

COREY TOLER-FRANKLIN

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EDUCATION

- Princeton University, Computer Science Department** 2011
Ph.D., Computer Science
Research Areas: Computer Graphics and Computer Vision
Topics: Acquisition and analysis of the shape and appearance of real-world objects. Algorithms for processing and visualizing complex datasets including matching and non- photorealistic rendering.
Thesis: *Matching, Visualizing and Archiving Cultural Heritage Artifacts Using Multi-Channel Images*
Teaching: COS 126 General Computer Science, COS 226 Algorithms and Data Structures
Advisor: Dr. Szymon Rusinkiewicz
- Cornell University, Program of Computer Graphics** 1999
M.S., Architecture, Major: Computer Graphics
Research Areas: Conceptual modeling tools for architectural design
Topics: Developed a visualization system to teach the mathematical concepts behind projective geometry. Introduced software and novel digital rear-projected display systems to architecture students at Cornell.
Thesis: *A Computer-Based Approach for Teaching Architectural Drawing*
Teaching: Introduced architecture students to computer graphics in a novel design studio.
Advisor: Dr. Donald Greenberg
- Cornell University, College of Architecture, Art and Planning** 1997
B.Arch (Class Rank 4 out of 21)
Thesis: *On Site Museum of Oral History, Nassau, Bahamas*
- Cornell Abroad:** Studied significant architectural works and cultures in Italy, Africa and Malta 1995

PROFESSIONAL EXPERIENCE

- University of Florida Gainesville, Computer & Information Science & Engineering Dept.** Sept. 2014 - present
Assistant Professor, Computer Science
Director, Graphics Imaging & Light Measurement Laboratory (GILMLab)
- Florida Museum of Natural History, Department of Natural History, Gainesville, FL** Sept. 2015 - present
Affiliate Assistant Professor
- American Museum of Natural History, Division of Anthropology, NY, NY** Sept. 2015 - present
Research Associate
- University of California Davis, Computer Science Department, Davis, CA** July 2012 – July 2014
UC President's Postdoctoral Fellow
- University of California Berkeley, CITRIS Banatao Institute, Berkeley, CA** July 2012 – July 2014
Affiliated Researcher
- Yale University, Computer Science Department, New Haven, CT** July 2011 – July 2012
Yale Postdoctoral Fellow - Working with Professor Holly Rushmeier
- Adobe Systems, Advanced Technology Labs, San Jose, CA** Summer 2007
Computer Vision Group –Developed system for creating computer-generated mosaics.
- Google Inc., Boulder, Colorado** Summer 2006
Google SketchUp Team – Developed prototype for controlling line density in SketchUp models.
- Autodesk Inc., San Francisco, CA** March 2000 – March 2004
Software Engineer – 3D Graphics System Team
Implemented platform enhancements to 3D graphics system; Developed 3D navigation and rendering tools, and 3rd party API's; Notable contributions to AutoCAD 2002, 2004, 2005: 3D Graphics Configuration, True Color Support, Shaded Viewport Plotting, 3D Navigation Tools, Microsoft Windows Logo Certification, and Sheet Set Management.
Special Project - Strategic Accounts: Led pilot project between Autodesk executives and two international architecture firms - HOK and Gensler; Consulted on-site at firms to develop and integrate new technologies.
- Hawley Peterson & Snyder Architects, Mountain View, CA** April 2004 – May 2005
Software Engineer/Project Architect
Led collaborative Design-Assist project to integrate Building Information Modeling Technology into the design process to estimate construction time/cost: Projects - Camino Medical Group Campus, Palo Alto Medical Facility.

RESEARCH SOFTWARE DEVELOPED

iDigFossils App- Developed 3D visualization app for interpreting fossils to teach STEM concepts in middle schools.
RGBNMatch - Developed hardware and software for data capture, normal reconstruction and computer assisted matching. Deployed system on-site at the Akrotiri Excavation Laboratory of Wall Paintings, Santorini, Greece
RGBNRender - Developed system for generating scientific visualizations of surface details on real-world objects.

HONORS

Google Anita Borg Scholarship for Women in Computer Science: Finalist	2009
Autodesk 2002 Software Developer Award	2002
Shreve Award: MS Thesis Project - For excellence and originality	1999
The Eschweiler Prize: Recognized for outstanding academic accomplishments	1997

SPONSERED RESEARCH

UF Informatics Institute Seed Fund Focus on AI, \$39,960.00 , Start Date 08/03/2021, Co-PI	2021
NSF iTest Award (#1510410), \$1,194,054.00 , Start Date 02/11/2016, End Date 12/30/2021, Co-PI	2016
NSF iDigBio Visiting Scholar Award	2013
University of California President's Postdoctoral Fellowship, PI Corey Toler-Franklin	2012 - 2014
National Science Foundation (NSF) Graduate Research Fellowship	2005-2008
Presidential Fellowship, Princeton University	2005-2009
Merit Award, Princeton University	2005-2009
Robert James Eidlitz Traveling Fellowship	1998

