

Faculty and Research Interests

Wen-Kai Tai

Professor

Education :

1987- 1989 M.S. in CSIE of National Chiao Tung Univ.

1991- 1995 Ph.D. in CSIE of National Chiao Tung Univ.

Work Experience :

2012- 2015 Professor in CSIE of NDHU

2015- Till Now in CSIE of NTUST

Research Field :

Computer Graphics, Procedural Content Generation for Game, Game AI, Computer Game Technology, Interactive Multimedia Technology, Game Engine, Information System of Internet

Current Project :

1.3D Tree Synthesis

- Synthesizing given a few tree models to present variant style trees effectively.

2.Studying on new protocols for glTF

- The state-of-the-art developing glTF realizes real-time applications for digital contents, like 3D Models. We are trying to propose new protocols for upgrading glTF.

3.Procedurally Generation for Chinese Tings

- Researches on procedurally modeling feature Chinese buildings such as Ting, Pailou, Palace, etc.

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