**Urban Modeling through Laser Scanning**

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**Abstract:**

Digital Earth platforms such as Google Earth and Apple 3D Maps have seen explosive growth in applications by governments, industry, and end users. This has thus provided impetus for more efficient and capable tools to push representation and simulation of urban environments to a finer level than it is today. In this work we introduce our effort on acquiring, modeling, and visualizing large and detailed urban environments, facilitating generation of a "live" digital city. Specifically we introduce a set of methods for reconstructing buildings and trees based on laser-scanned 3D point clouds and color photos.

**About the Speaker:**

Baoquan Chen is professor at Shenzhen Institutes of Advanced Technology (SIAT), Chinese Academy of Sciences (CAS); there he directs the Visual Computing Research Center. Prior to that, he was a professor at University of Minnesota at Twin Cities. Chen's research interests generally lie in computer graphics, visualization, and user interface and has published over 80 papers on international venues such as SIGGRAPH, ACM TOG, and IJCV. At CAS, he leads effort on developing digital technology for scene acquisition, modeling, and visual analytics, all related to urban environments. He serves as SIGGRAPH Asia Steering Committee member; he served as the Program Chair (2004) and Conference Chair (2005) of IEEE Visualization conference. Honors and awards include: Natural Science Foundation of China (NSFC) Outstanding Young Researcher Award (2010), CAS "One-Hundred Talent" award (2008), the IEEE Visualization conference Best Paper Award (2005), the McKnight Land-Grant Professorship at University of Minnesota (2004), National Science Foundation (NSF) CAREER Award (2003), and the recipient of Microsoft Innovation Excellence program (2002). He received his PhD degree in computer science from the State University of New York at Stony Brook in 1999 and a master degree in electronic engineering from Tsinghua University in 1994.

**All are welcome!**  
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