ACM Siggraph Significant New Researcher. Elevated to IEEE fellow. Six best paper and cover images as listed on page 1. Students won industry/govt fellowships for our work: Microsoft (Ren Ng, Charles Han), Intel (Ryan Overbeck), ATI (Charles Han), NSF (Michael Tao, Pratul Srinivasan), NDSEG (Pratul Srinivasan), Siebel (Brandon Wang), NVIDIA (Soham Mehta, LingQi Yan). Former postdoc Manmohan Chandraker won CVPR 2014 best paper award for line of work started at Berkeley.
- *Educational Impact:* Developed complete graphics curricula at Berkeley, Columbia, UCSD. Taught first-ever open online computer graphics course (edX, Nov 5–Dec 17, 2012), with 15,000 registered students of whom 892 received completion certificates. With re-offerings Mar–Apr and Oct–Dec 2013–17, total of more than 100,000 registered students in all seven classes, with more than 2,500 completions. Licensing by XuetangX for translation (public offering in Mandarin in Fall 2014). Public online lectures available at <http://www.youtube.com/user/raviramamoorthi> have received more than 500,000+ views (above site and UC Berkeley official channel combined) and 2,500+ subscribers. Open courseware is made available at <http://inst.eecs.berkeley.edu/~cs184/fa12/onlinelectures.html> UCSD CSE 167x featured as one of top 3 courses among all MOOCs on Class Central Aug 2015. Currently offered as part of first professional certificate in virtual reality. I was one of 11 finalists across all subject areas worldwide for *inaugural edX Prize for exceptional contributions in online teaching and learning* in 2016, and again in 2017 (only Computer Science recipient and only two-time finalist).
- *Mentoring Impact and Students:* 20 Postdoctoral, Ph.D. students graduated; see page 4 (4 advisees started tenure-track faculty in US, 6 in research labs, many collaborators).
- *Most Significant Industrial Impact:* Spherical Harmonic Lighting, introduced in my dissertation (2001, 2002) is now standard in video games (e.g., Halo series) and movies (a standard feature in RenderMan 16, from mid-2011). Weta Digital received an Academy of Motion Pictures Technical Certificate in 2014 for their implementation of spherical harmonic lighting in Avatar (2010). Importance sampling methods (2003, 2004) are now widely adopted in movie production, being built into RenderMan 16. I have consulted and collaborated with Pixar in this regard [81,82]. Methods based on unstructured light in spacetime stereo [68,98] are widely used in 3D RGBD sensors. Early work (2009) on sampling and reconstruction for Monte Carlo (MC) rendering [30,31] has inspired MC denoising algorithms used in almost all production renderers, and is identified as seminal in EuroGraphics STAR report [90].
- *Research Groups:* Key role in building leading multi-faculty research groups: Visual Computing Lab (VCL) at UC Berkeley and Columbia Vision and Graphics Center (CVGC). Founder and Director of the UC San Diego Center for Visual Computing <http://viscomp.ucsd.edu>. See page 6 for details.

## SELECTED INVITED TALKS (last 5 years)

- Jul 2017 “Light Fields: From Shape Recovery to Sparse Reconstruction”, *Keynote at Light Fields for Computer Vision CVPR Workshop, Honolulu*
- Nov 2016 “Sampling and Reconstruction of High-Dimensional Visual Appearance”, *Seminar at Max Planck Institute, Saarbrücken*
- Dec 2015 “Sampling and Reconstruction of High-Dimensional Visual Appearance”, *Keynote at International Symposium on Visual Computing, Las Vegas*
- Sep 2015 “Filtering Environment Illumination for Interactive Physically-Based Rendering in Mixed Reality” *Invited Speaker, Future of Virtual Reality Conference, San Diego*
- May 2015 “Sampling and Reconstruction of High-Dimensional Visual Appearance”, *Computer Science Seminar, UC Irvine*
- Feb 2014 “Sampling and Reconstruction of High-Dimensional Visual Appearance”, *Distinguished Lecture, University of California, San Diego, ECE Colloquium [Dec 2014]*
- Oct–Nov 2013 “Sampling and Reconstruction of High-Dimensional Visual Appearance”, *Keynote at CAD/Graphics 2013, Hong Kong (co-located with SIGGRAPH Asia), ICT USC*
- Jan 2013 “Sparse and Multiresolution Representations of Visual Appearance”, *Speaker in Invited Session, Joint Mathematics Meeting 2013, San Diego*

