

MARCELLO CARROZZINO - CURRICULUM VITAE

Marcello Carrozzino

Personal information

- Nationality: Italian citizen
- Date of Birth: 9/6/1970
- Place of Birth: Foggia, Italy
- Marital status: Married
- Military Service: Finished October 1998
- Permanent Address: Via G.Leone 36, 58100 Grosseto (GR), Italy
- Alternate Addresses:
 - Via Alberto Mario 18, 56100 Pisa (PI), Italy
 - Via Porta Foggia 17, 71036 Lucera (FG), Italy
- Mobile Telephone:+39 340 4950085

Education

2003 - 2006

Scuola Superiore Sant'Anna, Classe di Scienze Sperimentali
Pisa, Italy

PhD with honours in Information Engineering, February 2006

- Thesis on "*Efficient Management and Authoring of Complex Virtual Environments*"
- 100% of available grades (100 out of 100, *magna cum laude*)

1989 - 2000

Universita' di Pisa, Facoltà di Ingegneria Informatica
Pisa, Italy

Graduated in June 2000

- Thesis on "*Image Caching Algorithms and Strategies for Real Time Rendering of Complex Virtual Environments*"
- 100% of available grades (110 out of 110)
- Qualification as chartered engineer in December 2000

1984 - 1988

Liceo Scientifico "E.Onorato"
Lucera (FG), Italy

Languages

Language	Written	Spoken
Italian (mother tongue)	Excellent	Excellent
English	Excellent	Very Good
French	Good	Fair

Technical skills

- Virtual Reality systems design, development and integration
- Object-oriented programming
- Real-time rendering
- Development of multimedia and game applications
- 3D Modeling of Virtual Environments
- Languages: Pascal, Fortran, Lisp, Prolog, Visual Basic; strong C, strong C++, Assembler xx86
- strong OpenGL and XVR skills
- Microsoft Foundation Classes, DirectX, Motif, Visual Basic for Applications, MaxScript, MaxSDK, Javascript, VBScript,
 - Operating Systems: Windows 3.1x/9x/XP/NT, Unix, Linux, AmigaOS, MacOS
- Packages: Visual .NET, Visual C++, Visual Basic, XVR, Iris Performer, 3D Studio Max, IPA, Paint Shop Pro, Microsoft Office, Open Office, Cool Edit, Cubase VST

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Work experience

2006 - ongoing

IMT - Institute of Advanced Studies

Lucca, Italy

Research Fellow on the topic "Computer Graphics for Virtual Environments" in the area of Technology and Management of Cultural Heritage

2006 September

Lucca, Italy

Winner of the International Competition for a position of Post-Doctorial Research Fellow in the area of Technology and Management of Cultural Heritage at IMT, Institute for Advanced Studies.

2006-ongoing

Università degli Studi di Pisa, Faculty of Computer Science

Pisa, Italy

Contract professor for the course of Virtual Reality.

2000 - ongoing

Scuola Superiore Sant'Anna

Pisa, Italy

Working at PERCRO Lab on the topic of Virtual Environments as:

March 2006 - ongoing

Head of "Art and Cultural Heritage" group.

2000 - March 2006

Senior Engineer in the Visualization group.

Followed activities:

- **START (2008-ongoing)**
(New Technologies for Cultural Heritage)
 - Coordinator of WP5.3 "Virtual presentations in museum contexts"
- **LE STRADE DI MICHELANGELO (2008-ongoing)**
(Virtual Museum of Sculpture: Michelangelo's paths)
 - Project management and scientific coordination
- **ARTIGIANATO ARTISTICO NELLA LUCCHESIA (2008-ongoing)**
(Virtual Museums of Craftsmen Skills)
 - Project management and scientific coordination
- **MASP-2 (2008)**
(Virtual Exhibition of Renovation Projects of Architectural Complexes)
 - Project management and scientific coordination
- **PALAZZO BOCCELLA (2008)**
(Virtual Museum of land and typicality)
 - Project management and scientific coordination
- **MUSEO VIRTUALE DELLA SCULTURA DI PIETRASANTA (2007)**
(Virtual Museum of Sculpture - Monumento al Descamisado)
 - Project management and scientific coordination
- **LIVORNO VIRTUALE (2007)**
(Virtual Reconstruction of the Historical Town of Livorno)
 - Project management and scientific coordination

