

Visual Medicine: Techniques, Applications and Software



D. Bartz, G. Kindlmann, F. Link, K. Mueller, S. Oeltze, B. Preim, M. Wacker

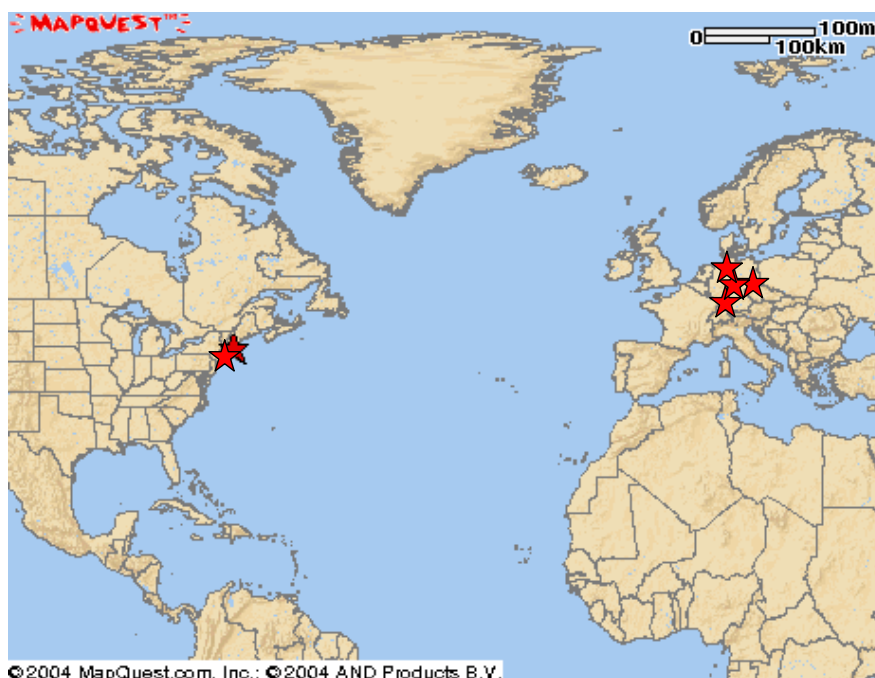
Introduction

Steffen Oeltze

Visualization Research Group
University of Magdeburg, Germany

stoeltze@isg.cs.uni-magdeburg.de

Cross-Atlantic Speakers



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Speakers from Germany



Florian Link
Dir. Software Engr.,
MeVis, Bremen

Bernhard Preim
Prof. of Vis',
Steffen Oeltze
PhD Student Vis',
Univ. of Magdeburg,
Magdeburg

Markus Wacker
Prof. of CG, HTW
Dresden, Dresden

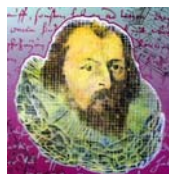
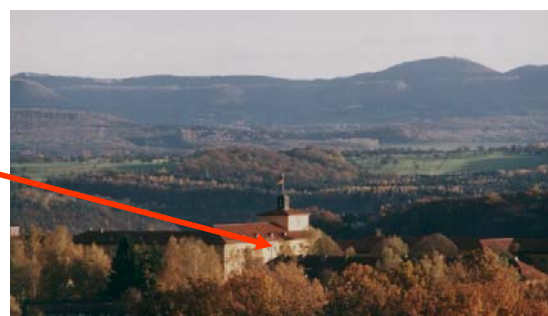
Dirk Bartz
Head of VCM,
Univ. of Tübingen,
Tübingen



University of Tübingen



Dirk Bartz
Head of VCM,
Univ. of Tübingen,
Tübingen, Germany



Wilhelm Schickard,
1592 - 1635

Prof. of Orientalic Languages,
Astronomy, Mathematics, and
Geodesy at Univ. of Tübingen