## TEACHING

CS 348a (Stanford)	Computer Graphics: Mathematical Methods. Teaching Assistant, winter 1999.
CS 148 (Stanford)	Introductory Computer Graphics, Summer 2001. Instructor for course.
SIGGRAPH 2002	Course Organizer (with Marschner): Acquiring Material Models by Inverse Rendering
COMS 4160 (Columbia)	Computer Graphics. Redesigned introductory undergraduate graphics course, and taught it each year, usually in fall. Spring 2003 (45 students), Fall 2003 (28 students), Fall 2004 (39 students), Fall 2005 (39 students), Fall 2006 (39 students), Spring 2008 (35 students), Fall 2008 (25 students)
COMS 4162 (Columbia)	Advanced Computer Graphics. Developed new undergraduate course. Spring 2005 (25 students), Spring 2006 (14 students). Was intended to be offered in alternate years.
COMS 6160 (Columbia)	Topics in Computer Graphics. Developed new graduate course taught every two years (content changes with each offering). Fall 2002 COMS 6998 Appearance Models (9 students), Fall 2004 Real-Time High Quality Rendering (23 students), Spring 2007 Visual Appearance Representations for Rendering (17 students).
CS 283 (Berkeley)	Developed CS 283 (earlier 294-13) as the basic graduate graphics course, taught yearly in the fall. First version co-taught with Prof. O'Brien in Fall 2009 (21 students), and sole instructor in Fall 2010 (8 students) and Spring 2013 (21 students).
CS 184 (Berkeley)	Reorganized, modernized and taught CS 184, Foundations of Computer Graphics (undergraduate graphics course) in Spring 2010 (77 students), Spring 2012 (90 students), Fall 2012 (94 students). Developed widely viewed online lectures and course material: <a href="http://inst.eecs.berkeley.edu/~cs184/fa12/onlinelectures.html">http://inst.eecs.berkeley.edu/~cs184/fa12/onlinelectures.html</a>
CSE 184.1x/167x (edX)	Taught first-ever open online computer graphics course on edX (6 week class covering key material in CS 184). First offering Nov 5–Dec 17, 2012; next offerings Mar 18–Apr 29, Oct 7–Nov 18, 2013, Oct 6–Nov 17, 2014. Offered as first UC San DiegoX course CSE 167x after transition to UCSD Aug 17–Sep 28, 2015; self-paced Dec 1, 2015–Mar 31, 2016; May 1–Sep 30, 2016. Now part of virtual reality professional certificate, Jun 1, 2017–Aug 31, 2017. First offering: 15,000 enrolled students; 892 received completion certificates; Second: 20,000 students, 535 completions; Third: 21,000 students, 520 completions; Fourth: 7,500 students; 200 completions. First UC San Diego X CSE 167x offering: 19,000 students, 324 completions; 218 self-paced completions. Licensed by Queen Rania Foundation and XuetangX for translation into Arabic and Mandarin respectively. Mandarin MOOC from XuetangX offered in Fall 2014.
CSE 274 (UCSD)	Topics in Computer Graphics. New graduate course to cover advanced topics (content may change with each offering). Winter 2015 Real-Time High Quality Rendering (CSE 291, 16 students), Fall 2015 (15 students). Will be offered annually.
CSE 167 (UCSD)	Computer Graphics. Modernized graphics course, including first use of edX edge, code and image graders, and modern OpenGL 3.1. Winter 2017 (120 students).
CSE 163 (UCSD)	Advanced Computer Graphics. New undergraduate course follow-on to CSE 167, Spr 2015 (CSE 190, 34 students), Win 2016 (35 students), Spr 2017 (59 students).