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- ENACTIVE (2005-2008)
(Network of Excellence on Enactive Interfaces)
 - Internal responsible of RD1.2: Fusion Vision, Haptic and Sounds
- INTUITION (2005-ongoing)
(Network of Excellence on VR and VE Applications for future workspaces)
 - WP1.11 “Standards and Recommendations”
 - WP1.2 “Structuring the European Research Era on VR”
- MASP-1 (2007)
(Virtual Exhibition of Renovation Projects of Architectural Complexes)
 - Project management and scientific coordination
- BUILD-UP (2007)
(Virtual Reality for the promotion of Marble and Stone heritage)
 - Project management and scientific coordination
- TURANDOT (2006)
(Virtual Exploration of Turandot Stages)
 - Project management and scientific coordination
- CROWD PREDICTOR (2005-2006)
(Real-time visualization of crowds for evaluating emergency situations)
 - Design and development of crowd behavioural models
 - Design and development of the main application
- LINK 2 (2003-2005)
(Virtual Reality System for 2-Wheels Vehicle Prototyping)
 - Integration of the VR System
 - Design and installation of the Interactive Visualization System
 - Design & development of the Motion Capture module
 - Design & development of the Real-time Visualization module
 - Design & development of the CAD model filter module
- SINTESI (2002)
(Virtual Reality System for a Novel Development Process for Innovative Vehicles)
 - Technical management of the Motion Capture Subsystem
- PUREFORM (2002-2004)
(Virtual reality system for the multimodal interaction with digital models of sculptures)
 - Integration of the VR System in the Reactor CAVE environment at the University College of London, UK
 - Integration of the VR System in the Centro Galego de Arte Contemporanea, Santiago de Compostela, Spain
 - Integration of the VR System in the Museo dell'Opera Primaziale, Pisa, Italy
 - Design of the architecture and development of the 3D positional audio system
 - Design and implementation of software modules for the visualization system
- GROWTH Project 11030 VIRTUAL (2000-2004)
(Virtual Reality System for Perceived Ergonomic Quality Testing of Triving Task and Design)
 - Integration of the VR System at Centro Ricerche Fiat, Torino, Italy
 - Integration of the VR System at the Fraunhofer Institute, Stuttgart, Germany

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- Technical management
 - Design of the Audio Subsystem
 - Development of Audio Subsystem
 - Management of Motion Capture Subsystem
- VISITA INTERATTIVA ALLA SCUOLA SANT'ANNA (2004-2005)
(3D Interactive Visualization of the Scuola San'Anna)
- PIAZZADEIMIRACOLI e TORREDIPISA (Opera Primaziale del Duomo) (2001-2004)
(3D Visualization of Virtual Environments on the web)
- Design and development of Acoustical Libraries
 - Design and development of Multimedia Libraries
 - Design and development of 3D modelers I/O features
 - Design and development of the static lighting features
 - Development of the main application
- DRIVESIM (ENEA) (2000-2001)
(Application of VR technologies in Medicine and Rehabilitation)
- Development of driving simulator application
 - Development of Acoustical Subsystem

2003 - ongoing

Founder of VRMedia s.r.l., spin-off company of Scuola Superiore Sant'Anna developing solutions for Virtual Reality and 3D on the web.

2003 January

Pisa, Italy

Winner of one of the five scholarships for a PhD position at Scuola Superiore S. Anna

2001 August-September

London, UK

Working at VECG, University College of London on 3D Real-Time Rendering in Virtual Environments.

Followed activities:

- VIRTUAL CROWDS
(Densely Populated Urban Environments)
- Design and development of modules for the rendering of animated polygonal meshes
 - Architecture and implementation of a high-performance file format for coding polygonal meshes

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Publications and Presentations

➤ April 2009

Lavin M.A., Alexander K.D., Tecchia F., Carrozzino M.
“Piero Della Francesca On-line: Story of the True Cross, San Francesco, Arezzo (Italy)”
Proceedings of MUSEUMS AND THE WEB 2009, Indianapolis (USA)

Carrozzino M., Evangelista C., Ruffaldi E., Neri V., Bergamasco M.
“Dissemination of Cultural Content through Information Landscapes”
Proceedings of MUSEUMS AND THE WEB 2009, Indianapolis (USA)

