

**Presents the Summer 2012 EECS Seminar Series**

**Dr. Veysi Isler**

**Middle East Technical University**

**“Design, Development, and Evaluation of Interactive Virtual Environments”**

**Thursday, July 19, 2012 • 12:00 p.m. • Partnership 2, Room 209**

**ABSTRACT**

Interactive virtual environments are increasingly used by more applications on various computing platforms. On the other hand, the expectation of users from virtual environments increases in terms of both speed and accuracy. In this seminar, I will discuss various research issues ranging from design of efficient algorithms for virtual environments to evaluation of virtual environments by considering some simulation and game applications. I will also present some results of the research projects about virtual environments carried out at Middle East Technical University, Ankara.

**BIOGRAPHY**

Dr. Veysi Isler received the B.S. degree in Computer engineering from the Middle East Technical University (METU), Ankara, Turkey, and the M.Sc. degree in computer engineering and information science from the Bilkent University, Ankara, Turkey, in 1987 and 1989, respectively. He received Ph.D. degree in the Department of Computer Engineering and Information Science at Bilkent University in the area of parallel rendering in 1995. Then, He worked as a research associate at the Computer Graphics and Multimedia Laboratory, Department of Computing, The Hong Kong Polytechnic University. In 1996, He joined the Department of Computer Engineering of METU as an assistant professor. Between 2000-2005, He worked for industry directing a research and development team in the areas of simulation and game development.

Since July 2005, he has been with the Department of Computer Engineering of METU as an associate professor. He is director of Game Technologies master’s program at the same university. He is also director of Modeling and Simulation Resereach and Development Center of METU since 2006.