## STUDENT COLLABORATORS AND ADVISEES

**Postdoc (1):** Nima Khademi Kalantari (since Jan 2016)

### **Current Ph.D. (co-)advisees (9)**

- Ling-Qi Yan [NVIDIA Fellowship] (Berkeley, since Sep 2013)
- Pratul Srinivasan [NSF/NDSEG Fellow] (Berkeley with Ren Ng, since Aug 2014)
- Zachary Murez (UCSD with David Kriegman, since Oct 2014)
- Jiyang Yu (UCSD ECE, since Jul 2015)
- Lifan Wu (UCSD, since Sep 2015)
- Sai Bi (UCSD, since Sep 2015)
- Zexiang Xu [Powell-Bundle Fellowship] (UCSD, since Sep 2015)
- Alexandr Kuznetsov (UCSD, since Sep 2016)
- Tiancheng Sun [Jacobs Fellowship] (UCSD, since Sep 2017)

**Current UCSD MS advisees (2):** Jingwen Wang (since Oct 2016), Jean Choi (since Sep 2017)

## ALUMNI

- *Postdoc (8):*
  - Simon Premoze [was at ILM] (Oct 2003–Mar 2005)
  - Craig Donner [now at Google] (Oct 2007-Aug 2009)
  - Adrien Bousseau [Eurographics 2011 PhD Award, now researcher at INRIA Sophia-Antipolis] (Nov 2009-Oct 2010)
  - Manmohan Chandraker [now faculty at UCSD; was head of vision at NEC Labs] (Sep 2009-May 2011)
  - Huamin Wang [now Associate Professor at Ohio State] (Oct 2009-May 2011)
  - Milos Hasan [now at AutoDesk] (Oct 2010-Sep 2012)
  - Dikpal Reddy [now at Light (earlier NVIDIA Research)] (Sep 2011-Jun 2013)
  - Eno Toeppel [was at Magic Leap] (Oct 2013-Sep 2014)
- *Ph.D. students (11):*
  - Aner Ben-Artzi [started at Sony] (since Jan 2003: Ph.D. deposit May, 2007)
  - Bo Sun [now at Intu Financial] (since Jan 2004 : Ph.D. deposit Aug, 2008)
  - Dhruv Mahajan [now at Facebook Research] (since Jan 2006 : Ph.D. deposit Aug, 2009)
  - Ryan Overbeck [now at Google] (since Sep 2006 : Ph.D. deposit Aug, 2009)
  - Jinwei Gu [now at NVIDIA Research] (since Sep 2005 : PhD deposit *with distinction* May, 2010)
  - Charles Han [now at Google] (since Jan 2006 : Ph.D. deposit Jun 2011)
  - Kevin Egan [now at DE Shaw] (since Sep 2006 : Ph.D. deposit Aug 2011)
  - Jiamin Bai [now at Light] (since Jan 2010 : Ph.D. deposit Dec 2014)
  - Soham Mehta [now at Light] (since Aug 2011 : Ph.D. deposit May 2015)
  - Michael Tao [now at Apple] (since Aug 2010 : Ph.D. deposit Sep 2015)
  - Ting-Chun Wang [now at NVIDIA Resarch] (since Sep 2013 : Ph.D. deposit May 2017)
- *Ph.D. (co-)advisee (1):* Jason Lawrence [now at Google; was tenured faculty at Univ. Virginia, NSF CAREER Award 2008] (Princeton, advisor Szymon Rusinkiewicz, since Jun 2003: Ph.D. Jun 2006)
