

Faculty and Research Interests

戴文凱

Wen-Kai Tai

教授 Professor

學歷：

1987- 1989 國立交通大學資訊工程碩士

1991- 1995 國立交通大學資訊科學博士

經歷：

2015- 至今 國立台灣科技大學資工系教授

Phone: 0933-996026

Email: wktai@mail.ntust.edu.tw

<http://gamelab.csie.ntust.edu.tw/>



研究領域：

電腦繪圖學、遊戲AI、遊戲設計與研發技術、

機器學習辨識、機器學習內容生成、

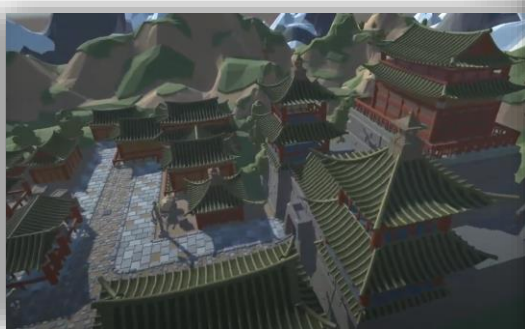
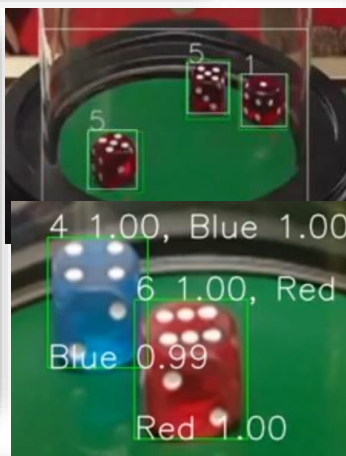
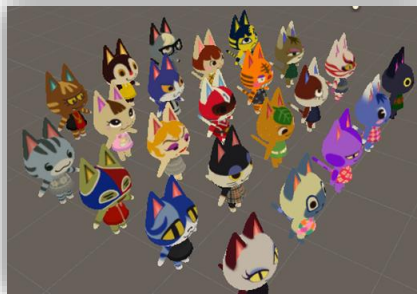
網際網路資訊系統(全端技術)

目前研究計畫：

1. 機器學習內容生成

2. 機器學習辨識系統

3. 程序化、風格化建築生成



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,, Game AI, Game Development,
Procedural Content Generation and
Interactive Techniques

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.

Phone: 0933-996026

Email: wenkaitai@gmail.com

