

LEBENS LAUF

PERSÖNLICHE DATEN

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SCHULAUSSBILDUNG

1986–1989 Grundschule Adventista, Cariacica, ES, Brasilien

1990–1993 Gymnasium Cenecista, Cariacica, ES, Brasilien

1994–1997 Ausbildung Informatik, CEFET-ES, Vitória, ES, Brasilien

STUDIUM

03/1997–03/2002 Studiengang in Informatik (Bachelor in Computer Engineering) an der UFES, Vitória, ES, Brasilien.

03/2002 Bachelor in Computer Engineering (Note 9,25/10,0).

10/2002–10/2003 Masterstudiengang in Informatik, an der Universität des Saarlandes, Saarbrücken.

12/2003 Master of Sciences in Computer Science (Note 1,3 - mit Auszeichnung).
Thema der Masterarbeit: *Character Animation from a Motion Capture Database*.

01/2004–09/2008 Doktorand in der Arbeitsgruppe für Computergrafik am Max-Planck-Institut für Informatik in Saarbrücken. Doktorvater: Prof. Dr. Hans-Peter Seidel.
Thema der Dissertation: *Animation and Performance Capture using Digitized Models*.

BERUFLICHE ERFAHRUNG

10/2003–09/2008 Wissenschaftlicher Mitarbeiter (Research Associate) in der Arbeitsgruppe Computergrafik am Max-Planck-Institut für Informatik. Forschungsgebiete: 3D Video, Virtual Reality, Motion Capture, Computer Vision and Character Animation

PUBLIKATIONEN

- **E. de Aguiar**, C. Stoll, C. Theobalt, N. Ahmed, H.-P. Seidel and S. Thrun. *Performance Capture from Sparse Multi-view Video*. In ACM Transactions on Graphics 27(3) (Proc. of ACM SIGGRAPH'08), 2008, In Press.
- **E. de Aguiar**, C. Theobalt, S. Thrun, and H.-P. Seidel. *Automatic Conversion of Mesh Animations into Skeleton-based Animations*. In Proc. of EUROGRAPHICS 2008 (Computer Graphics Forum, vol. 27 issue 2), Crete, Greece.
- M. Eisemann, B. de Decker, M. Magnor, P. Bekaert, **E. de Aguiar**, N. Ahmed, C. Theobalt and A. Sellent. *Floating Textures*. In Proc. of EUROGRAPHICS 2008 (Computer Graphics Forum, vol. 27 issue 2), Crete, Greece.
- **E. de Aguiar**, C. Theobalt, C. Stoll, and H.-P. Seidel. *Marker-less 3D Feature Tracking for Mesh-based Motion Capture*. In 2nd Workshop on Human Motion. ICCV'07, Rio de Janeiro, Brazil
- C. Theobalt, C. Roessl, **E. de Aguiar** and H.-P. Seidel. *Animation Collage*. In Proc. of ACM Symposium on Computer Animation (SCA 2007), San Diego, USA.
- **E. de Aguiar**, C. Theobalt, C. Stoll and H.-P. Seidel. *Marker-less Deformable Mesh Tracking for Human Shape and Motion Capture*. In Proc. of IEEE CVPR 2007, Minneapolis, USA.
- **E. de Aguiar**, C. Theobalt, C. Stoll and H.-P. Seidel. *Rapid Animation of Laser-scanned Humans*. In Proc. of IEEE Virtual Reality 2007, pp. 223-226, Charlotte, USA.
- **E. de Aguiar**, R. Zayer, C. Theobalt, M. Magnor and H.-P. Seidel. *Video-driven Animation of Human Body Scans*. In IEEE 3DTV Conference 2007, Kos Island, Greece.
- **E. de Aguiar**, C. Theobalt, H.-P. Seidel. *Automatic Learning of Articulated Skeletons from 3D Marker Trajectories*. In Proc. of Second International Symposium, ISVC 2006, pp. 485-494, Lake Tahoe, USA.
- **E. de Aguiar**, C. Theobalt, M. Magnor, H.-P. Seidel. *Reconstructing Human Shape and Motion from Multi-view video*. 2nd European Conference on Visual Media Production (CVMP), p. 42-49. London, UK. 2005..
- **E. de Aguiar**, C. Theobalt, M. Magnor, H. Theisel, and H. P. Seidel. *M3: Marker-free Model Reconstruction and Motion Tracking from 3D Voxel Data*. In Proceedings of Pacific Graphics 2004, Seoul, Korea. p.101-110.
- **E. de Aguiar**. *Character Animation from a Motion Capture Database*. Master thesis, University of Saarland, Germany, 2003