Information Visualization vs Visual Arts

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Purdy-Kresge Library room 110

Abstract:
In this talk, we will study some of the theories and practices in visual arts, in particular abstract painting, and their potential usefulness for the aesthetic design of information visualization. We discuss the three dimensions of painting, i.e. form, color, and texture, various visual cognition principles, and finally aesthetic compositions used in abstract painting. Our objective is to bridge visual arts with information visualization, so that the latter could learn from the former in creating more aesthetic visualizations and thus making the viewers visualizing process a pleasant and engaging experience. Other research directions at the UTD Visual Computing Lab will also be briefly mentioned.

Biography:
Kang Zhang is Professor, Associate Department Head, and Director of Visual Computing Lab of Computer Science Department at the University of Texas at Dallas. He received his B.Eng. in Computer Engineering from the University of Electronic Science and Technology, China, in 1982; and Ph.D. from the University of Brighton, UK, in 1990. Prior to joining UTD in the USA, he held academic positions in the UK and Australia.

Dr. Zhang's current research interests are in the areas of information visualization, visual programming and visual languages, and Web engineering; and has published over 170 papers in these areas. He has authored and edited four books. His research has been funded by the UK SERC, Australian Research Council, Sun Microsystems, Texas State, US NSF, and US Department of Education. He has been the General Chair and Program Chair of several major international conferences. Dr Zhang is also on the Editorial Boards of Journal of Visual Languages and Computing, and International Journal of Software Engineering and Knowledge Engineering. His home page is at www.utdallas.edu/~kzhang.