➤ March 2009

C.Evangelista, M.Carrozzino, V. Neri, M. Bergamasco
“Interactive storytelling for children education”
Proceedings of IEEE VS GAMES 2009, Coventry (UK)

➤ February 2009

M.Carrozzino, F.Tecchia, M.Bergamasco
“Urban Procedural Modeling for Real-Time Rendering”
Archives of Photogrammetry, Remote Sensing and Spatial Information Systems, Vol.
XXXVIII-5/W1, ISSN Number: 1682-1777

M.Carrozzino, C.Evangelista, M.Bergamasco
“The immersive time-machine: a virtual exploration of the history of Livorno”
Archives of Photogrammetry, Remote Sensing and Spatial Information Systems, Vol.
XXXVIII-5/W1, ISSN Number: 1682-1777

➤ December 2008

L.Pecchioli, F.Mohamed, M.Carrozzino, H.Leitner
“A Method to link data in a 3D Environment”
Proceedings of the 35th International Conference on Computer Applications and
Quantitative Methods in Archaeology, Berlin, Germany, April 2-6 2007
ISBN 978-3-7749-3556-3

➤ November 2008

M.Carrozzino, F.Tecchia, M.Bergamasco
“Virtual reality”
Chapter 7: “Virtual Reality” (pp. 154 - 165)
IDEA 2008 , “International Design Education Award”
Alinea Editrice, Firenze 2008
ISBN 978-88-6055-345-4 - Book Chapter

➤ October 2008

L.Pecchioli, M.Carrozzino, F.Mohamed
“ISEE: Accessing Relevant Information By Navigating 3d Interactive Virtual
Environments”
Digital Heritage - Proceedings of the 14th International Conference on Virtual Systems
and Multimedia, IEEE VSMM 2008, pages 326-331, Limassol, Cyprus
ISBN 978-963-9911-01-7

P.Gasparello, A.Bizdideanu, F.Tecchia, F.Rossi, M.Carrozzino, M.Bergamasco
“Using real-time stereoscopic 3D for remote training on complex assembling /
disassembling sequences”

MARCELLO CARROZZINO - CURRICULUM VITAE

Proceedings of Workshop on Hyper-media 3D Internet, Geneve, Switzerland

➤ September 2008

M.Carrozzino, C.Evangelista, A.Scucces, F.Tecchia, G.Tennirelli, M.Bergamasco
“The Virtual Museum of Sculpture”
Proc. DIMEA 2008, 3rd ACM International Conference on Digital Interactive Media in
Entertainment and Arts, pages 100-107, AIT, Athens, Greece
ISBN 978-1-60558-248-1

E.Ruffaldi, C.Evangelista, V.Neri, M.Carrozzino, M.Bergamasco
“Design of Information Landscapes for Cultural Heritage Content”
Proc. DIMEA 2008, 3rd ACM International Conference on Digital Interactive Media in
Entertainment and Arts, pages 113-119, AIT, Athens, Greece
ISBN 978-1-60558-248-1

F. Ghedini, H. Faste, M. Carrozzino and M. Bergamasco,
“Passages: a 3D artistic interface for children rehabilitation and special needs”, Proc.
7th Intl Conf. Disability, Virtual Reality & Assoc. Tech., [ArtAbilitation], Maia, Portugal,
2008, ICDVRAT/University of Reading, UK
ISBN 07 049 15 00 6

➤ February 2008

M.Bergamasco, C.A.Avizzano, F.Ghedini, M.Carrozzino
“Le interfaccce aptiche per i Beni Culturali”
Proceedings of LUBEC 2007, “Valorizzazione dei Beni Culturali e Innovazione”, Lucca,
Italy, 2008
ISBN 978-88-89766-10-1

➤ December 2007

M.Carrozzino, J.De Boeck
“Depth Perception”
In A. Luciani and C. Cadoz (eds.): Enaction and Enactive Interface: a Handbook of
Terms, , pages 68-70, Enactive Systems Books, Grenoble, 2007
ISBN 978-2-9530856-0-0 - Book Chapter