- *Ph.D. student collaborators:* Ren Ng [Microsoft Fellow, winner of 2006 ACM doctoral dissertation award, founder of Lytro, now assistant professor at Berkeley] (Stanford, advisor Pat Hanrahan, May 2002-Jan 2004), Sameer Agarwal (UCSD, advisor Serge Belongie, Jan 2003), Srinivasa Narasimhan [now full professor at CMU] (advisor Shree Nayar, Jan 2003-Jan 2006), Todd Zickler [now chaired professor at Harvard] (Yale, advisor Peter Belhumeur, Nov 2002–Feb 2005), Ira Kemelmacher Shlizerman [now faculty at University of Washington] (Weizmann Institute, advisor Ronen Basri, Jun–Aug 2006), Diego Nehab [now faculty at IMPA] (Princeton, advisor Szymon Rusinkiewicz, Jun 2003-Jun 2007), Pieter Peers [now faculty at College of William and Mary] (KU Leuven, advisor Phil Dutre, Oct-Dec 2005), Oliver Cossairt [NSF Fellow, now faculty at Northwestern] (advisor Shree Nayar, Aug 2007–Jan 2008), Rob Carroll (advisor Maneesh Agrawala, Aug 2010-Jan 2011), Florian Hecht (Sep 2009-Aug 2011), Charles de Rousiers (INRIA, advisor Nicolas Holzschuch, Mar-Sep 2010), Shuang Zhao [now faculty at UC Irvine] (Cornell, advisor Kavita Bala, Jul 2012-Jun 2014), Jannik Boll-Nielsen (DTU, Aug 2014-Jan 2016), Tzu-Mao Li (MIT, advisor Fredo Durand, Sep 2014-Jun 2017) .
- *M.S.:* Sebastian Enrique [now at Electronic Arts] (Sep 2003–Jun 2005), Kalyan Sunkavalli [researcher at Adobe after Ph.D. at Harvard] (Sep 2004–Jul 2006), Dhruv Mahajan [M.S. thesis, then Ph.D. ] (Sep 2004–Dec 2005), Ryan Overbeck [M.S. thesis, then Ph.D. ] (Sep 2004–Dec 2005), Chien-I Tu [was Ph.D. at Texas A&M] (Jun–Sep 2005), Nandan Dixit [now at Google] (Sep 2005–Dec 2006), Yu-Ting Tseng [now at Google] (Sep 2007–Dec 2008), Eric Risser [now entrepreneur after Ph.D. at Trinity, Dublin] (Sep 2007–Dec 2008), Fu-Chung Huang [now at NVIDIA research after Ph.D. at Berkeley] (Jan–Dec 2009), Brandon Wang [Siebel Scholar, now at Pixar] (M.S., Sep 2012–Jun 2013), Chiwei Tseng [now at DreamWorks] (M.S. thesis, Oct 2014–Jun 2015), Krishna Mullia [now at Dreamworks] (M.S., Oct 2014–Jun 2015), Jong-Chyi Su [now Ph.D. at UMass] (M.S., Oct 2014–Jun 2015), Muhammad Riaz [now at Apple] (M.S., Oct 2014–Aug 2016), Matteo Mannino (M.S., Jan 2015–Jun 2017 expected), Weilun Sun (M.S. Sep 2015–Sep 2017).
- *B.S.:* Makiko Yasui [Theodore Bashkow award] (SEAS 2004), Zeyar Htet (SEAS 2005), Ray Ming-Yeh [Computer Science Scholarship award] (SEAS 2005), Matthew Schulkind (SEAS 2006), Michael Tao (B.S. 2010, continued to Ph.D.), Brandon Wang (B.S. 2012, continued to M.S.), Nicholas Estorga (B.S. 2013 Dec), Ki-Fung Woody Chow (B.S. 2013 Dec).

## **FUNDING (total PI allocation of \$7M+, of combined funding of more than \$13M)**

“Computer Vision and Scene Understanding with Light Field Imaging” [PI] ONR \$500,000 Sep 1, 2017 – Sep 30, 2020.

“Fast Photorealistic Computer Graphics Rendering of Non-Smooth Surfaces” [PI] with S. Marschner (Cornell), NSF \$987,537 Sep 1, 2017–Aug 31, 2021.

“High-Fidelity Shape, Reflectance from Light Field Cameras” [PI] Google Res. Award \$78,500 Apr 2017.

