

## Manuel M. Oliveira's Short Bio

**Manuel M. Oliveira**  
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Manuel M. Oliveira is an Associate Professor of Computer Science at the Federal University of Rio Grande do Sul (UFRGS), in Brazil. He received his PhD from the University of North Carolina at Chapel Hill, in 2000. Before joining UFRGS in 2002, he was an Assistant Professor of Computer Science at the State University of New York at Stony Brook (2000 to 2002). In the 2009-2010 academic year, he was a Visiting Associate Professor at the MIT Media Lab. His research interests cover most aspects of computer graphics, but especially the frontiers among graphics, image processing, and vision (both human and machine). In these areas, he has contributed a variety of techniques including relief texture mapping, real-time filtering in high-dimensional spaces, efficient algorithms for Hough transform, new physiologically-based models for color perception and pupil-light reflex, and novel interactive techniques for measuring visual acuity. His work has been marked by a quest for solutions that produce high-quality results in real time.

Manuel was program co-chair of the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games 2010 (I3D 2010), and general co-chair of ACM I3D 2009. He is program co-chair of the Latin American Symposium on Computer Graphics, Virtual Reality and Image Processing (CLEI 2014), and a member of the CIE (International Commission on Illumination) Technical Committee TC1-89 "Enhancement of Images for Colour Defective Observers". He has also served as program co-chair of the WSCG 2013 and SIBGRAPI 2006. He received the ACM Recognition of Service Award in 2009 and 2010.