M.Carrozzino, C.Evangelista, A.Scucces, F.Tecchia, M.Bergamasco
”The Virtual Museum of Sculpture”
Electronic Proceedings of VAST 2007, Workshop on Virtual Museums Brighton, UK, 2007

➤ November 2007

M.Carrozzino, F.Tecchia, M.Bergamasco
Chapter 4: “PERCRO - Scuola Superiore Sant’Anna” (pp. 130 - 143)
IDEA 2007 , “International Design Education Award”
Alinea Editrice, Firenze 2007
ISBN: 978-88-6055-236-5 - Book Chapter

M.Carrozzino
Chapter 8: “Tecnologie del Pensiero e crimini: realtà virtuale e crimini reali” (pp. 378 -
393)
Saverio Fortunato , “Senso e conoscenza nelle scienze criminali”,
Colacchi Editore, L’Aquila 2007
ISBN: 8888676392 ISBN-13: 9788888676395 - Book Chapter

G.Marino, D.Vercelli, F.Tecchia, P.Gasparello, M.Carrozzino, M.Bergamasco
“A powerful Low-Cost Visualization System” (pp. 177-180)

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ENACTIVE 2007, Grenoble, France, 2007
ISSN: 1958-5497

J.De Boeck, E.Ruffaldi, M.Carrozzino, C.Raymaekers, K.Coninx, M.Bergamasco
"Designing an interface for virtual reality and haptic application prototyping: a case study" (pp. 77-80)
Proceedings of ENACTIVE 2007, Grenoble, France, 2007
ISSN: 1958-5497

➤ **October 2007**

A.Frisoli, M.Carrozzino, L.Borelli, M.Bergamasco,
Chapter 6: "Ambienti Virtuali: applicazioni in medicina e sviluppi tecnologici" (pp. 51-70)
Federico Semeraro, "Simulazione, istruzioni per l'uso", IRC Editore, Bologna 2007
ISBN: 978-88-95517-02-5 - Book Chapter

➤ **September 2007**

L. Pecchioli, M.Carrozzino, F.Mohamed, H. Leitner
"Accessing information through a 3D interactive environment"
in International Cultural Heritage Informatics Meeting (ICHIM07): Proceedings,
J. Trant and D. Bearman (eds). Toronto: Archives & Museum Informatics. 2007.
Published September 30, 2007 at
<http://www.archimuse.com/ichim07/papers/pecchioli/pecchioli.html>
ISBN: 1-885636-35-5 (electronic)

➤ **August 2007**

M.A.Lavin, K.D.Alexander, A.Benci - F.Tecchia, M.Carrozzino
"Piero Project: Computer Model Of The Cappella Maggiore"
Oral presentation at 30th European Conference on Visual Perception (ECVP), Arezzo (Italy)
(to be published in proceedings)

➤ **July 2007**

V.Piacentini, M.Carrozzino
"Crowds Dynamics Studies for the Safeguard of Tourist Cultural Sites in Critical Situations"
5th International Conference on Science and Technology in Archaeology and Conservation, Granada, Spain
(to be published in proceedings)

➤ **April 2007**

F.Tecchia, M.Carrozzino, A.Frisoli, E.Ruffaldi, M.Bergamasco
"Multimodal interaction for the World Wide Web"
in J. Trant and D. Bearman (eds). Museums and the Web 2007: Proceedings.
Toronto: Archives & Museum Informatics, published March 31, 2007 at
<http://www.archimuse.com/mw2007/papers/tecchia/tecchia.html>
ISBN: 1-885626-34-7

M.Bergamasco, M.Carrozzino, A.Frisoli
"Il Museo delle Pure Forme"
PRIMAVERA ITALIANA: Italia in Giappone, Tokyo, Japan

➤ **January 2007**

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M.Bergamasco, M.Carrozzino, A.Frisoli

“The Museum of Pure Form: Interaction in Virtual Environments for Cultural Heritage”
In The Proceedings of DACH 2007: The International Conference on Digital Applications
in Cultural Heritage2007
ISBN: 9789860081893

➤ October 2006

M.Carrozzino, F.Tecchia, F.Rossi, F.Canaccini, A.Bazzoni, M.Bergamasco
“The City Modeling Procedural Engine”
Electronic proceedings of 3CTV Conference, Bilbao, Spain

