

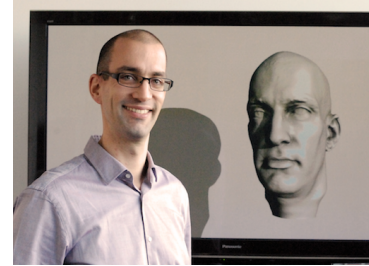
PROF. DR. MARIO BOTSCH

Computer Graphics & Geometry Processing
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PERSONAL INFORMATION

1974 born in Bremen, Germany
Nationality German
Marital status married, one daughter
Languages German, English

EDUCATION

2005 PhD in Computer Science (Dr. rer. nat., summa cum laude)
RWTH Aachen
1999 MSc in Mathematics (Dipl. Math., summa cum laude)
University of Erlangen-Nürnberg

ACADEMIC POSITIONS

Spring 2017 Visiting Professor
Visual Computing Institute, ETH Zurich
since 2008 Professor for Computer Graphics & Geometry Processing
Faculty of Technology, Bielefeld University
2005–2008 Lecturer & Senior Researcher
Computer Graphics Laboratory, ETH Zürich
2001–2005 Research assistant & PhD student
Computer Graphics Group, RWTH Aachen
1999–2000 Research assistant & PhD student
Computer Graphics Group, Max-Planck-Institute for Computer Science, Saarbrücken

AWARDS

- 2018 Best Journal Paper Award
IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR)
Teaching award Goldene Kreide for winter term 2017/2018
Faculty of Technology, Bielefeld University
- 2017 Teaching award Silberne Kreide for winter term 2016/2017
Faculty of Technology, Bielefeld University
- 2016 Runner-Up for Best Student Paper Award
IEEE Congress on Evolutionary Computation
- 2015 Best Paper Award
Eurographics Symposium on Geometry Processing
- 2014 Best Paper Award
International Meshing Roundtable
Teaching award Silberne Kreide for winter term 2013/2014
Faculty of Technology, Bielefeld University
- 2013 Eurographics Medical Prize (third place) for the CITmed project
Eurographics
Teaching award Goldene Kreide for winter term 2012/13
Faculty of Technology, Bielefeld University
- 2012 Teaching award Goldene Kreide for summer term 2012
Faculty of Technology, Bielefeld University
- 2011 Teaching award Goldene Kreide for summer term 2011
Faculty of Technology, Bielefeld University
Teaching award Silberne Kreide for winter term 2010/2011
Faculty of Technology, Bielefeld University
- 2010 Teaching award Goldene Kreide for winter term 2009/2010
Faculty of Technology, Bielefeld University
- 2008 Best Student Paper Award
Eurographics Symposium on Geometry Processing
Best Paper Award
Graphics Hardware
- 2007 Eurographics Young Researcher Award
Eurographics Association
Best Course Notes Award
ACM SIGGRAPH
- 2006 Best Paper Award
Eurographics Symposium on Geometry Processing
Borchers Medal for PhD thesis
RWTH Aachen

- Nomination for Dissertation Award of Gesellschaft für Informatik
CS department of RWTH Aachen
- 2004 Best Paper Award
Journal of Computers & Graphics

PROJECTS & FUNDING

- 2018–2020 “Sparse Geometry Representations for Design Understanding and Cooperative Manipulation”
Industry cooperation with Honda Research Institute Europe, Germany
 Sole PI, budget € 268 k.
- 2013–2018 “[ICSPACE: Intelligent Coaching Space](#)”
Large-scale project within Bielefeld’s excellence cluster CITEC (DFG EXC 277)
 Project coordinator (with S. Kopp and T. Schack), budget € 1.6 M.
- 2015–2017 “[KogniHome – The Smart Apartment](#)”
Innovation Cluster, funded by the Federal Ministry of Education and Research (BMBF)
 PI, total budget € 11.3 M, own share € 222 k.
- 2014–2017 “Optimality of Adaptive Representations for Dynamic Evolutionary Optimization”
Industry cooperation with Honda Research Institute Europe, Germany
 Sole PI, budget € 262 k.
- 2013 “Immersive Virtuelle Experimentier-Umgebung (CAVE)”
Major Installation (HBFG Großgerät), State NRW, Germany
 Coordinator, budget € 300 k.
- 2013 “Non-Rigid Registration of Shoelast”
Industry project with Adidas GmbH, Germany
 Sole PI, budget € 30 k.
- 2012 “Mesh Optimization for Numerical Simulation”
Industry cooperation with ABB Group, Switzerland
 Sole PI, budget € 16 k.
- 2011–2014 “Constrained Deformation for Evolutionary Optimization”
Industry cooperation with Honda Research Institute Europe, Germany
 Sole PI, budget € 231 k.
- 2010–2013 “Realtime Acquisition and Dynamic Modeling of Human Faces, Upper-Bodies, and Hands”
Research grant of German Research Foundation (DFG)
 Sole PI, budget € 202 k.
- 2009–2012 “[CITmed: Cognitive Interaction Technology for Medical Applications](#)”
Research grant, program HighTech.NRW from State NRW, Germany
 Project coordinator, budget € 1.7 M.

