How to Win an Oscar with Fluid Simulations

Nils Thürey's work is in the field of computer graphics: he models physical behaviors of fluids such as water and smoke to enable computer created virtual effects to look like the real thing. These phenomena are very expensive to simulate computationally, so Nils' research explores the use of deep learning methods to generate the effects more quickly and more realistically. Before assuming his professor position at TUM, Nils did a PhD at the LSS in Erlangen, held a post-doc position in Zurich, and worked in the visual effects industry. He was awarded a technical Oscar for the development of an algorithm which aids in editing explosion and smoke effects for film.

Friday, September 7, 15:00 at H12 in Cauerstraße 11, 91058 Erlangen
General information

The HPC symposium “Computational Science at Scale (CoSaS)” will take place from September 5-7, 2018 in Erlangen, Germany. This symposium is organised within the scope of the DFG priority program Software for ExaScale Computing (SPPEXA). SPPEXA addresses fundamental research on the various aspects of HPC software for the era of ubiquitous massive parallelism. The objectives are to bring together the projects of SPPEXA that are focused on large scale numerical simulation with applications in science and engineering. CoSaS will be a forum for the exchange of results and ideas in the area of HPC and to review the results of SPPEXA in an international setting.

The programme will consist of high-level invited talks and a poster session. We also plan a best poster award including a monetary prize and a certificate.

Poster session

The poster session will include a Poster Blitz:

- Each poster is to be presented by 2 slides within 1 min.
- The poster prizes will be awarded by the audience and by a jury.
- There will be three prizes both for the jury and audience awarded posters (250 €, 150 € and 100 €).
- The prize will be handed to the presenter of the poster directly (cash) during the award ceremony.