

James L. McCann

Computer Science Department
Carnegie Mellon University
5000 Forbes Avenue
Pittsburgh, PA 15213

Phone: (412) 400-3199
Email: jmccann@cs.cmu.edu
Web: <http://www.cs.cmu.edu/~jmccann>

Graphics Publications

Local Layering

by J. McCann and N. S. Pollard; ACM Transactions on Graphics (SIGGRAPH 2009), to appear.

Mid-level Fluid Control with Fluid Motifs (Poster)

by A. Barnat, Z. Li, J. McCann; ACM SIGGRAPH / Eurographics Symposium on Computer Animation, 2009.

Real-Time Gradient-Domain Painting

by J. McCann and N. S. Pollard; ACM Transactions on Graphics (SIGGRAPH 2008), 27(3), 2008.

Recalling The Single-FFT Direct Poisson Solve (Poster)

by J. McCann; ACM SIGGRAPH, 2008.

Laziness is a virtue: Motion stitching using effort minimization

by L. Li, J. McCann, N. S. Pollard, and C. Faloutsos; Short Papers Proceedings of EUROGRAPHICS, 2008.

Responsive Characters from Motion Fragments

by J. McCann and N. S. Pollard; ACM Transactions on Graphics (SIGGRAPH 2007), 26(3), 2007.

A Hierarchical Self-Organizing Map for Motion Exploration (Poster)

by R. Slyper and J. McCann and N. S. Pollard and J. K. Hodgins; ACM SIGGRAPH / Eurographics Symposium on Computer Animation, 2007.

Physics-Based Motion Retiming

by J. McCann, N. S. Pollard, and S. Srinivasa; ACM SIGGRAPH / Eurographics Symposium on Computer Animation, 2006.

Education

Carnegie Mellon University, Pittsburgh, Pennsylvania (Fall 2005 to Spring 2010 [expected])
PhD student; member of the Graphics Lab, advised by Nancy Pollard

University of Michigan, Ann Arbor, Michigan (Fall 2001 to Spring 2005)
Dual Major: Honors Computer Science, Honors Mathematics

Advising Experience

A. Barnett (undergrad) – Independent Study (Spring 2009)
Motif-based fluid control with texture synthesis

Z. Li (undergrad) – Independent Study (Spring 2009)
Motif-based fluid control with particle-tracking

Relevant Work Experience

Researcher – Adobe Creative Technologies Lab (Summer 2009)

Exploring what it means for people to collaboratively create photographs.

Lead Graphics/Engine Programmer – Chronic Logic (Summer 2006)

Worked on the upcoming game 'MicroWarrior' with this independent game studio.

Central Tools Programmer – Electronic Arts Redwood Shores (Summer 2005)

Debugged and overhauled the character animation system used in Bond, Tiger, and Godfather.

Dev in Test – Microsoft (Summer 2004)

Wrote test automation for Windows shell APIs; responsible for desktop ui testing in XP SP2.

Other Interests

Interactive computer art: installations at Sync'04 and Sync'05; installation at Pittsburgh Children's Museum

Glass blowing: 3.5 years experience; basic forms, sculpting, frit, solid color, cane, torch work, large assembly

Honors and Awards

Microsoft Intern Puzzle Day 2004 (3rd); UM Puzzle Day 2003 (1st); College Puzzle Challenge 2008 (2nd)

ACM Team Programming Contest World Finals 2003 and 2004

University of Michigan Outstanding Achievement in Mathematics Award (2005)

William LeVeque Award in Number Theory (2003)