“Detailed Shape and Reflectance Capture with Light Field Cameras” [PI] with S. Rusinkiewicz (Princeton), \$500,000 Sep 1, 2016–Aug 31, 2019.

“Photo-Realistic 3D Face Scan & Rendering” [PI] Qualcomm gift \$50,000, Aug 2016–present.

“Real-Time Photorealistic Rendering for Augmented Reality” [PI] with J. Schulze, \$100,000 May 2016.

“Unified Multi-Cue 3D Depth Estimation from Light Field Images” [PI] Google Research Award \$74,500 Apr 2016.

“Multi-Scale Reflectance Models” [PI] Autodesk BUILD Grant (gift) \$96,000 Feb 2016.

UC San Diego Center for Visual Computing, membership fees Samsung, Cubic \$130,000 Jan 2016, 2017.

“Unified Multi-Cue Depth Estimation from Sparse Multi-Camera, Dense Light Fields” [PI] Nokia Gift \$48,821 Dec 2015–present.

“Limits and Algorithms for Shape Inference from Multi-View and Multi-Light Light Field Images” [PI] Draper \$60,000 Nov 2015–Jun 2016.

“Geometric 3D Shape, Illumination and Reflectance from RGBD Images and Videos” [PI] Sony \$200,000 Apr 2015–Sep 2017. (Additional \$50,000 gift to VisComp Center to support Visiting Industrial Fellow Ebi Hiroaki).

Licensing fees for CS 184.1x (Queen Rania Foundation) \$49,980 Apr 2015, transferred to UCSD.

“Sampling and Reconstruction for Computer Graphics Rendering and Imaging” [PI] with F. Durand (MIT), \$500,000 Sep 1, 2014–Aug 31, 2017, transferred in full to UCSD.

“Shape Recovery and Image Understanding with non-Lambertian Reflectance” [PI] ONR \$450,000 Jun 2014–May 2017 (transferred to UCSD, Jan 1, 2015–Feb 28, 2018).

“On Relating Visual Elements to City Statistics” [PI] Google Research Award \$71,500 Apr 2014.

“Combining 2D and 3D: Using RGBZ to estimate geometric shape, illumination and reflectance” [PI] Sony \$125,000 Apr 2014–Sep 2015 (returned to Sony after PI’s departure for UCSD).

“Light Field 3D Depth Estimation and Video Stabilization” [PI] Nokia \$100,000 Sep 1, 2013 – Jul 31, 2015.

“Multi-Cue 3D Depth Estimation from Light Field Images” [PI] Samsung GRO grant, \$100,000 Oct 1, 2013

Curriculum Development Grants for CS 184 in 2012-2013: Fung Institute [co-PI] with J. O’Brien \$20,000; UC Berkeley Center for Teaching and Learning Instructional Improvement Grant [PI] \$3,000.

“Sparse Reconstruction and Frequency Analysis for Computer Graphics Rendering and Imaging” [PI] with F. Durand (MIT), \$500,000 Oct 1, 2011 - Sep 30, 2015.

Intel Science and Technology Center for Visual Computing: “Scalable Visual Rendering” and “Semantic Models of Urban Environments”, \$400,000 Apr 2011 – present.

“Beyond Flat Images: Acquiring, Processing and Fabricating Visually Rich Material Appearance” [one of 6 PIs], \$3,000,000 Sep 1, 2010 - Aug 31, 2017 (\$257,000 transferred to UCSD).

“Computational Models of Appearance for Computer Vision and Image Understanding” [PI] ONR PECASE Program, \$1,000,000 Apr 1, 2009 - Mar 31, 2014.

NavTeQ contract, [coPI] with Maneesh Agrawala, \$92,355 Nov 2011 – Jun 2013.

Okawa Foundation Research Grant, \$10,000 Nov 2011 – present.

Gift from Pixar Animation Studios [PI], \$70,000 Mar 1, 2009 – present.

Gift from Intel Corporation [PI], \$15,000 + \$25,000 equipment, Dec 2009 – present.

