

VISTech2: Second Workshop on Visualization Infrastructure & Systems Technologies

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Workshop Goals

- Talk about and share best practices
- Present and discuss the state of the art in visualization infrastructure and technologies (software, hardware, interaction)
- Debate ultra high resolution vs personalized environments
- Discuss the reemergence of virtual environment technologies and why they might just make it this time

Questions to Think About

- How can we formalize this forum going forward to capture and archive the information we discuss?
- Other than recording and distributing our best practices, what are the core topics we should be discussing as a group?
- What are our emerging issues and barriers as researchers, developers and practitioners in the field?

Agenda

First Half of Day

9:00 – 9:30	Introduction and Opening Remarks	Kelly Gaither
9:30 – 10:00	Creating Animations with ParaView	Bill Sherman
10:00 – 10:30	BREAK	
10:30 – 11:00	Using Immersive VR to Probe the Principles of Perception	Nicholas Polys
11:00 – 11:30	Spherical Displays: Applications and Best Practices	Eric Wernert
11:30 – 12:00	KAUST Visualization Laboratory: Sustaining and Operating at Scale	Madhu Srinivasan
12:00 – 1:30	LUNCH	



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Second Half of Day

1:30 – 2:00	Providing the Infrastructure for Augmenting Research Effectiveness in Visualization Laboratories	Heriberto Nieto
2:00 – 2:30	Facilitating the Enculturation of Undergraduates into Visualization through Workshops and Research Experiences in Collaborative Data Visualization Applications	Veria Byrd
2:30 – 3:00	Reality Deck - Immersive Gigapixel Display	Koosha Mirhosseini
3:00 – 3:30	BREAK	Eric Wernert
3:30 – 4:00	SAGE2	Jason Leigh
4:00 – 5:30	Open Discussion on Futures	