- 2009–2010 “Realtime Geometry Acquisition and Reconstruction”
Industry cooperation with confidential company
 Sole PI, budget € 36 k.
- 2007–2008 “Physically-Based Modeling and Hardware Architectures for Point-Based Graphics”
Research grant from Swiss National Science Foundation (SNF)
 PI, budget CHF 177 k.
- 2007 “Point-based Representations for 3D Picture and Video Processing”
Industry cooperation with Samsung, Korea
 PI, budget \$ 61 k.

ACADEMIC SERVICE ACTIVITIES

EDITORIAL BOARD MEMBERSHIPS

- since 2015 IEEE Transactions on Visualization and Computer Graphics
 2016–2018 Computer-Aided Design
 2015–2018 Graphical Models
 2013–2016 Computer Graphics Forum
 2010–2015 Computer & Graphics

CONFERENCE ORGANIZATION

- 2017 Program co-chair, *Symposium on Solid and Physical Modeling*
 Conference co-chair, *International Workshop on Virtual Social Interaction*
- 2016 Conference co-chair, *GI Workshop Virtual and Augmented Reality*
 Program co-chair, *Symposium on Solid and Physical Modeling*
- 2015 Program co-chair, *Geometric Modeling & Processing*
- 2011 Program co-chair, *Eurographics Symposium on Geometry Processing*
- 2008 Conference co-chair, *Eurographics Symposium on Point-Based Graphics*
- 2007 Program co-chair, *Eurographics Symposium on Point-Based Graphics*
- 2006 Program co-chair, *Eurographics Symposium on Point-Based Graphics*

PROGRAM COMMITTEE MEMBERSHIPS

- ACM SIGGRAPH (2009, 2010, 2013, 2014)
 ACM SIGGRAPH Asia (2011, 2012, 2015, 2016)
 Eurographics (2007, 2008, 2010, 2012, 2013, 2015, 2016, 2018)
 Eurographics Symp. on Geometry Processing (2007–2010, 2012–2018)
 Eurographics Symp. on Point-Based Graphics (2005)
 Geometric Modeling and Processing (2014, 2018)

SIAM/ACM Geometric and Physical Modeling (2011)
ACM Symp. on Solid and Physical Modeling (2005, 2006, 2018)
Pacific Graphics (2006, 2007, 2009, 2010)
Shape Modeling International (2007–2009, 2011, 2012, 2016, 2017, 2018)
Vision, Modeling, and Visualization (2006–2009, 2012–2018)
Symp. on 3D Data Processing, Visualization, and Transmission (2008)
Jahrestagung Deutsche Gesellschaft Med. Physik (2008)

SERVICE ACTIVITIES AT BIELEFELD UNIVERSITY

since 2016 Equal Opportunities Commission, Faculty of Technology
since 2016 Teaching Commission, Faculty of Technology
since 2010 Faculty Conference, Faculty of Technology
2013–2015 **Dean, Faculty of Technology**
2010–2013 Vice Dean, Faculty of Technology
2010–2013 Senate of Bielefeld University
2009–2011 Teaching Commission, Faculty of Technology
2009–2015 Head of Admission Committee for Bachelor programm *Media Informatics*

PUBLICATIONS

This section list different kinds of publications, such as journal articles, conference papers, books and book chapters, or course notes. For most of these publications, pre-prints, supplementary materials, or videos can be accessed at <http://graphics.uni-bielefeld.de/publications/>. My Google Scholar profile can be found at <https://scholar.google.com/citations?user=VSiwBoYAAAAJ>.

PEER-REVIEWED JOURNAL & CONFERENCE PUBLICATIONS

- [1] Andreas Richter, Stefan Dresselhaus, Stefan Menzel, Mario Botsch: *Orthogonalization of Linear Representations for Efficient Evolutionary Design Optimization*, Proc. of ACM Genetic and Evolutionary Computation Conference, 2018, to appear.
- [2] Martin Komaritzan, Mario Botsch: *Projective Skinning*, Proceedings of the ACM on Computer Graphics and Interactive Techniques 1(1), 2018.
- [3] Thomas Waltemate, Dominik Gall, Daniel Roth, Mario Botsch, Marc Erich Latoschik: *The Impact of Avatar Personalization and Immersion on Virtual Body Ownership, Presence, and Emotional Response*, IEEE Transactions on Visualization and Computer Graphics 24(4), (Proc. **IEEE VR**), 2018, pp. 1643–1652. **Best journal paper award.**