Gift from Adobe [PI], \$25,000, Mar 2010 – present, \$6,000 May 2011 – present, \$17,700 Dec 2011 – present, \$7,000 Oct 2012 – present, \$40,000 Oct 2013 – present, \$17,000 Oct 2016 – present.

Gift from NVIDIA [PI], \$10,000 + equipment, Mar 2010 – present.

“Theory and Algorithms for High Quality Real-Time Rendering and Lighting/Material Design in Computer Graphics” [PI] with H. Jensen (UCSD), NSF CPA \$320,000 Sep 1, 2007 - Aug 31, 2010.

“Mathematical Models of Illumination and Reflectance for Image Understanding and Machine Vision” [PI], ONR Young Investigator Program \$350,000 + \$30,000 matching funds Jun 1, 2007 - May 31, 2010.

Gift from Adobe Research [PI], \$68,000 Oct 1, 2007 – present.

“Fast and Accurate Volumetric Rendering of Scattering Phenomena in Computer Graphics” [co-PI] with S. Nayar, S. Narasimhan (CMU, PI), NSF CPA \$400,000 Mar 1, 2006 - Feb 28, 2010.

“Sloan Fellowship in Computer Science”, Alfred P. Sloan Foundation \$45,000 Sep 1, 2005 - Aug 31, 2009.

“CAREER: Mathematical and Computational Fundamentals of Visual Appearance for Computer Graphics” [PI], NSF CCF Graphics and Visualization \$425,000 +\$45,000 matching funds Feb 1, 2005 - Jan 31, 2011.

“Restore the Trustworthiness of Digital Photographs: Blind Detection of Digital Photograph Tampering” [co-PI] with S. Chang [PI], NSF Cyber Trust program, \$740,000 Sep 1, 2004 - Aug 31, 2008.

“Real-Time Rendering and Interaction with Complex Illumination and Materials” [PI], Intel Corporation AIM Program, \$75000 + \$15000 equipment, Dec 1, 2003 – Aug 2009.

“Real-Time Visualization and Rendering of Complex Scenes” [PI] with H. Jensen (UCSD), NSF program on Numeric, Symbolic and Geometric Computation CCF \$434,734 Dec 15, 2003 - Nov 30, 2007.

“An Electronic Field Guide: Plant Exploration and Discovery in the 21st Century” [co-PI] with P. Belhumeur [PI], S. Feiner, D. Jacobs (UMD), J. Kress (Smithsonian), NSF ITR \$2,224,000 Sep 1, 2003 - Aug 31, 2010.

## RESEARCH GROUPS

Key role, with colleagues, in building leading multi-faculty research groups: UC San Diego Center for Visual Computing (VisComp; started Apr 2015), Visual Computing Lab (VCL) at UC Berkeley (started Jul 2011) and Columbia Vision and Graphics Center (CVGC; started Jan 2003). Significant increase in impact and visibility of graphics and vision research. Columbia went from no SIGGRAPH papers in prior four years to leading all universities with 10 papers at SIGGRAPH 2006. Berkeley went from a 20% yield of graphics PhD admits in 2009/10 to arguably being the leading graphics group within the VCL in 2013-14.

At UCSD, I have played a key leadership role as founder and inaugural director of the UC San Diego Center for Visual Computing <http://viscomp.ucsd.edu> with faculty spanning vision and graphics in computer science, virtual reality in CalIT2, and visual processing in cognitive science, and with at least two new junior faculty hires in computer science. UCSD faculty had 20 papers at CVPR 2017. This is one of the first three new agile research centers launched in the Jacobs School of Engineering, with significant industry support from 10+ industrial sponsors. VisComp launched Apr 16, 2015 at the Jacobs Research Expo. Press includes an article at UT San Diego, <http://www.utsandiego.com/news/2015/mar/13/sony-UCSD-computing/>

## PROFESSIONAL SERVICE

Co-Chair, International Conference on Computational Photography, 2018.