SELECTED PUBLICATIONS

3-D Material Style Transfer for Reconstructing Unknown Appearance in Complex Natural Materials

Shashank Ranjan, Corey Toler-Franklin. *arXiv:2112.15589*. 2021 December; <https://arxiv.org/abs/2112.15589>

Non-Photorealistic Rendering of Layered Materials: A Multispectral Approach

Corey Toler-Franklin, Shashank Ranjan. *arXiv:2109.00780*. 2021 September; <https://arxiv.org/abs/2109.00780>

Multiscale Detection of Cancerous Tissue in High Resolution Slide Scans

Qingchao Zhang, Coy D. Heldermon, Corey Toler-Franklin.

Advances in Visual Computing. ISVC 2020. Lecture Notes in Computer Science. 2020 October;

DOI: https://doi.org/10.1007/978-3-030-64559-5_11

Learning How to Match Fresco Fragments

Thomas Funkhouser, Hijung Shin, Corey Toler-Franklin, Antonio Garcia Castaneda, Benedict Brown, David Dobkin, Szymon Rusinkiewicz, Tim Weyrich.

Eurographics 2011 Special Area Track on Cultural Heritage, Llandudno, UK, April 2011

<http://dx.doi.org/10.2312/EG2011/areas/017-024>

Multi-Feature Matching of Fresco Fragments

Corey Toler-Franklin, Benedict Brown, Tim Weyrich, Thomas Funkhouser, Szymon Rusinkiewicz.

ACM Transactions on Graphics (Proc. SIGGRAPH Asia), Seoul, Korea, December 2010.

<https://doi.org/10.1145/1882261.1866207>

A System for High-Volume Acquisition and Matching of Fresco Fragments: Reassembling Theran Wall

Paintings: Benedict Brown, Corey Toler-Franklin, Diego Nehab, Michael Burns, Andreas Vlachopoulos, Christos Doulas, David Dobkin, Szymon Rusinkiewicz, Tim Weyrich.

ACM Transactions on Graphics (Proc. SIGGRAPH), Los Angeles, CA, August, 2008.

<https://doi.org/10.1145/1360612.1360683>

Illustration of Complex Real-World Objects using Images with Normals.

Corey Toler-Franklin, Adam Finkelstein, and Szymon Rusinkiewicz.

International Symposium on Non-Photorealistic Animation and Rendering (NPAR) San Diego, CA, August 2007

<https://doi.org/10.1145/1274871.1274889>

Courses/Tutorials

Principles and Practices of Robust, Photography-based Digital Imaging Techniques for Museums:

Co-presented full day course. Presented acquisition and rendering algorithms for museum conservation.

VAST 11th International Symposium on Virtual Reality, Archaeology and Cultural Heritage

(Proc. EUROGRAPHICS 2010), Palais du Louvre, Paris, France, September 2010.

<http://dx.doi.org/10.2312/PE/VAST/VAST10S/111-137>

Learning How to Match Fresco Fragments

Thomas Funkhouser, Hijung Shin, Corey Toler-Franklin, Antonio Garcia Castaneda, Benedict Brown, David Dobkin, Szymon Rusinkiewicz, Tim Weyrich.

Journal on Computing and Cultural Heritage 4(2), November 2011.

<https://doi.org/10.1145/2037820.2037824>

TEXTBOOK CHAPTERS

Blackwell Companions to Anthropology: A Companion to Rock Art

Chapter 14: Rock art as digital heritage: advances in photo enhancement technology and digital archiving Ruth Tringham, Michael Ashley and Cinzia Perlingieri (University of California, Berkeley) , Liam Brady (University of Western Australia), Mark Mudge, Tommy Noble, Neffra Matthews, Szymon Rusinkiewicz , Corey Toler-Franklin and Carla Schroer (Cultural Heritage Imaging, Princeton University), Wiley Publishing 2012.