M.Bergamasco, M.Carrozzino, F.Tecchia, A.Frisoli, C.A.Avizzano
“Haptic interfaces for Cultural Heritage”
Oral presentation at MIMOS 2006 - Torino, Italy (TALK)

➤ July 2006

E.Ruffaldi, S. Bacinelli, M. Carrozzino, M. Bergamasco
“Dual Scripting in a Virtual Reality Engine. Embedding Python in XVR”
Oral presentation at EUROPHYTON 2006 Conference - Geneva, Switzerland (TALK)

➤ June 2006

M.Bergamasco, M.Carrozzino, F.Tecchia
Chapter ?: “Esplorare l’opera di Galileo Chini: i bozzetti della Turandot”
Alessandra Belluomini Pucci, “Giacomo Puccini e Galileo Chini tra musica e scena
dipinta. La favola cinese e altri racconti dal palcoscenico”, La Torre di legno, Viareggio
2006
ISBN 88-95144-00-7 ISBN-13 978-88-95144-00-9

➤ March 2006

M.Carrozzino, A.L'Abbate
“L’animazione forense, tra trucco, inganno e realtà virtuale o processuale”
In “Criminologia.it”, Web magazine registered at Tribunale di Prato, n° 3/99

➤ May 2006

M.Carrozzino
“Evaluation of Audio-Haptic Interaction By Means of Games”
Oral presentation at 2nd ENACTIVE Workshop - Montreal, Canada (TALK)

➤ January 2006

F. Tecchia, M. Carrozzino, F. Rossi, M. Bergamasco, M. Vescovi, F.Pisu
“Using stereoscopic real-time graphics to shorten training time for complex mechanical
tasks”
In Stereoscopic Displays and Virtual Reality Systems XIII. Edited by Woods, Andrew J.;
Dodgson, Neil A.; Merritt, John O.; Bolas, Mark T.; McDowall, Ian E. Proceedings of the
SPIE, Volume 6055, pp. 7-16
ISBN 0-8194-6236-5

➤ November 2005

M.Bergamasco, S.Perotti, C.A.Avizzano, M.Angerilli, M.Carrozzino, E.Ruffaldi
“Fork-Lift Truck Simulator for Training in Industrial Environment”
In Research in Interactive Design: Proceedings of Virtual Concept 2005. Edited by Xavier
Fischer, Daniel Coutellier
ISBN-10: 2-287-48363-2 ISBN-13: 978-2-287-48363-9

MARCELLO CARROZZINO - CURRICULUM VITAE

A. Frisoli, M. Carrozzino, S. Marcheschi, F. Salsedo, M. Bergamasco
“Haptic systems for simulation of primary commands of cars”
In Research in Interactive Design: Proceedings of Virtual Concept 2005. Edited by Xavier Fischer, Daniel Coutellier
ISBN-10: 2-287-48363-2 ISBN-13: 978-2-287-48363-9

M. Carrozzino, A. Baroni, F. Tecchia, F. Rossi, M. Bergamasco
“Interacting with complex virtual models: a suitable metaphor for Virtual Prototyping”
Electronic proceedings of ENACTIVE 2005 Conference, Genova, Italy

➤ September 2005

M. Bergamasco, S. Perotti, C.A. Avizzano, M. Angerilli, M. Carrozzino, E. Ruffaldi
“Fork-Lift Truck Simulator for Training in Industrial Environment”
In proceedings of 10th IEEE Conference on Emerging Technologies and Factory Automation, 2005. ETFA 2005.
ISBN 0-7803-9402-X

➤ June 2005

M. Carrozzino, A. Brogi, F. Tecchia, M. Bergamasco
“The 3D Interactive Visit to Piazza dei Miracoli, Italy”
In proceedings of ACM ACE 2005 Conference, Valencia, Spain
ISBN 1-59593-110-4

M. Carrozzino, F. Tecchia, S. Bacinelli, M. Bergamasco
“Lowering the Development Time of Multimodal Interactive Application: The Real-life Experience of the XVR Project”
In proceedings of ACM ACE 2005 Conference, Valencia, Spain
ISBN 1-59593-110-4

A. Baroni, C. Evangelista, M. Carrozzino, M. Bergamasco
“Building 3D Interactive Environments for the Children’s Narrative: A Didactic Project”
In proceedings of ACM ACE 2005 Conference, Valencia, Spain
ISBN 1-59593-110-4