- [4] Christian Poth, Rebecca Foerster, Christian Behler, Ulrich Schwanecke, Werner Schneider, Mario Botsch: *Ultra-high temporal resolution of visual presentation using gaming monitors and G-Sync*, Behavior Research Methods, 50(1), 2018, pp. 26–38.
- [5] Lorenz Dehn, Leona Kater, Martina Piefke, Mario Botsch, Martin Driessen, Thomas Beblo *Training in a comprehensive everyday-like virtual reality environment compared to computerized cognitive training for patients with depression*, Computers in Human Behavior 79, 2018, pp. 40–52.
- [6] Jan Philip Göpfert, Christina Göpfert, Mario Botsch, Barbara Hammer: *Effects of Variability in Synthetic Training Data on Convolutional Neural Networks for 3D Head Reconstruction*, Proc. of IEEE Symposium Series on Computational Intelligence, 2017.
- [7] Jascha Achenbach, Thomas Waltemate, Marc Latoschik, Mario Botsch: *Fast Generation of Realistic Virtual Humans*, Proc. of ACM Symposium on Virtual Reality Software and Technology, 2017, pp. 12:1–12:10.
- [8] Marc Latoschik, Daniel Roth, Dominik Gall, Jascha Achenbach, Thomas Waltemate, Mario Botsch: *The Effect of Avatar Realism in Immersive Social Virtual Realities*, Proc. of ACM Symposium on Virtual Reality Software and Technology, 2017, pp. 39:1–39:10.
- [9] Felix Hülsmann, Andreas Richter, Stefan Kopp, Mario Botsch: *Accurate Temporal Alignment for Online Error Analysis of Human Motor Performances*, Proc. of ACM Motion in Games, 2017, pp. 7:1–7:6.
- [10] Charlotte Diehl, Birte Schiffhauer, Friederike Eyszel, Jascha Achenbach, Sören Klett, Mario Botsch, Stefan Kopp: *Get One or Create One: The Impact of Graded Involvement in a Selection Procedure for a Virtual Agent on Satisfaction and Suitability Ratings*, Proc. of International Conference on Intelligent Virtual Agents, 2017, pp. 109–118.
- [11] Iwan de Kok, Felix Hülsmann, Thomas Waltemate, Cornelia Frank, Julian Hough, Thies Pfeiffer, David Schlangen, Thomas Schack, Mario Botsch, Stefan Kopp: *The Intelligent Coaching Space: A Demonstration*, Proc. of International Conference on Intelligent Virtual Agents, 2017, pp. 105–108.
- [12] Roger Blanco i Ribera, Eduard Zell, J.P. Lewis, Junyong Noh, Mario Botsch: *Facial Retargeting with Automatic Range of Motion Alignment*, ACM Trans. on Graphics 36(4), (Proc. **ACM SIGGRAPH**), 2017, pp. 154:1–154:12.
- [13] Andreas Richter, Stefan Menzel, Mario Botsch: *Preference-guided Adaptation of Deformation Representations for Evolutionary Design Optimization*, Proc. of IEEE Congress on Evolutionary Computation, 2017, pp. 2110–2119.
- [14] Matthias Schröder, Thomas Waltemate, Jonathan Maycock, Tobias Röhlig, Helge Ritter, Mario Botsch: *Design and Evaluation of Reduced Marker Layouts for Hand Motion Capture*, Computer Animation and Virtual Worlds, 2017, e1751.
- [15] Sebastian Schindler, Eduard Zell, Mario Botsch, Johanna Kissler, *Differential effects of face-realism and emotion on event-related brain potentials and their implications for the uncanny valley theory*, **Scientific Reports** 7, 45003, 2017.

