



V-MUST DEVELOPMENT CAMP: CALL FOR MOBILITY (C4)

VideaLAB - Universidad de A Coruña (Spain)
Title: Virtual reconstruction and real time visualisation

1. Name of the hosting institution	VideaLAB - Universidad de A Coruña (Spain)
2. Brief description of the unit hosting the internship	<p>Research group expert in virtual reconstruction, interactive visualization, immersive virtual reality, virtual worlds.</p> <p>The Architecture, Engineering and Urbanism Visualization Group of the School of Civil Engineering of A Coruña University works in research and development in computer visualization techniques applied to all fields of construction, from the constructive detail to the overall vision of the territory, the building and the city.</p> <p>This multidisciplinary team develops visualization research projects in the fields of Architecture, Civil Engineering, the recreation of Historic Heritage and in applying the technology of computer graphics to the exhibition of cultural content in museums.</p> <p>The range of technologies that VideaLAB deploys ranges from the simulation of territory to immersive virtual reality environments, virtual worlds, Gigapixel imagery and human-computer interaction through the use of natural interfaces.</p>
3. Max number of internships/year	2
4. Areas of host institution's expertise for internship proposals	<ul style="list-style-type: none"> • Virtual reconstruction • Interactive visualization • Immersive virtual reality • Virtual Worlds
5. Project description <i>Brief description of any specific programme of work that the host wishes the intern to carry out (optional)</i>	The intern will join one of the projects under development during the relevant period. Projects will usually include: virtual reconstruction for real-time presentations using both commercial and bespoke graphics engines. Depending on the skills and experience of the candidate, he or she will work on 3D modelling, interaction design or graphic programming.
6. Benefit to host <i>Areas in which the host wishes to develop expertise through collaboration with an intern (optional)</i>	VideaLAB is open to incorporating in its work and methodology any external knowledge provided by the intern that could be of interest for the projects under development.
7. Internship profile <i>Please indicate the "essential" and "preferred" skills and/or qualifications that applicants should have</i>	<p><i>Profile a)</i> Architect, Art Historian or Fine Artist with experience or interest in 3D visualization.</p> <p><i>Profile b)</i> Programmer with experience or interest in computer graphics.</p> <p><i>Profile c)</i> Multimedia designer with experience or interest in 3D Web and/or metaverses (virtual worlds)</p>
8. Preferred period <i>Please give the earliest</i>	Starting in January or September 2012

<i>possible start date, and the latest possible end date for hosting interns</i>	
9. Min/max duration (usually between 12 and 24 weeks)	12 – 24 weeks
10. Accommodation support (where applicable)	Help in finding apartment through University Student Assistance Centre
11. Facilities and Supervision <i>Please describe the workspace, equipment, training, supervision hours per week etc. that the host will provide</i>	<p>The intern will have access to all computer equipment (PC based), internet access needed to carry out his or her work and licenses of visualization software. During the stay, he or she will share a workspace with other team members in the Laboratory.</p> <p>Overall supervision of the internship programme will be undertaken by Dr. Luis Hernández Ibáñez, who will also ensure that any training in technologies and methods that may be required will be provided.</p>
12. Contact Details of Supervisor. a. Name: b. Address: c. E-mail: d. Telephone:	<p>Dr. Luis Hernández Ibáñez Videalab. Grupo de Visualización Avanzada Dpto. Métodos Matemáticos y de Representación ETS de Ingenieros de Caminos. Campus Elviña Universidad de A Coruña 15071 A Coruña luis.hernandez@udc.es</p>