➤ April 2005

M. Carrozzino, A. Frisoli, F. Tecchia, E. Ruffaldi, M. Bergamasco
“The Museum of Pure Form”
In Proceedings of MIDECH 2005 Workshop, Milano, Italy
ISBN 88-548-0029-5

M. Carrozzino, A. Brogi, F. Tecchia, M. Bergamasco
“ A virtual tour of Piazza dei Miracoli ”
In Proceedings of MIDECH 2005 Workshop, Milano, Italy
ISBN 88-548-0029-5

➤ December 2004

M. Carrozzino, A. Brogi, F. Tecchia, M. Bergamasco
“ The 3d website of Piazza dei Miracoli in Pisa - Italy ”
In Proceedings of VAST 2004 Conference, Bruxelles, Belgium
ISBN 3-905673-18-5

C. Loscos, F. Tecchia, A. Frisoli., M. Carrozzino, et al.
“The Museum of Pure Form: touching real statues in an immersive virtual museum “
In Proceedings of VAST 2004 Conference, Bruxelles, Belgium

MARCELLO CARROZZINO - CURRICULUM VITAE

ISBN 3-905673-18-5

➤ **November 2004**

M. Carrozzino, M. Raspolti, F. Tecchia et al.
"Virtual Prototyping for 2-Wheels Vehicles"
Oral Presentation at VIA 2004 WORKSHOP - Compiègne, France

➤ **September 2004**

M. Marcacci, C. Limone, M. Carrozzino M. et al.
"La prototipazione virtuale per veicoli a 2 ruote"
In Proceedings of Convegno Nazionale XIV ADM - XXXIII AIAS - Bari, Italy
ISBN 88-900637-3-4

➤ **November 2001**

M. Carrozzino, F. Tecchia, C. Falcioni, M. Bergamasco
"Image Caching Algorithms and Strategies for Real Time Rendering of Complex Virtual Environment"
In Proceedings of ACM AFRIGRAPH 2001 - Cape Town, South Africa
ISBN 1-58113-446-0

Conferences and Journals

2009
July: Member of the International Program Committee for VAST 2009 Conference, Malta
June: Member of the International Program Committee for ACM ACE 2009 Conference, Athens (Greece)
June: Referee for "Journal of Cultural Heritage", ELSEVIER
June: Participation as invited speaker to the panel "La storia in gioco", University of Foggia (Italy)
May: Participation as invited speaker to the 4th XVR Workshop, Pisa (Italy)
April: Participation to MUSEUMS AND THE WEB 2009 Conference, Indianapolis (USA)
February: Participation to 3rd ISPRS International Workshop 3D-ARCH 2009, Trento (Italy)

2008

November: Member of the International Program Committee for IEEE VS GAMES 2009 Conference, Coventry (UK)
November: Member of the International Program Committee for ICEC 2009 Conference, Paris (France)
November: Member of the International Program Committee for IEEE VR 2009 Conference, Lafayette (USA)
November: Participation to Enactive 2009, Pisa (Italy)
October: Participation as invited speaker to LUBEC 2008 Conference, Lucca (Italy)
October: Participation to INTUITION 2008, Torino (Italy), presenting a tutorial on VR System Development.
October: Member of the International Program Committee for ACM AFRIGRAPH 2009 Conference, Pretoria (South Africa)
September: Referee for "Journal of Cultural Heritage", ELSEVIER
September: Participation to ACM DIMEA 2008 Conference, Athens (Greece), chairing two oral sessions
September: Member of the International Program Committee for Enactive 2009 Conference, Pisa (Italy)
August: Member of the International Program Committee for ACM ACE 2008 Conference, Yokohama (Japan)
June: Member of the International Program Committee for DIMEA 2008 Conference, Athens (Greece)
May: Participation to the 3rd XVR Workshop, Pisa (Italy)

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March: Participation as invited speaker to the 3rd Mercator Workshop: "New technologies and Cultural Heritage", Pisa (Italy)

2007

December: Participation to VAST 2007 Conference, Brighton (UK)

November: Participation to CREATIVITY 2007 Conference, Pontedera (Italy)