**1623 invention of first
calculation machine**
(Blaise Pascal's Pascaline 1642)

Marcus Wacker

Prof. of CG,
HTW Dresden,
Dresden, Germany



MeVis - Center for Medical Diagnostic Systems and Visualization GmbH

Florian Link



Director of Software
Engineering, MeVis,
Bremen, Germany



Bernhard Preim

Prof. of Visualization,
Univ. of Magdeburg,
Magdeburg, Germany



Steffen Oeltze

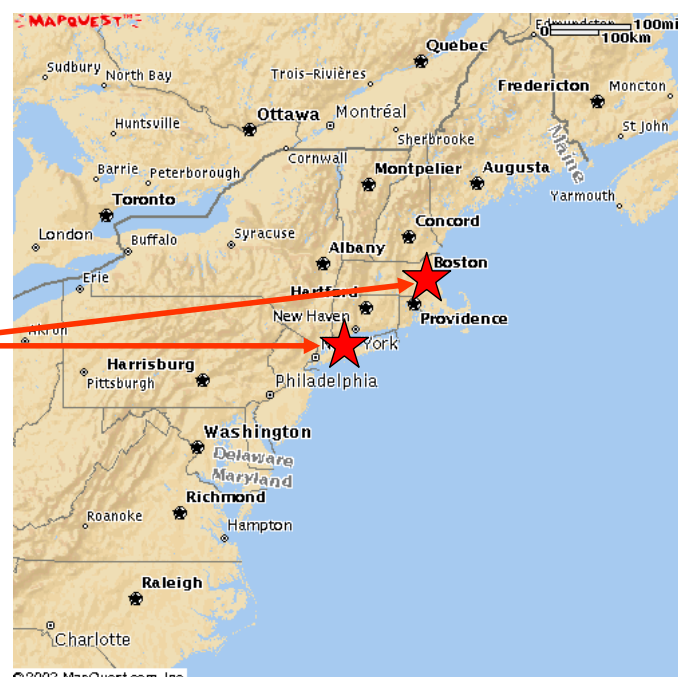
PhD Student Vis',
Univ. of Magdeburg,
Magdeburg, Germany



Speakers from the United States

Gordon Kindlmann
Post-Doc. Research
Fellow, Lab of Math'
in Imaging, Brigham
and Women's
Hospital, Boston, MA

Klaus Mueller
Associate Prof.,
Center of Visual
Computing, Stony
Brook University,
Stony Brook, NY



Brigham and Women's Hospital



Gordon Kindlmann

Post-Doc. Research Fellow,
Lab of Math' in Imaging,
Brigham and Women's
Hospital, Boston, MA



Stony Brook University



Klaus Mueller

Associate Prof., Center
of Visual Computing,
Stony Brook University,
Stony Brook, NY



Outline (1)



Morning (9:00 – 12:00) - Beginner Level

Introduction (Oeltze), 10min

Part One - Foundations of Medical Imaging, 140min

- Data Acquisition and Preprocessing (*Bartz*), 60min
- Rendering and Navigation (*Mueller / Kindlmann*), 45min
- Visual Programming for Prototyping of Medical Imaging Applications (*Link*), 35min

Outline (2)



Afternoon (1:30 – 6:00) - Intermediate/Advanced Level

Part two - Advanced Topics in Visual Medicine, 225min

- Visual Analysis of Perfusion Data (*Preim*), 35min
- Image-guided Surgery and Med. Mixed Reality (*Bartz*), 30min
- Diffusion Tensor Imaging (*Kindlmann*), 30min
- Visualization of Vasculature (*Oeltze*), 35min
- Fast Tagged Multi-res. Volume Rendering (*Link*), 30min
- CT Reconstruction and Functional Imaging (*Mueller*), 30min
- Soft-Tissue Simulation (*Wacker*), 35min

Questions and Answers (All), 15min

Breaks:

- Coffee Breaks:

10:15am – 10:45am

3:10pm – 3:40pm

- Lunch Break:

12:00am – 1.30pm

Additional Tutorial Material

Conference DVD contains additional material:

- Videos for illustration purposes
- Links to related papers (to avoid copyright clashes ...)
- and the slides, of course

New and updated material will be available at:

<http://isgwww.cs.uni-magdeburg.de/cv/tutorials.html>

Prerequisites

- Basic 3D graphics (polygons, triangles, shading, ...)
- (Very) basic medical-imaging knowledge
- Scientific visualization helps as well