- [16] Andreas Richter, Jascha Achenbach, Stefan Menzel, Mario Botsch: *Multi-objective Representation Setups for Deformation-based Design Optimization*, Proc. of International Conference on Evolutionary Multi-Criterion Optimization (EMO), Lecture Notes in Computer Science, vol. 10173, 2017, pp. 514-528.
- [17] Rebecca Foerster, Christian Poth, Christian Behler, Mario Botsch, Werner Schneider: *Using the virtual reality device Oculus Rift for neuropsychological assessment of visual processing capabilities*, **Scientific Reports** 3, 37016, 2016.
- [18] Thomas Waltemate, Irene Senna, Felix Hülsmann, Marieke Rohde, Stefan Kopp, Marc Ernst, Mario Botsch: *The Impact of Latency on Perceptual Judgments and Motor Performance in Closed-loop Interaction in Virtual Reality*, Proc. of ACM Symposium on Virtual Reality Software and Technology, 2016, pp. 27-35.
- [19] Katja Wolf, Changil Kim, Henning Zimmer, Christopher Schroers, Mario Botsch, Olga Sorkine-Hornung, Alexander Sorkine-Hornung: *Point Cloud Noise and Outlier Removal for Image-Based 3D Reconstruction*, Proc. of International Conference on 3D Vision, 2016.
- [20] Babak Hosseini, Felix Hülsmann, Mario Botsch, Barbara Hammer: *Non-Negative Kernel Sparse Coding for the Analysis of Motion Data*, Proc. of International Conference on Artificial Neural Networks, 2016, pp. 506-514.
- [21] Andreas Richter, Jascha Achenbach, Stefan Menzel, Mario Botsch: *Evolvability as a Quality Criterion for Linear Deformation Representations in Evolutionary Optimization*, Proc. of IEEE Congress on Evolutionary Computation, 2016, pp. 901-910. **Best student paper runner-up.**
- [22] Daniel Sieger, Sergius Gaulik, Jascha Achenbach, Stefan Menzel, Mario Botsch: *Constrained Space Deformation Techniques for Design Optimization*, Computer Aided Design 72, 2016, pp. 40-51.
- [23] Jonathan Maycock, Tobias Röhlig, Matthias Schröder, Mario Botsch, Helge Ritter: *Fully Automatic Optical Motion Tracking using an Inverse Kinematics Approach*, Proc. of IEEE-RAS International Conference on Humanoid Robots, 2015, pp. 461-466.
- [24] Matthias Schröder, Jonathan Maycock, Mario Botsch: *Reduced Marker Layouts for Optical Motion Capture of Hands*, Proc. of ACM Motion in Games, 2015, pp. 7-16. **One of top-5 papers, invited for a journal submission.**
- [25] Thomas Waltemate, Felix Hülsmann, Thies Pfeiffer, Stefan Kopp, Mario Botsch: *Realizing a Low-latency Virtual Reality Environment for Motor Learning*, Proc. of ACM Symposium on Virtual Reality Software and Technology, 2015, pp. 139-147.
- [26] Iwan de Kok, Julian Hough, Felix Hülsmann, Mario Botsch, David Schlangen, Stefan Kopp: *A Multimodal System for Real-Time Action Instruction in Motor Skill Learning*, Proc. of ACM International Conference on Multimodal Interaction, 2015, pp. 355-362.
- [27] Eduard Zell, Carlos Aliaga, Adrian Jarabo, Katja Zibrek, Diego Gutierrez, Rachel McDonnell, Mario Botsch: *To Stylize or not to Stylize? The Effect of Shape and*

- Material Stylization on the Perception of Computer-Generated Faces*, ACM Trans. on Graphics 34(6), (Proc. **ACM SIGGRAPH Asia**), 2015, pp. 184:1–184:12.
- [28] Jascha Achenbach, Eduard Zell, Mario Botsch: *Accurate Face Reconstruction through Anisotropic Fitting and Eye Correction*, Proc. of Vision, Modeling and Visualization, 2015, pp. 1–8.
- [29] Felix Hülsmann, Cornelia Frank, Thomas Schack, Stefan Kopp, Mario Botsch: *Multi-Level Analysis of Motor Actions as a Basis for Effective Coaching in Virtual Reality*, Proc. of International Symposium on Computer Science in Sport, 2015, pp. 211–214.
- [30] Andrea Tagliasacchi, Matthias Schröder, Anastasia Tkach, Sofien Bouaziz, Mario Botsch, Mark Pauly: *Robust Articulated-ICP for Real-Time Hand Tracking*, Computer Graphic Forum 34(5) (Proc. of Eurographics Symp. on Geometry Processing), 2015, pp. 101–114. **Best Paper Award.**
- [31] Andreas Richter, Mario Botsch, Stefan Menzel: *Evolvability of Representations in Complex System Engineering: a Survey*, Proc. of IEEE Congress on Evolutionary Computation, 2015, pp. 1327–1335.
- [32] Daniel Sieger, Stefan Menzel, Mario Botsch: *On Shape Deformation Techniques for Simulation-based Design Optimization*, SEMA SIMAI Springer Series, 2015, pp. 281–303.
- [33] Matthias Schröder, Mario Botsch: *Online Adaptive PCA for Inverse Kinematics Hand Tracking*, Proc. of Vision, Modeling and Visualization, 2014, pp. 111–118.
- [34] Daniel Sieger, Stefan Menzel, Mario Botsch: *Constrained Space Deformation for Design Optimization*, Procedia Engineering 82 (Proc. of International Meshing Roundtable), 2014, pp. 114–126. **Best Paper Award. Invited for a journal submission.**
- [35] Thomas Waltemate, Björn Sommer, Mario Botsch: *Membrane Mapping: Combining Mesoscopic and Molecular Cell Visualization*, Proc. of Eurographics Workshop on Visual Computing for Biology and Medicine, 2014, pp. 89–96.
- [36] Leslie Theunissen, Michael Hertrich, Cord Wiljes, Eduard Zell, Christian Behler, Andre Krause, Holger Bekemeier, Philipp Cimiano, Mario Botsch, Volker Dürr: *A Natural Movement Database for Management, Documentation, Visualization, Mining and Modeling of Locomotion Experiments*, Proc. of Living Machines, 2014, pp. 308–319.
- [37] Francesco Bonarrigo, Alberto Signoroni, Mario Botsch: *Deformable Registration using Patch-Wise Shape Matching*, Graphical Models 76(5), (Proc. Geometric Modeling and Processing), 2014, pp. 554–565 .
- [38] Matthias Schröder, Jonathan Maycock, Helge Ritter, Mario Botsch: *Real-Time Hand Tracking using Synergistic Inverse Kinematics*, Proc. of IEEE International Conference on Robotics and Automation (ICRA), 2014, pp. 5447–5454.
- [39] Daniel Sieger, Stefan Menzel, Mario Botsch: *RBF Morphing Techniques for Simulation-based Design Optimization*, Engineering with Computers, 30(2), 2014, pp. 161–174.
- [40] Philip Grewe, Denise Lahr, Agnes Kohsik, Eugen Dyck, Hans Markowitsch, Christian Bien, Mario Botsch, Martina Piefke: *Real-life memory and spatial navigation in*

