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John C. Hart

Last, First:
Hart, John C.
Faculty
Title & Interests:
CS - high performance graphics, shape modeling

John C. Hart is a Professor in the Department of Computer Science at the University of Illinois, Urbana-Champaign where he studies computer graphics, data visualization and computational topology. He is also Executive Associate Dean of the Graduate College. He received his B.S. from Aurora University in 1987, and his M.S. (1989) and Ph.D. (1991) from the Electronic Visualization Laboratory at the University of Illinois at Chicago.

Prof. Hart's research on computer graphics and related areas over the past 25 years has been supported by Adobe, AT&T, DARPA, IBM, Intel, Microsoft, Nokia, NVIDIA and the NSF. He has also consulted for graphics hardware manufacturers, defense contractors, visual effects studios, game developers and a medical imaging startup, and provided graphics hardware IP expertise for Microsoft, NVIDIA, AMD (ATI), SGI (GPH) and Creative (ZiiLabs), including depositions and trial testimony.

Prof. Hart is the graphics area editor for ACM Books, and edited the recently published book: "The VR Book: Human-Centered Design for Virtual Reality" by Jason Jerald. Prof. Hart teaches the Coursera Data Visualization course which enrolled over 88,000 learners from 198 different countries on its initial offering. He is also a past Editor-in-Chief of ACM Transactions on Graphics and remains on its editorial board. He is a co-author of "Real-Time Shading" and a contributing author for "Texturing and Modeling: A Procedural Approach." He served from 1994-9 on the ACM SIGGRAPH Executive Committee, and is an Executive Producer of the documentary "The Story of Computer Graphics."

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