Co-Chair, Eurographics Symposium on Rendering, 2011. *Given Eurographics Recognition of Service Award*  
Associate Editor, ACM Transactions on Graphics, 2006 – 2016

Associate Editor, IEEE Transactions on Pattern Analysis and Machine Intelligence, 2009 – 2013

IEEE-CS Fellows Evaluation Committee, 2017

Selection/Nomination Committee for numerous field awards (membership kept secret), 2017

NSF Panelist and Reviewer, 2005 - 2016

Proposal Reviewer for Austrian, Cyprus, Science Foundation, KAUST, 2005, 2006, 2010, 2015

Program Committee and Papers Sort, SIGGRAPH ASIA conference, 2009, 2010, 2014, 2016, 2017

Posters and Technical Briefs Committee, SIGGRAPH ASIA conference, 2013

Program Committee, SIGGRAPH conference, 2006, 2007

Program Committee, EGSR (Eurographics Symposium on Rendering), 2005, 2006, 2007, 2009, 2012, 2013

Program Committee, CVPR (Conf. on Computer Vision and Pattern Recognition), 2003, 2007, 2010, 2016-17

Program Committee, ICCV (International Conference on Computer Vision), 2003, 2009

Program Committee, ECCV (European Conference on Computer Vision), 2004, 2006

Program Committee, ACCV (Asian Conference on Computer Vision), 2006

Reviewer for SIGGRAPH, Eurographics, Eurographics Symposium on Rendering, IEEE Computer Graphics and Applications, IEEE TVCG, IEEE PAMI, Computer Vision and Image Understanding, . . .

## DIVERSITY AND OUTREACH

Online graphics course CSE 167x draws a very diverse audience worldwide across many ethnic groups and socioeconomic backgrounds, many of whom would otherwise have no access to computing education. Community TAs and others come from Australia, Turkey, Russia, Argentina and include shopkeepers without

any formal degrees, high school students, and engineers/managers without formal computer science training. More than 100,000 registrations to date. Plans underway to include CSE 167x in Kiron refugee program.

As Director for the Center of Visual Computing, led conversation on Visual Computing for a program on UCSD-TV in the Computing Primetime Series (premiere 8/24/2015). 364,000+ views online, drawing broad general audience into computing, <http://ucsd.tv/search-details.aspx?showID=29675>.

Interview on Waskul TV explaining advances in interactive rendering to a general audience Jul 2013, 20,000+ views. Was at <http://waskul.tv/portfolio/ravi-ramamoorthi-uc-berkeley>