INVITED TALKS/WORKSHOPS

College of Medicine, University of Florida, March 2022

Artificial Intelligence and The Future of Medicine

C. A. Pound Human Identification Forensics Laboratory, University of Florida, May 1, 2021

Deep Learning Applications for Material Identification in Forensic Science

Department of Neuroscience, College of Medicine, University of Florida, April 29, 2021

Deep Learning Algorithms for Improving Efficacy and Reproducibility in Animal Behavioral Studies

College of Medicine, University of Florida, April 2021

Artificial Intelligence and The Future of Medicine

International Symposium on Visual Computing (ISVC), San Diego, CA., October 2020

Multiscale Detection of Cancerous Tissue in High Resolution Slide Scans

College of Medicine, University of Florida, April 2020

Artificial Intelligence and The Future of Medicine

C.A. Pound Human Identification Laboratory, University of Florida, October 2019

Multispectral Analysis Algorithms for Life Science Research

American Museum of Natural History, New York, New York, November 1st, 2018

Optical Imaging Systems for Simulating Biological Material Structures

McKnight Brain Institute, University of Florida College of Medicine, Gainesville, FL, November 16th, 2018

Harnessing Pattern Detection and Deep Learning Algorithms to Improve Efficiency, Accuracy and Throughput of Animal Behavior Studies

Savannah's Tech and Innovation Showcase, The Guild Hall, Savannah Georgia, February 2nd, 2018

Med Tech Innovations: Current and Future Trends

NYCEP (the New York Consortium in Evolutionary Primatology)

and the Richard Gilder Graduate School at the American Museum of Natural History

New York, New York, March 2016, 3D Multi-Spectral Imaging & Analysis Methods for Applications in Biodiversity & Cultural Heritage Preservation

Yale University, Computer Science Department & Center for the Preservation of Cultural Heritage

New Haven, Connecticut March 2016, 3D Imaging & Analysis Methods for Applications in Biodiversity

University of California San Diego, Conference for African American Researchers in the Mathematical Sciences, San Diego, CA, July 2013, Multi-Spectral Imaging Techniques for Analyzing Biological Specimens

University of Florida iDigBio HUB, Gainesville, Florida, February 2013

Data Capture and Analysis of Artifacts and Biological Specimens Using Multi-Channel Images

The National Evolutionary Synthesis Center, Duke University, Durham, North Carolina, February 2013

Multi-Spectral Imaging Techniques for Analyzing Biological Specimens

Lehman College CUNY Computer Science Department, Bronx, New York, February 2013

Analyzing Biological Specimens Using Multi-Spectral Images

University of California Berkeley, The CITRIS Banatao Institute, Berkeley, California, September 2012

Research Exchange Series: Matching, Visualizing, and Archiving Artifacts Using Multi-Channel Images

The American Museum of Natural History (AMNH), New York, New York, June 2012

Data Acquisition Techniques for Documenting and Analyzing Biological Specimens

Yale University Computer Science Department, New Haven CT, June 2012

Matching, Visualizing and Archiving Cultural Heritage Artifacts Using Multi-Channel Images

Yale University, Peabody Museum, SPNHC 27th Annual meeting, New Haven, CT, June 2012

Digitizing the Thera Frescoes : Practical 3D acquisition methods for museum conservation

Adobe Systems, Inc., Advanced Technologies Lab, San Francisco, California, May 2012.

Matching, Visualizing and Archiving Cultural Heritage Artifacts Using Multi-Channel Images

University of California Berkeley Computer Science Department, Berkeley, California, October 2011

Visual Computing Lab Talk: Computer Graphics and Computer Vision Techniques for Preserving Artifacts

Akrotiri Excavation Laboratory of Wall Paintings, Santorini, Greece, July 2009, July 2010, July 2011

Summer Workshop Session: A Matching System for Reassembling the Thera Frescos

University of Oxford, Oxford, United Kingdom, February 2011

RTISAD Oxford Workshop: Digital Transformations: New developments in cultural heritage imaging

University of California Los Angeles Math Department, Los Angeles, California, January 2011

Guest Lecturer: Applied Math/Image Processing Seminar: Pattern Matching Algorithms and Reassembly Systems

Hewlett Packard Laboratories Palo Alto, California, January 2011

Technical Talk Series: Computer Graphics for Cultural Heritage Preservation

University of Southern California, Los Angeles, California January 2011

Computer Graphics Techniques for Digitizing and Visualizing Artifacts

Rochester Institute of Technology, Center for Imaging Science, Rochester, New York, October 2010

Colloquium Talk: Matching, Visualizing and Analyzing Artifacts Using Multi-Channel Images

The Museum of Modern Art (MoMA) Conservation Department, New York, New York, July 2010

Generating Scientific Illustrations using Non-Photorealistic Rendering

Adobe Systems, Inc., San Jose, California, August 2007

Non-Photorealistic Illustration using RGBN Images

Google Inc., Boulder Colorado, August 2006

Google Tech Talk Series: A Prototype for Controlling Line Density in 3D Models

TEACHING EXPERIENCE

Deep Learning for Computer Graphics, University of Florida CAP5404, Fall 2022

Introduced new graduate-level AI course in the Florida State-Wide Numbering System

Deep Learning for Computer Graphics, University of Florida CAP4613, Spring 2022

Introduced new undergraduate-level AI course in the Florida State-Wide Numbering System

