Fabio Pellacini

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more information at: https://xelatihy.github.io

Short Bio

I am a Full Professor in Computer Science at the University of Modena and Reggio Emilia. Before then, I was an Associate and Full Professor at in Computer Science at Sapienza Università di Roma, an Assistant and Associate Professor in Computer Science at Dartmouth College, an Ivy League University, a Visiting Assistant Professor in Computing and Information Science at Cornell University, and worked in the R&D division of Pixar Animation Studios. I received an MS and Ph.D. in Computer Science from Cornell University and a Laurea degree in Physics from the University of Parma.

Interests

My research interests are in Computer Graphics, with a focus on solving design problems for the design, creative and entertainment industries. The core approach is to combine algorithms and efficient systems to allow professional designer as well as novices to create 3D scenes with significantly less effort. We made significant impact in the area of appearance design (patterns, materials, and lights), appearance fabrication, evaluation and visualization of designers workflows, and cloud-based collaborative design.

Research

I am the recipient of a National Science Foundation CAREER Award (USA) and an Alfred P. Sloan Fellowship, two major awards for young researchers in North America. I have been nominated as a Junior Faculty Fellow for Sapienza's Scuola Superiore di Studi Avanti. I regularly publish in the most prestigious Computer Graphics venues, including SIGGRAPH and ACM Transaction on Graphics.

Technology Transfer

I have credits in three Oscar nominated movies and my work has been used in the production of movies and games by Pixar Animation Studios, Dreamworks Animation, Electronic Arts, three of the best companies in their respective fields. I have been part of Intel's Science and Technology Center for Visual Computing. I have also collaborated with, or received funding from, several companies including Adobe Inc., Intel Corporation, Microsoft Research, Disney Research, Pixar Animation Studios.

Teaching and Mentoring

At Sapienza, I co-developed an MS degree in Data Science. To the best of my knowledge, our offering was the first in Italy. At Dartmouth, I co-developed a minor in Digital Art and co-developed the new Computer Science curriculum.

I focus my teaching on introduction to programming and computer graphics. I have published a book on introduction to programming based on the course material.

I have mentored and am mentoring several undergraduates, various MSs, and PhD students. The students that graduated under my supervision have received offers from Pixar Animation Studios, Dreamworks Animation, Microsoft, Facebook, Apple, Rare, Taylor University, together with smaller companies.

Service

I served as co-chair of Eurographics 2019, the most important european conference in graphics, industry co-chair for Eurographics 2017, and as advisory board member of Eurographics 2018. I served as an associate editor for Computer Graphics Forum. I served on the SIGGRAPH and SIGGRAPH Asia committees, the most prestigious venues in graphics. I also regularly serve in a variety of smaller venues (PG, EG, EGSR, STAG, SMI).

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