- patients with focal epilepsy: Ecological validity of a virtual-reality supermarket task*, *Epilepsy & Behavior* 31, 2014, pp. 57–66.
- [41] Eugen Dyck, Thies Pfeiffer, Mario Botsch: *Evaluation of Surround-View and Self-Rotation in the OctaVis VR-System*, Proc. of Joint Virtual Reality Conference, 2013, pp. 1–8.
 - [42] Eduard Zell, Mario Botsch: *ElastiFace: Matching and Blending Textured Faces*, Proc. of International Symposium on Non-Photorealistic Animation and Rendering, 2013, pp. 15–24.
 - [43] Matthias Schröder, Jonathan Maycock, Helge Ritter, Mario Botsch: *Analysis of Hand Synergies for Inverse Kinematics Hand Tracking*, Proc. of ICRA/IROS Workshop on Hand Synergies, 2013.
 - [44] Eduard Zell, Eugen Dyck, Agnes Kohsik, Philip Grewe, David Flentge, York Winter, Martina Piefke, Mario Botsch: *OctaVis: A Virtual Reality System for Clinical Studies and Rehabilitation*, Proc. of Eurographics Medical Prize Papers, 2013.
 - [45] Marion Dunyach, David Vanderhaeghe, Loïc Barthe, Mario Botsch: *Adaptive Remeshing for Real-Time Mesh Deformation*, Proc. of Eurographics Short Papers, 2013.
 - [46] Philip Grewe, Agnes Kohsik, David Flentge, Eugen Dyck, Christian Bien, York Winter, Mario Botsch, Hans J. Markowitsch, Martina Piefke: *Learning real-life cognitive abilities in a novel 360°-virtual reality supermarket: a neuropsychological study of healthy participants and patients with epilepsy*, *Journal of NeuroEngineering and Rehabilitation* 10(42), 2013.
 - [47] Matthias Schröder, Christof Elbrechter, Jonathan Maycock, Robert Haschke, Mario Botsch, Helge Ritter: *Real-Time Hand Tracking with a Color Glove for the Actuation of Anthropomorphic Robot Hands*, Proc. of IEEE-RAS International Conference on Humanoid Robots, 2012, pp. 262-269.
 - [48] Eugen Dyck, Eduard Zell, Agnes Kohsik, Philip Grewe, York Winter, Martina Piefke, Mario Botsch: *OctaVis: An Easy-to-Use VR-System for Clinical Studies*, Proc. of Virtual Reality Interaction and Physical Simulation, 2012, pp. 127–136.
 - [49] Eugen Dyck, Holger Schmidt, Martina Piefke, Mario Botsch: *OctaVis: Optimization Techniques for Multi-GPU Multi-View Rendering*, *Journal of Virtual Reality and Broadcasting*, 9(6), 2012.
 - [50] Daniel Sieger, Stefan Menzel, Mario Botsch: *High Quality Mesh Morphing Using Triharmonic Radial Basis Functions*, Proc. of International Meshing Roundtable, 2012, pp. 1–15. **One of top-10 papers, invited for a journal submission.**
 - [51] Eduard Zell, Mario Botsch: *Developing design guidelines for characters from analyzing empirical studies on the uncanny valley*, Proc. of ACM International Symposium on Facial Analysis and Animation, 2012.
 - [52] Daniel Sieger, Stefan Menzel, Mario Botsch: *A Comprehensive Comparison of Shape Deformation Methods in Evolutionary Design Optimization*, Proc. of International Conference on Engineering Optimization, 2012.

