Massimiliano Corsini

Curriculum Vitae

Current Position

Permanent Researcher, Visual Computing Lab (ISTI-CNR)
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Education

Mar 2005: PhD in Information and Telecommunication Engineering. University of Florence.

Dissertation's Title:
"Towards Blind and Robust Perceptual Watermarking of 3D Objects"

May 2004 - Dec 2005: Visiting PhD student at École Polytechnique Fédérale de Lausanne (EPFL), Switzerland.

Nov 2000: Degree in Computer Engineering, University of Florence.

Thesis' Title:
"High-resolution Acquisition of Artworks by Image Mosaicing"

Language

Italian	Mother tongue
English	Fluent
France	Basic

European and International Projects

2014/06-2016/05: European Project (7FP) HARVEST4D (2013-2016) *"Harvesting Dynamic 3D World from Commodity Sensor Clouds"*. Role: researcher.

2011/04-2015/02: Network of Excellence (7FP) V-MUST (2011-2014) *"Virtual Museum Transnational Network"*. Role: researcher and financial management.

2011/04-2013/04: European Project (7FP) INDIGO (2010-2013) *"Innovative Training & Decision Support for Emergency operations"*. Role: researcher.

2008/12-2011/03: European Project (7FP) 3D-COFORM (2008-2012) *"Tools and Expertise for 3D Collection Formation"*. Role: research collaborator.

2008/01-2009/04: Project *"Developing Advanced Technologies for the Imaging of Cultural Heritage Objects"* (2008-2009), research agreement between ISTI-CNR and the Cultural Heritage Imaging (CHI) no-profit association. Funded by the American Institute of Museum and Library Service (IMLS Grant Project). Role: researcher and tool developer.

2005/10-..: Project CENOBIUM *"Cultural Electronic Network Online: Binding up Interoperably Usable Multimedia"* (2005-) in collaboration with the Kunsthistorisches Institut in Florenz (Max-Plack Institut). Role: researcher and software developer. This project has been awarded has one of the most valuable of the Max-Planck Institut in the field of Computer Science applied to Cultural Heritage.

2007/11-2008/02: Project *"Recreació virtual de la portalada romànica del Monestir de Ripoll"* (2007-2008) in collaboration with the Universitat Politècnica de Catalunya (UPC) and the Museu Nacional d'Art de Catalunya (MNAC). Role: participation in the 3D scanning campaign of the *Portalada*, Ripoll, Spagna.

2006/11-2008/05: Network of Excellence (6FP) EPOCH *"European Research Network on Excellence in Processing Open Cultural Heritage"*. Role: researcher.

2004-2006: Network of Excellence (6FP) ECRYPT *"European Network of Excellence for Cryptology"*. Role: research collaborator.

2000/10-2002/04: European IST Project TRADEX *"Trial Action for Digital Object Exchange"*. Role: tool developer.

Teaching

I got the Italian National Scientific Qualification (Abilitazione Scientifica Nazionale) as Associate Professor for the recruitment fields 01/B1 - Informatics (in January 2014, valid until 29/01/2020) and 09/H1 - Information Processing Systems (valid from 04/04/2017 to 04/04/2023).

06-10/06/2016: *Multi-modal Registration of Visual Data*, course for the PhD program in Information Engineering of the University of Pisa, Italy.

03-09/03/2013: *Shape and Visual Appearance Acquisition for Photo-realistic Visualization*, course for first-year PhD students in Computer Science organized by PhD in Computer Science granting institutions. Bertinoro International Spring School (BISS2013), University Residential Center, Bertinoro (Forl-Cesena), Italy.

A.A. 2007-2008, A.A. 2008-2009, A.A. 2009-2010: Appointed Professor for the Computer Graphics course. University of Siena, Faculty of Information Engineering.

A.A. 2006-2007: Appointed Professor for the Advanced Computer Graphics course. University of Ferrara, Faculty of Computer Science.

Talks and Courses

27/05/2015 *Computer Vision and Ambient Intelligence*, seminar in the ambit of the Network Embedded System course of the University of Pisa, Faculty of Engineering.

21/05/2014 *Computer Vision and Ambient Intelligence*, seminar in the ambit of the Network Embedded System course of the University of Pisa, Faculty of Engineering.

