Kurt Zimmerman
Research Associate
University of Utah, Salt Lake City, UT 84112

Education

Indiana University, Bloomington, IN (1998)

—PhD. in Computer Science

—Dissertation: Density Prediction for Importance Sampling in Realistic Image Synthesis

Indiana University, Bloomington, IN (1994)

—M.S. in Computer Science

Katholieke University, Leuven, Belgium (1989)

—B.A. in Philosophy

Manchester College, North Manchester, IN (1987)

—B.A. in Psychology

Experience

1998–present	Research Associate, Scientific Computing & Imaging Institute, University of Utah
1996–1998	Lead Software Engineer, University Information Technology Services Advanced Information Technology Laboratory, Indiana University
1995–1996	Software Assistant, Computer Science, Indiana University
1990–1995	Associate Instructor of Computer Science, Indiana University.

Research Interests

Scientific Visualization, Physically-based rendering, real-time rendering, software design and development.

Publications

8. Weinstein, Parker, Simpson, Zimmerman, & Jones. Visualization in the SCIRun Problem-Solving Envirnonment. In: Hansen & Johnson, ed. *The Visualization Handbook*. Elsevier Inc., 2005, pp.615-632.

7. Weiler, Westermann, Hansen, Zimmerman, & Ertl. 2000. Level-Of-Detail Volume Rendering via 3D Textures. *Proceedings of IEEE VolVis '00* (IEEE, 2000).

6. Zimmerman, Chiu, & Shirley. 1996. The Light Volume: An Aid to Rendering Complex Environments. *Rendering Techniques '96* (Proceedings of the Seventh Eurographics Workshop on Rendering)

5. Shirley, Wang, Zimmerman. 1996 . Monte Carlo Methods for Direct Lighting Calculations. *ACM Transactions on Graphics* (TOG).

4. Spencer, Shirley, Zimmerman & Greenberg. 1995. Physically-Based Glare Effects for Digital Images. *Computer Graphics '95* (ACM SIGGRAPH Conference Proceedings)

3. Zimmerman and Shirley. 1995. A Two-Pass Realistic Image Synthesis Method for Complex Scenes. *Rendering Techniques '95* (Proceedings of the Sixth Eurographics Workshop on Rendering)

2. Zimmerman. 1995. Direct Lighting Models for Ray Tracing with Cylindrical Lamps. *Graphics Gems V* (Collection).

1. Chiu, Herf, Shirley,Swamy, Wang, Zimmerman. 1993. Spatially Nonuniform Scaling Functions for High Contrast Images. *Proceedings of Graphics Interface '93*