Introduction to Medical Science Seminar 1 (Translational Neuroscience),

University of Florida MDU4001, Spring 2020, Spring 2021, Spring 2022

Co-Teach course for honors students, University of Florida College of Medicine

Special Topics, Deep Learning for Computer Graphics,

University of Florida CIS6930/4930, Fall 2020, Spring 2021, Fall 2021

Undergraduate and graduate co-listed course: special topics in computer science

Computational Structures in Computer Graphics,

University of Florida CAP4730, Spring 2017, Fall 2018, Spring 2019

Advanced Computer Graphics, University of Florida CAP6701, Spring 2016, Spring 2018

Computer Graphics, University of Florida CAP5705, Fall 2015, Fall 2017

Special Topics, 3D Imaging & Visualization in Computer Graphics,

University of Florida CIS 6930/4930, Spring 2015

GRADUATE STUDENT ADVISING

Chair - Ph.D Thesis Committees

Aashish Dhwan, Computer Science, University of Florida, Expected Graduation May 2027

Michael Perez, Computer Science, University of Florida, Expected Graduation May 2026

Shashank Ranjan, Computer Science, University of Florida, Graduated May 2020

Qile Zhu, Computer Science, University of Florida, (Advised 2015-2016)

Member - Ph.D Thesis Committees

Ethan Wilson, Computer Engineering, University of Florida, Expected Graduation May 2026
Jennifer Cremer, Computer Science, University of Florida, Expected Graduation, May 2025
Sara Pickernell, Psychology, University of Florida, Expected Graduation May 2025
Sydney Lower, Physics, University of Florida, Expected Graduation May 2024
Jeremy Youngquist, Computer Science, University of Florida, Graduated, May 2024
Ruiliang Gao, Computer Engineering, University of Florida, Graduated May 2024
Brendan David-John, Computer Science, University of Florida, (Advised 2018-2020)
Ronald Wilson, Electrical & Computer Engineering, University of Florida, Graduated June 2021
Icaro Alzuru, Computer Engineering, University of Florida, Graduated May 2020
Hao Gan, Agricultural & Biological Engineering, University of Florida, Graduated December 2018
Daeun Choi, Agricultural & Biological Engineering, University of Florida, Graduated August 2017
Michael Borish, Computer Science, University of Florida, Graduated December 2016

Chair - M.S. Thesis Committee

Daniel Quintero, Computer Science, University of Florida, Graduated December 2021
Manjog Singh, Computer Science, University of Florida, Graduated December 2021
Shashank Ranjan, Computer Science, University of Florida, Graduated August 2016

Chair - M.S. Project Committee

Utkarsh Garg, Computer Science, University of Florida, Graduated August 2016
Qile Zhu, Computer Science, University of Florida, Graduated August 2015

PROFESSIONAL ACTIVITIES

Memberships

Association for Computing Machinery (ACM)
European Association for Computer Graphics (EG)
IEEE Computer Society
National Society of Black Engineers (NESBE)
American Institute of Architects (AIA)
National Organization of Minority Architects (NOMA)
Wesley L. Harris Scientific Society (Founding Member), Princeton, University (WLHSS)

Technical Program Committees, Editorial Boards and Grant Review Panels

MIT Press, Computer Science Division, Reviewer 2022
ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games 2021-present
Euroviz 2021-present
Quantitative InfraRed Thermography Journal 2019-present
International Conferences in Central Europe on Computer Graphics, Visualization and Computer Vision (WSCG) 2019-present
An International Journal of Systems & Applications in Computer Graphics 2017-present
Computers & Graphics, by Elsevier Editorial Publishing, 2017-present
IEEE International Conference on Virtual Systems and Multimedia (VSMM), 2016-present
IEE International Conference on Virtual Systems & Multimedia (VSMM) 2016-present
Eurographics Workshop on Graphics and Cultural Heritage (GCH), 2014-present
ACM Journal on Computing and Cultural Heritage (JOCCH), 2013 - present
International Symposium on Virtual Reality, Archaeology and Cultural Heritage, VAST 2010, 2011, 2013
Digital Heritage 2013 (Under the patronage of UNESCO), International Congress 2013
Eurographics International Scientific Committee 2010-present
NSF Panel Reviewer 2015-2022: Small Business Technology Transfer (STTR), Small Business Innovation Research (SBIR), Information and Intelligent Systems (IIS), Established Program to Stimulate Competitive Research (EPSCoR)

University Governance and Service

University of Florida, CISE Graduate Admissions Committee, 2020-present
University of Florida, Colloquium Committee, 2019-2020
University of Florida, Department of Computer Science Curriculum Committee, 2015-2018
University of Florida, Graduate Marshal Committee, 2014-present

OTHER SERVICE

Women in Science and Engineering at Princeton Focus Group (2009-present)
Autodesk Design Your Future Program for Women in Science and Technology (2000-2004)