

Wall of Fame

Benoit B. Mandelbrot

* 1924 Warsaw, Poland

Resident in France as of 1936, Benoit Mandelbrot survived the German occupation. From 1944 onwards he studied mathematics in Paris and in the USA. He worked at the IBM research centre Yorktown Heights between 1958 and 1993. Here, he created fractal geometry with "apple men", which had a decisive influence on computer graphics.

Edwin E. Catmull

No information available

Ed Catmull studied physics and computer science at Utah University. After his Ph.D. in 1974, he was in charge of the computer graphics laboratory at the Institute of Technology in NY. He joined Lucasfilm in 1979. Catmull is one of the fathers of the RenderMan software, that he has used since 1986 as President of Pixar film studio for films like "Toy Story".

Nadia Magnenat-Thalmann

* 1946 Lausanne, Switzerland

After obtaining her Ph.D. in quantum physics in Geneva in 1977, Nadia Thalmann taught in Montreal. She has been Professor of Computer Science at Geneva University since 1989. In the same year she founded MIRALab, which conducts research into the computer simulation of human functionality. Her fame is largely due to her virtual Marilyn Monroe.



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Computer graphics