November: Participation to LUBEC 2007 Conference, Lucca (Italy)

November: Member of the International Program Committee for ENACTIVE 2007 Conference, Grenoble (France)

October: Member of the International Program Committee for AFRIGRAPH 2007 Conference, Grahams Town (South Africa)

July: Member of the International Program Committee for IADIS 2007 Conference, Lisbon (Portugal)

May: Participation as invited speaker to the 2ⁿ XVR Workshop, Pisa (Italy)

April: Participation to MUSEUMS AND THE WEB Conference, San Francisco (USA)

2006

October: Participation to 3CTV Conference, Bilbao (Spain)

June: Member of the International Program Committee for the ACE 2006 Conference, Hollywood (U.S.A.)

May: Participation as invited speaker to the 1st XVR Workshop, Pisa (Italy)

February: Reviewer for the special issue of Virtual Reality Springer journal on "Multisensory Interaction in Virtual Environments"

January: Member of the International Program Committee for AFRIGRAPH 2006 Conference, Cape Town (South Africa)

2005

November: Participation to INTUITION 2005 Workshop, Senlis (France)

November: Member of the Organizing and Scientific Committee for ENACTIVE 2005 Conference, Genova (Italy). Participation to the conference.

September: Participation to EFTA 2005 Conference, Catania (Italy)

June: Participation to ACE 2005 Conference, Valencia (Spain)

March: Member of the International Program Committee for ACE 2005 Conference, Valencia (Spain)

March: Participation to the first ENACTIVE NoE WORKSHOP, Pisa (Italy)

March: Participation to MIDECH 2005 Conference, Milano (Italy)

March: Participation to WORLD HAPTICS Conference, Pisa (Italy)

2004

December: Participation to VAST 2004, Bruxelles (Belgium)

June: Member of the International Program Committee for AFRIGRAPH 2004 Conference, Stellenbosch (South Africa)

2002

October: Member of the International Program Committee for AFRIGRAPH 2002 Conference, Cape Town (South Africa)

July: Participation to WEBB.IT 2001, Padova (Italy)

June: Participation to EUROGRAPHICS Rendering Workshop 2001, Pisa (Italy)

2001

October: Participation to VIRTUALITY 2001, Torino (Italy)

March: Participation to EVA 2001, Florence (Italy)

March: Participation to IEEE VR2001 Conference, Yokohama (Japan), and presentation of the paper "*Washout Filter Design for a Motorcycle Simulator*" (Barbagli F., Ferrazzin D., Avizzano C.A., Bergamasco M.)

MARCELLO CARROZZINO - CURRICULUM VITAE

Teaching activity

- June 2009
Lecture on “Virtual Environments and Cultural Heritage” at University of Foggia (Italy)
- February 2009
Lecture on “Virtual Reality and Urban Planning” at VIII MASP, Master “Il Progetto dello Spazio Pubblico”, Lucca (Italy)
- 2008
Contract Professor of “Virtual Reality” at Dept. of Computer Science, University of Pisa (Italy)
- June 2007
Lecture on “Cultural Heritage applications of Virtual Reality” at ISUFI School, University of Lecce (Italy) for the Master “Management of Cultural Heritage”
- June 2007
Seminar on “Virtual Reality and Cultural Heritage” at University of Bergamo (Italy)
- June-July 2007
Course “Authoring Virtual Environments: Modeling and Graphical Programming” at IMT Lucca (Italy)
- 2007
Contract Professor of “Virtual Reality” at Dept. of Computer Science, University of Pisa (Italy)
- September 2006
Appointed responsible of the course “Virtual Reality” for year 2007 at the Department of Computer Science, University of Pisa (Italy) (ref.: “Delibera N.71 del Consiglio Aggregato dei Corsi di Studio in Informatica, Seduta del 19.09.2006”).
- 2001-2006
Lectures, teaching aids and collaboration to the general organization of the course “*Virtual Reality*” at the Faculty of Computer Science, University of Pisa (Italy)
- October 2006
Lecture on “Virtual Reality applications to Criminology” in “Ciclo di seminari di Scienze Criminali: senso e conoscenza nelle scienze criminali”, Calenzano (FI)
- June 2006
Lecture on “Embedding 3D contents in web applications”, at IMT, Lucca (Italy),
- June 2006
Seminar on “Virtual Environments for the conservation of Cultural Heritage in crisis conditions”, at Scuola Superiore Sant’Anna, Pisa (Italy)
- March 2006
Seminar on “Virtual Environments and applications to Cultural Heritage”, at Scuola Normale Superiore, Pisa (Italy)
- January-February 2006
Lectures on *Techniques of Virtual Representations*, for the IFTS course “*Tecnico superiore per il disegno e la progettazione industriale*” at Pont-Tech, Pontedera (Italy)
- November 2005:
Seminar about “Virtual Reality Systems Architecture” for the workshop “Enhancing