- [53] Stefan Fröhlich, Mario Botsch: *Example-Driven Deformations Based on Discrete Shells*, Computer Graphics Forum 30(8), 2011, pp. 2246–2257.
- [54] Daniel Sieger, Mario Botsch: *Design, Implementation, and Evaluation of the Surface_mesh Data Structure*, International Meshing Roundtable, 2011, pp. 533–550.
- [55] Janick Martinez Esturo, Christian Rössl, Stefan Fröhlich, Mario Botsch, Holger Theisel: *Pose Correction by Space-Time Integration*, Vision, Modeling & Visualization, 2011, pp. 33–40.
- [56] Eugen Dyck, Holger Schmidt, Mario Botsch: *OctaVis: A Simple and Efficient Multi-View Rendering System*, Proc. of GI VR/AR Workshop, 2010, pp. 1–8. **One of top-3 papers, invited for a journal submission.**
- [57] Daniel Sieger, Pierre Alliez, Mario Botsch: *Optimizing Voronoi Diagrams for Polygonal Finite Element Computations*, Proc. of 19th International Meshing Roundtable, 2010, pp. 335–350.
- [58] Sebastian Martin, Peter Kaufmann, Mario Botsch, Eitan Grinspun, Markus Gross: *Unified Simulation of Elastic Rods, Shells, and Solids*, ACM Trans. on Graphics 29(3), (Proc. ACM SIGGRAPH), 2010, pp. 39:1–39:10.
- [59] Peter Kaufmann, Sebastian Martin, Mario Botsch, Eitan Grinspun, Markus Gross: *Enrichment Textures for Detailed Cutting of Shells*, ACM Trans. on Graphics 28(3), (Proc. ACM SIGGRAPH), 2009, pp. 50:1–50:10.
- [60] Peter Kaufmann, Sebastian Martin, Mario Botsch, Markus Gross: *Flexible Simulation of Deformable Models Using Discontinuous Galerkin FEM*, Journal of Graphical Models 71(4), 2009, pp. 153–167.
- [61] Roland Angst, Nils Thuerey, Mario Botsch, Markus Gross: *Robust and Efficient Wave Simulations on Deforming Meshes*, Computer Graphics Forum 27(7) (Proc. Pacific Graphics), 2008, pp. 1895–1900.
- [62] Sebastian Martin, Peter Kaufmann, Mario Botsch, Martin Wicke, Markus Gross: *Polyhedral Finite Elements Using Harmonic Basis Functions*, Computer Graphics Forum 27(5) (Proc. Symp. on Geometry Processing), 2008, pp. 1521–1529. **Best Student Paper Award.**
- [63] Mario Botsch, Olga Sorkine: *On Linear Variational Surface Deformation Methods*, IEEE Transactions on Visualization and Computer Graphics (TVCG) 14(1), 2008, pp. 213–230.
- [64] Peter Kaufmann, Sebastian Martin, Mario Botsch, Markus Gross: *Flexible Simulation of Deformable Models Using Discontinuous Galerkin FEM*, ACM SIGGRAPH / Eurographics Symp. on Computer Animation, 2008, pp. 105–115. **One of top-3 papers, invited for a journal submission.**
- [65] Bernd Bickel, Mario Botsch, Miguel Otaduy, Manuel Lang, Markus Gross: *Pose-Space Animation and Transfer of Facial Details*, ACM SIGGRAPH / Eurographics Symp. on Computer Animation, 2008, pp. 57–66.
- [66] Simon Heinzle, Gaël Guennebaud, Mario Botsch, Markus Gross: *A Hardware Processing Unit for Point Sets*, Graphics Hardware 2008, pp. 21–31. **Best Paper Award.**

