The 2012 Virtual Reality Technical Achievement Award

Dieter Schmalstieg

The 2012 Virtual Reality Technical Achievement Award goes to Dieter Schmalstieg of Graz University of Technology, Austria, in recognition of his seminal contributions to Augmented Reality. Prof. Schmalstieg has been working on Augmented Reality, graphics and visualization problems for almost 20 years. The IEEE VGTC is pleased to award Dieter Schmalstieg the 2012 Virtual Reality Technical Achievement Award.

Dieter Schmalstieg
Graz University of
Technology, Austria
Award Recipient 2012

BIOGRAPHY

Dieter Schmalstieg is currently full professor and head of the Institute of Computer Graphics and Vision at Graz University of Technology, Austria. He obtained his PhD and Habilitation in computer science from Vienna University of Technology, Austria. He has a broad range of scientific interests and has published more than 200 refereed papers in augmented reality, virtual reality, visualization and human-computer interaction. In recognition of his work, he has received 13 best paper awards and nominations at international conferences.

Dieter has been pioneering work on collaborative Augmented Reality and handheld Augmented Reality. The idea of using Augmented Reality as an interface for computer-supported collaborative work in face-to-face settings emerged in the mid-1990s, and led to the development of the first distributed Augmented Reality software framework, "Studierstube", which was later made available as open source and became a popular platform for PC-based Augmented Reality. With the emergence of the first multimedia handheld computers in the early 2000s, his interest shifted to handheld Augmented Reality as a new mainstream platform for Augmented Reality. This lead to the development of the first self-contained natural feature tracking system on a smartphone and many studies on mobile Augmented Reality applications and user interfaces. Besides Augmented Reality, Dieter is currently interested in visualization, volume rendering and advanced GPU techniques.

Dieter is associate editor of IEEE *Transactions on Visualization and Computer Graphics*, member of the editorial advisory board of *Computers & Graphics* and of *Springer Virtual Reality*, member of the steering committee of the IEEE International Symposium on Mixed and Augmented Reality, chair of the EUROGRAPHICS working group on Virtual Environments (1999-2010), advisor of the K-Plus Competence Center for Virtual Reality and Visualization in Vienna and a member of the Austrian Academy of Science. In 2002, he received the START career award presented by the Austrian Science Fund. Since 2008, he is also director of the Christian Doppler Laboratory for Handheld Augmented Reality.

AWARD INFORMATION

The IEEE VGTC Virtual Reality Technical Achievement Award was established in 2005. It is given every year to recognize an individual for a seminal technical achievement in virtual and augmented reality. VGTC members may nominate individuals for the Virtual Reality Technical Achievement Award by contacting Arie E. Kaufman at vgtc-vr-awards@vgtc.org