

研究方向

研究方向: **科学可视化与计算机图形学**。近期的研究主要关于在大规模触摸屏上的科学可视化技术及人机交互技术。

教育经历

博士 09/2008 — 06/2013, 荷兰, 格罗宁根大学。博士课题: **Touching 3D data --- Interactive Visualization of Cosmological Simulations**。博士生导师: Prof. J. B.T.M. Roerdink 和 Dr. T. Isenberg

硕士 09/2004 — 03/2007, 杭州电子科技大学, 计算机学院。硕士生课题: **大屏幕多投影仪无缝拼接技术与设计**。硕士生导师: 王毅刚教授。

学士 09/2000 — 06/2004, 杭州电子科技大学, 计算机学院。

工作经历

• 浙江警察学院计算机系 助教 08/2007 — 08/2008

授课经历: 浙江警察学院

• C 语言程序设计 01/2008 — 07/2008

• 计算机安全 01/2008 — 07/2008

• 三维建模技术与设计 09/2007 — 12/2007

国际会议演讲

• FI3D: Direct-Touch Interaction for the Exploration of 3D Scientific Visualization Spaces, 国际可视化会议 (Visweek 2010), 盐湖城, 犹他州, 美国。 10/2010

• Multi-Projector Seamless Display System Based on PC-Cluster, The 16th International Conference on Artificial Reality and Telexistence--Workshops (ICAT), 杭州, 浙江。 11/2006

• A large-scale display system based on multi-projector, 2006 China-Ireland International Conference on Information and Communications Technologies (CIICT), 杭州, 浙江。 10/2006

社会组织任职

- 荷兰格罗宁根中国留荷学生学者联合会主席 (ACSSG) 05/2010 - 06/2011

奖励

- 学术论文"Efficient Structure-Aware Selection Techniques for 3D Point Clouds"在美国西雅图举行的计算机可视化学术会议 Visweek 2012 中获最佳论文提名奖。 10/2012
- 硕士学习期间获校优秀毕业生 03/2007
- 学士学习期间获校优秀毕业生 06/2004
- 学士学习期间获七次优秀学生奖学金 09/2007 - 06/2004

语言

- 中文 (母语)
- 英文 (流利)

论文

1. L. Yu, K. Efstathiou, P. Isenberg, and T. Isenberg. "Efficient Structure-Aware Selection Techniques for 3D Point Cloud Visualizations with 2DOF Input". In: **IEEE Transactions on Visualization and Computer Graphics** 18.12 (2012), pp. 2245-2254. DOI: [10.1109/TVCG.2012.217](https://doi.org/10.1109/TVCG.2012.217).
2. L. Yu, P. Svetachov, P. Isenberg, M. H. Everts, and T. Isenberg. "FI3D: Direct-Touch Interaction for the Exploration of 3D Scientific Visualization Spaces". In: **IEEE Transactions on Visualization and Computer Graphics** 16.6 (2010), pp. 1613- 1622. DOI: [10.1109/TVCG.2010.157](https://doi.org/10.1109/TVCG.2010.157).
3. J.Ding,Y.Wang,andL.Yu."ExtractionofHumanBodySkeletonBasedonSilhouette Images". In: **Education Technology and Computer Science**, International Workshop on 1 (2010), pp. 71-74. DOI: [10.1109/ETCS.2010.241](https://doi.org/10.1109/ETCS.2010.241).
4. L.Yu,C.Yu,andY.Wang."Multi-Projector Seamless Display System Based on PC- Cluster". In: **Proceedings of the 16th International Conference on Artificial Reality and Telexistence-Workshops**. ICAT '06. Washington, DC, USA: IEEE Computer Society, 2006, pp. 125-130. ISBN: 0-7695-2754-X. DOI: [10.1109/ICAT.2006.91](https://doi.org/10.1109/ICAT.2006.91).
5. L. Yu, C. Yu, and Y. Wang. "A large-scale display system based on multi-projector". In: **2006**

China-Ireland International Conference on Information and Communications Technologies. 2006.

6. L. Yu and T. Isenberg. "Exploring One- and Two-Touch Interaction for 3D Scientific Visualization Spaces". In: **Posters of Interactive Tabletops and Surfaces (ITS 2009, November 23-25, 2009, Banff, Alberta, Canada)**. Ed. by M. Ashdown and M. Hancock. Extended abstract and poster. 2009.
7. L. Yu and T. Isenberg. "Interactive Visualization of Cosmological Simulations". In: **SIREN: Scientific ICT Research Event Netherlands** (November 5, 2009, University of Twente, The Netherlands). Poster. 2009.
8. B. J. Ferdosi, L. Yu, H. Buddelmeijer, S. Trager, M. H. Wilkinson, T. Isenberg, and J. B. Roerdink. "Finding and Visualizing Relevant Subspaces for Clustering High-Dimensional Data Using Connected Morphological Operators". Submitted