



VIP COLLOQUIUM



Dr. Giora Yahav
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“Natural User Interface by 3D imaging: Application vs. Technology”

The introduction of the Kinect established new approaches in human-computer interaction in the gaming arena, replacing and overcoming the obstacles and limitations of traditional interfaces.

What can we learn from this example and how can we match the correct technology to a required application in advance?

Various 3D imaging technologies will be discussed with an “unusual” emphasis on their applicability to the desired applications, mainly for the consumer market. 3DV System will serve as the test study for crossing the chasm on this mission in a “painless” way.

Biography:

Dr. Giora Yahav studied at the Hebrew University in Jerusalem and in the Max Planck Institute for Biophysical Chemistry, Göttingen.

Later on he did his Post doc at Bell labs USA. Then he spent more than 10 years at Rafael the Israeli Armament Development Authority.

In 1996 he founded 3DV System Ltd. which was the pioneering company in 3D Imaging based on Time-of-Flight systems. Dr. Yahav is the “father” of the gesture based gaming interface, known today as NUI (Natural User Interface).

Since 2009 he is running the AIT (Advanced Imaging Technology) group at Microsoft R&D Israel, responsible for the 3D Imaging road map of Microsoft.

20 July 2011

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