- [67] Mario Botsch, Martin Wicke, Markus Gross: *Finite Elemente Methoden auf konvexen Polyedern für physikalisch-basierte Schnittsimulationen*, DGMP 2008.
- [68] Mario Botsch, Mark Pauly, Martin Wicke, Markus Gross: *Adaptive Space Deformations Based on Rigid Cells*, Computer Graphics Forum 26(3), (Proc. Eurographics), 2007, pp. 339–347.
- [69] Martin Wicke, Mario Botsch, Markus Gross: *A Finite Element Method on Convex Polyhedra*, Computer Graphics Forum 26(3), (Proc. Eurographics), 2007, pp. 355–364.
- [70] Bernd Bickel, Mario Botsch, Roland Angst, Wojciech Matusik, Miguel Otaduy, Hanspeter Pfister, Markus Gross: *Multi-Scale Capture of Facial Geometry and Motion*, ACM Trans. on Graphics 26(3), (Proc. **ACM SIGGRAPH**), 2007, pp. 30.1–30.10.
- [71] Tim Weyrich, Simon Heinzle, Timo Aila, Stephan Oetiker, Mario Botsch, Daniel Fasnacht, Cyril Flaig, Simon Mall, Kaspar Rohrer, Norbert Felber, Hubert Kaeslin, Markus Gross: *A Hardware Architecture for Surface Splatting*, ACM Trans. on Graphics 26(3), (Proc. **ACM SIGGRAPH**), 2007, pp. 90.1–90.11.
- [72] Martin Marinov, Mario Botsch, Leif Kobbelt: *GPU-Based Multiresolution Deformation using Approximate Normal Field Reconstruction*, Journal of Graphics Tools 12(1), 2007, pp. 27–46.
- [73] Mario Botsch, Mark Pauly, Markus Gross, Leif Kobbelt: *PriMo: Coupled Prisms for Intuitive Surface Modeling*, Eurographics Symposium on Geometry Processing, 2006, pp. 11–20. **Best Paper Award**.
- [74] Mario Botsch, Robert Sumner, Mark Pauly, Markus Gross: *Deformation Transfer for Detail-Preserving Surface Editing*, Vision, Modeling, and Visualization, 2006, pp. 357–364.
- [75] Tobias Ritschel, Mario Botsch, Stefan Müller, *Multiresolution GPU Mesh Painting*, Eurographics Short Papers, 2006, pp. 17–20.
- [76] Christian Sigg, Tim Weyrich, Mario Botsch, Markus Gross: *GPU-Based Ray-Casting of Quadratic Surfaces*, Eurographics Symposium on Point-Based Graphics, 2006, pp. 59–65.
- [77] Mario Botsch: *High Quality Surface Generation and Efficient Multiresolution Modeling based on Triangle Meshes*, Lecture Notes in Informatics, D-6, GI-Edition “Ausgezeichnete Informatikdissertationen 2005”, 2006, pp. 19–28.
- [78] Mario Botsch, Leif Kobbelt: *Real-time shape editing using radial basis functions*, Computer Graphics Forum 24(3), (Proc. Eurographics), 2005, pp. 611–621.
- [79] Mario Botsch, Alexander Hornung, Matthias Zwicker, Leif Kobbelt: *High quality surface splatting on today’s GPUs*, Eurographics Symposium on Point-Based Graphics, 2005, pp. 17–24.
- [80] Mario Botsch, David Bommes, Leif Kobbelt: *Efficient linear system solvers for geometry processing*, IMA conference on Mathematics of Surfaces, LNCS, Vol. 3604, 2005, pp. 62–83.

- [81] Mario Botsch, Leif Kobbelt: *An intuitive framework for real-time freeform modeling*, ACM Trans. on Graphics 23(3), (Proc. **ACM SIGGRAPH**), 2004, pp. 630–634.
- [82] Leif Kobbelt, Mario Botsch: *A survey of point-based techniques in computer graphics*, Computer & Graphics 28(6), 2004, pp. 801–814. **Best Paper Award**.
- [83] Mario Botsch, David Bommes, Christoph Vogel, Leif Kobbelt: *GPU-based tolerance volumes for mesh processing*, Pacific Graphics, 2004, pp. 237–243.
- [84] Mario Botsch, Michael Spornat, Leif Kobbelt: *Phong splatting*, Eurographics Symposium on Point-Based Graphics, 2004, pp. 25–32.
- [85] Matthias Zwicker, Jussi Räsänen, Mario Botsch, Carsten Dachsbacher, Mark Pauly: *Perspective accurate splatting*, Graphics Interface, 2004, pp. 247–254.
- [86] Mario Botsch, Leif Kobbelt: *A remeshing approach to multiresolution modeling*, Eurographics Symposium on Geometry Processing, 2004, pp. 189–196.
- [87] Mario Botsch, Leif Kobbelt: *Multiresolution surface representations based on displacement volumes*, Computer Graphics Forum 22(3), (Proc. Eurographics), 2003, pp. 483–491.
- [88] Mario Botsch, Leif Kobbelt: *High-quality point-based rendering on modern GPUs*, Pacific Graphics, 2003, pp. 335–343.
- [89] Leif Kobbelt, Mario Botsch: *Feature sensitive mesh processing*, Spring Conference on Computer Graphics, 2003, pp. 17–22.
- [90] Leif Kobbelt, Mario Botsch: *Freeform shape representations for efficient geometry processing*, Shape Modeling International, 2003, pp. 111–118.
- [91] Mario Botsch, Stephan Steinberg, Stephan Bischoff, Leif Kobbelt: *OpenMesh — A generic and efficient polygon mesh data structure*, OpenSG Symposium, 2002.
- [92] Mario Botsch, Andreas Wiratanaya, Leif Kobbelt: *Efficient high quality rendering of point sampled geometry*, Eurographics Workshop on Rendering, 2002, pp. 53–64.
- [93] Mario Botsch, Leif Kobbelt: *Resampling feature and blend regions in polygonal meshes for surface anti-aliasing*, Computer Graphics Forum 20(3), (Proc. Eurographics), 2001, pp. 402–410.
- [94] Mario Botsch, Leif Kobbelt: *A robust procedure to eliminate degenerate faces from triangle meshes*, Vision, Modeling & Visualization, 2001, pp. 283–289.
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TEACHING & SUPERVISION