## DEPARTMENTAL AND UNIVERSITY SERVICE

- *Vice-Chair for Academic Personnel:* CSE Department Vice-Chair Jul 2016–present, for academic personnel merits/promotions. Regular consultations with department chair, CSE and Dean’s AP staff.
- *Senate Committee on Research Grants, General Campus:* Engineering representative on academic senate committee for internal university senate research and bridge grants.
- *Search Committee, Director for Online Education:* (UCSD, 2017).
- *Liaison for UCSD-edX:* Leading role in facilitating UCSD-edX agreement for offering of open online courses. Meetings with deans, academic senate, associate vice-chancellor, edX CEO. Agreement was signed by executive vice-chancellor in Apr 2015 with my CSE 167x as first UC San DiegoX course Aug 2015. UCSD-edX agreement covered in news article in This Week @UC San Diego. UCSD now has several edX courses including micromasters and first professional certificate in virtual reality.
- *GCCP-UCRP Bug Resolution:* Noticed and followed up to resolve key bug in UCRP retirement credit for GCCP participants at UCSD (and other UCs). Discussions with dean, heads of UCSD payroll, head of academic compensation, director of UCOP retirement. New NSTP title codes introduced Jul 2015 for 15-16 academic year, and retroactive correction of UCRP credit completed Oct 2015.
- *Director, UC San Diego Center for Visual Computing:* (Apr 2015–present). Managing relationships with faculty, industrial partners, organizing events including first annual retreat with 9 industrial sponsors at La Jolla Shores Hotel May 20-21, 2016. Next retreat with 45 participants at La Jolla Shores Hotel on May 25-26, 2017. Overall leadership, and speaking at key events involving alumni, corporate affiliates, and donors, including keynote at Corporate Affiliates program dinner, Jacobs Research Expo 2015, and presentation to UCSD Foundation and Alumni Board.
- *Distinguished Lecture Series:* Organized list of speakers and CSE 292 course for Fall 2014 DLS.
- *Faculty Recruiting Committee:* CSE Faculty Recruiting 2014-2015. Reviewing about 100 applicants in vision/graphics/robotics and overall shortlist, making recommendations for interview and comments on candidate talks and interviews.
- *PhD Admissions Committee:* CSE PhD admissions committee 2014-2015. Reviewing 50+ applicants, recommending admission and attending admissions meetings. Organized vision/graphics visit day, involving scheduling, and meetings with 4-5 admitted Ph.D. students, each year 2015–present
- *Buildings and Grounds Committee:* CSE committee to advise on issues related to space and building construction 2014–2016. Designed and oversaw construction/renovation of new center for visual computing laboratory in CSE 4127 (design started Oct 2014; construction completed summer 2016).
- *Pixel Cafe Seminar Series:* Revitalized and organized vision/graphics seminar series, with talks every week. Also administered course CSE 290. Fall 2014–present.
- *Regents and Chancellors Scholarships (Berkeley):* Interviewing for Regents and Chancellors Scholars (2011, 2012, 2013). Hence, member of Senate Committee on Undergraduate Scholarships and Honors.
- *Student Awards Committee (Berkeley):* Co-chair of student awards committee (2011-2013).
- *PhD Admissions and graduate advising (Berkeley):* CS PhD admissions committee, 2009–2013.
- *PhD Admissions (Columbia):* Served on PhD admissions committee 2002–2008. Participated actively on discussions to improve process, leading to new departmental fellowships for “general pool admits”.
- *Distinguished Lecture Series (Columbia):* Distinguished and Departmental Lecture series, 2006–2007.
- *Faculty Recruiting (Columbia):* (2002–2006).
- *Nominations Committee (Columbia):* Served on nominations committee (2004–2008) to select departmental nominees for competitive awards,

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<sup>1</sup>The ACM SIGGRAPH conference (and since 2008, SIGGRAPH Asia) is the leading venue for publishing research in computer graphics, with acceptance rates ranging from 15% – 25%. Since 2002, the proceedings have also been published as a special issue of the ACM Transactions on Graphics (TOG), the leading journal in graphics. Moreover since 2008, regular TOG papers are also presented at SIGGRAPH, further blurring the distinction. The EuroGraphics Symposium on Rendering (EGSR) is the leading venue for rendering research (second only to the SIGGRAPH conference), and has a competitive acceptance rate of 30 – 40%. Since 2008, the proceedings also appear in a special Computer Graphics Forum journal issue. Both SIGGRAPH and EGSR papers are fully reviewed, and considered terminal publications. In computer vision, the leading journals are the IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI), and the International Journal of Computer Vision (IJCV). Leading conferences are IEEE CVPR, ICCV and ECCV. Papers in these conferences are rigorously reviewed, with acceptance rates around 25%, and currently well below 4% for oral presentations.



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## CONSULTING

- *Pixar Animation Studios*: 3/2009-12/2011: Spherical Harmonic Lighting, Importance Sampling, Efficient Visibility. Adoption in Renderman 16 and publications [40,81,82].
- *Lytro*: 3/2012-4/2013: Analysis of Light Field Camera Resolution [50].
- *Pelican Imaging*: 5/2013-6/2014, on Technical Advisory Board till 6/2015: Depth Regularization and Automatic Matting with Mobile Camera Arrays. Internal adoption and patent/publication pending.
- *KL Gates*: 5/2014: Legal expert declaration in patent involving stereo imaging.
- *Light*: 7/2015–3/2016: Occasional consulting on computational imaging and 3D reconstruction.