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Enactive Manipulation with Real-time Sounds"

- September 28th, 2001
VECG dept. of Computer Science, UCL London (UK): invited talk about "*Image caching methods*"
- February 2000
Lectures for the course "*Office applications and Operative Systems*" at Soprintendenza BAAS of Pisa, Italy

Supervising activity:

- September 2009 (*to be presented*):
Supervisor of the Junior Graduate Candidate in Computer Science at University of Pisa, Davide Cavagnuolo for the thesis "*Design and implementation of a visual authoring tool for XVR-based interactive applications*"
- July 2009:
Supervisor of the Ph.D. Candidate in Technology and Management of Cultural Heritage Giovanna Tennirelli, "*Re-dress museum. Design and implementation of a museum management model for the collection of historical dresses*"
- July 2009:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Riccardo Dini for the thesis "*Natural interaction with three-dimensional objects*"
- December 2008:
Supervisor of the Ph.D. Candidate in Technology and Management of Cultural Heritage Laura Pecchioli, "*Accessing Information Navigating in a 3D Interactive Environment*"
- February 2007:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Pietro Ricotta for the thesis "*Implementation of a software module for the 3D positional acoustical rendering of virtual environments*"
- October 2006:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Fabrizio Canaccini for the thesis "*Study and implementation of automatic methodologies for the procedural extraction and synthesis of the main elements of virtual urban environments*"
- July 2006:
Supervisor of the Graduate Junior Candidate in Computer Science at University of Pisa, Alessandro Santonocito for the thesis "*Implementation of a visual authoring tool for virtual environments*"
- February 2006:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Antonio Bazzoni for the thesis "*Study and implementation of procedural methodologies for the automatic synthesis of urban virtual environments*"
- October 2005:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Carlo Cappelletti for the thesis "*Study and realization of a software module for the photorealistic rendering of complex virtual environments*"

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- April 2004:
Supervisor of the Graduate Junior Candidate in Computer Science at University of Pisa, Carmelo Lauricella for the thesis *"Implementation of a visual editing tool for the XVR framework"*

Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Andrea Baroni for the thesis *"Study and realization of a vision-based device for the tracking of markers in VR applications"*
- October 2003:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Simone Betti for the thesis *"Study and implementation of a software module for the real-time visualization of complex virtual characters"*
- July 2003:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Stefano Sbrulli for the thesis *"Study and implementation of procedural methodologies for the automatic synthesis of complex architectural models"*

Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Paola Florio for the thesis *"Study and implementation of procedural methodologies for the automatic synthesis of complex urban virtual environments"*

Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Francesco Ricci for the thesis *"Study and implementation of procedural methodologies for the automatic synthesis of textures with high degree of realism"*
- April 2002:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Gloria Zembo for the thesis *"Design and development of a user interface to interact with complex virtual environments through input devices touchscreen-like"*
- May 2001:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Marco Cecchini for the thesis *"Design and Implementation of a Level of Detail Algorithm for Real Time Rendering of Complex Virtual Environments"*
- December 2000:
Supervisor of the Graduate Candidate in Computer Science at University of Pisa, Claudia Falcioni for the thesis *"Development of a System for the Modeling of Virtual Objects Dynamic Behaviour"*

Il sottoscritto Marcello Carrozzino autorizza l'uso dei dati personali nel rispetto delle norme e diritti stabiliti dall'art. 13 della Legge 196/2003.

Il sottoscritto Marcello Carrozzino dichiara che tutto quanto contenuto in questo CV corrisponde a verità ai sensi delle norme in materia di dichiarazioni sostitutive di cui agli artt.46 e seguenti del D.P.R.445/2000.