LECTURES AT BIELEFELD UNIVERSITY

since 2008 Introduction to Computer Graphics,
3D Scanning and Geometry Processing,
Computer Animation,
Scientific Computing

LECTURES AT ETH ZURICH

2005–2008 Surface Representations and Geometric Modeling,
Physically-Based Simulation in Computer Graphics

INTERNATIONAL COURSES & TUTORIALS

- 2012 Pierre Alliez, Mario Botsch, Keenan Crane, Julie Digne, Justin Solomon, Etienne Vouga: *Two-day course on Geometry Processing*, Eurographics Symposium on Geometry Processing
- 2011 Pierre Alliez, Mario Botsch, Misha Kazhdan, Mark Pauly: *Two-day course on Geometry Processing*, Eurographics Symposium on Geometry Processing
- 2009 Olga Sorkine, Mario Botsch: *Half-day course on Interactive Shape Modeling and Deformation*, Eurographics
- 2008 Leif Kobbelt, Mario Botsch: *Full-day course on Geometric Modeling Based on Polygonal Meshes*, Eurographics Symposium on Geometry Processing

- 2008 Mario Botsch, Mark Pauly, Leif Kobbelt, Pierre Alliez, Bruno Levy: *Full day course on Geometric Modeling Based on Polygonal Meshes*, Eurographics
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- 2006 Mario Botsch, Mark Pauly: *Full-day course on Efficient Geometric Modeling with Polygonal Meshes*, ETH Zürich Industry Course
- 2004 Stephan Bischoff, Mario Botsch, Leif Kobbelt: *Half-day course on Freeform shape representations for efficient geometry processing*, Shape Modeling International
- 2000 Leif Kobbelt, Stephan Bischoff, Mario Botsch, Kolja Kähler, Christian Rössl, Robert Schneider, Jens Vorsatz: *Full-day course on Geometric modeling based on polygonal meshes*, Eurographics

SUPERVISED PHD STUDENTS

- since 2016 Martin Komaritzan
- since 2014 Felix Hülsmann
- since 2013 Thomas Waltemate
- since 2012 Jascha Achenbach
- since 2012 Andreas Richter
- 2015–2017 Jan Philip Göpfert
- 2010–2016 Eduard Zell
- 2012–2015 Matthias Schröder
- 2009–2014 Daniel Sieger
- 2009–2013 Eugen Dyck
- 2010–2012 Marion Dunyach (co-supervised, University of Toulouse)
- 2009–2012 Stefan Fröhlich
- 2009–2011 Jan Hammerschmidt
- 2007–2010 Sebastian Martin (co-supervised, ETH Zürich)
- 2007–2010 Peter Kaufmann (co-supervised, ETH Zürich)
- 2006–2008 Bern Bickel (co-supervised, ETH Zürich)
- 2006–2008 Simon Heinzle (co-supervised, ETH Zürich)

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- 2012 Peter Kaufmann, *ETH Zürich*
- 2011 Tim Winkler, *University of Lugano*
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- 2010 Dong-Ming Yan, *University of Hong Kong*
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PRESS & PUBLICITY

- 2018 TV spot about Virtual Avatars
WDR Lokalzeit
- 2017 “In zehn Minuten zum Avatar”
Article in *Westfalenblatt*
“In zehn Minuten zum virtuellen Zwilling”
Article in *Neue Westfälische*
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Bielefeld University Press Release (No. 189/2017)
“Warum Zuschauer Comicfiguren lieben, aber schnell vergessen”
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Article in *Engineering and Technology Magazine (E&T)* 7/2016.
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- TV spot about ICSPACE project
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- “Perfektes Training im virtuellen Raum”
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- “Intelligent Bewegung trainieren in der virtuellen Realität”
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