24/05/2013 and 28/05/2013: *Computer Vision and Ambient Intelligence*, seminar in the ambit of the Ambient Intelligence course of the University of Pisa, Faculty of Engineering.

09-13/12/2013: *WebGL Publishing*, 2nd International Virtual Heritage School II, Falmouth University, Falmouth (UK).

23/05/2011: *3D Digitisation of the medieval castle ruin of Bounvignes with image-based tools*, Arqueologica 2.0 - III International Meeting of Graphic Archaeology and Informatics, Cultural Heritage and Innovation, June 2011, Sevilla (Spain).

18/11/2010: *High-quality Digital Models: how to produce and present visually in future Virtual Museums*, ARCHEOVIRTUAL Workshop, 18-19 November 2010, Paestum (SA).

22/11/2009: *Advancement in visual appearance in Cultural Heritage*, 7th Eurographics Italian Chapter", 22-23 October 2009, Verona.

04-08/02/2008: *3D Digitalization from images*, course for the EPOCH european network of excellence, Kortrijk (Belgium).

Scientific Activity

IPC Member

ICCV2017 Workshop 2nd ICCV Workshop on E-Heritage.

3DV2014 International Conference on 3D Vision.

EG-GCH2014 12th Eurographics Workshop on Graphics and Cultural Heritage (GCH).

3DV2013 International Conference on 3D Vision.

CGIM2013 The 13th IASTED International Conference on Computer Graphics and Imaging.

ISRPS2012 XXII International Society for Photogrammetry and Remote Sensing. Technical Commission III - Photogrammetric Computer Vision and Image Analysis.

CGIM2012 The 13th IASTED International Conference on Computer Graphics and Imaging.

CV2011 The IASTED International Conference on Computer Vision.

3DIMPVT2011 The First Joint 3DIM/3DPVT Conference.

CGIM2011 The 12th IASTED International Conference on Computer Graphics and Imaging.

PCV2010 Symposium on Photogrammetry Computer Vision and Image Analysis

3DPVT2010 The 5th International Symposium on 3D Data Processing Visualization and Transmission.

CGIM2010 The 11th IASTED International Conference on Computer Graphics and Imaging.

PG2009 The 17th Pacific Conference on Computer Graphics and Applications.

Board Member and Other Activities

- Member of the *Technical Committee on Human Perception in Multimedia Computing - IEEE SMC Systems, Man and Cybernetics Society* (invited, 2013-present).

- Reviewer for the National Science Foundation (US): Information & Intelligent Systems Division, Year 2017.

- Scientific expert for the Ministry of Economic Development: ICT sector (from 2015).

Reviewer for International Journals

ACM Transaction on Applied Perception, International Journal of Computer Vision, Computer Vision & Image Understanding, IEEE Transactions on Multimedia, IEEE Transactions on Image Processing, IEEE Transaction on Visualization and Computer Graphics, Computer Graphics Forum, Graphical Models, Computer & Graphics, The Visual Computer, Journal of Cultural Heritage, ACM Journal on Computing and Cultural Heritage, Computer Aided Geometric Design, IEEE Signal Processing Magazine, IEEE Journal of Selected Topics in Signal Processing, IEEE Journal of Biomedical and Health Informatics, IET Information Security, Journal of Imaging Science and Technology, Journal of Electronic Imaging, Journal of Real-Time Image Processing, Signal Processing: Image Communication, Frontiers of Information Technology & Electronic Engineering.

Reviewer for International Conferences

ACM SIGGRAPH, Eurographics, Pacific Graphics, International Conference on Image Processing (ICIP), IEEE Multimedia Signal Processing Workshop.

Programming Skills

- Several years of experience with C and C++ (STL/Boost).

- GUI development: excellent knowledge of the Qt and MFC framework.

- Rendering: WebGL, OpenGL, GLSL, HLSL, Cg and DirectShow.

- Web Programming: good knowledge of WebGL, Javascript, PHP and MySQL.

- Script Programming: good experience with Python.

- Scientific Programming: Matlab, Maple.

- Parallel Programming: CUDA.

- Operating Systems: Windows, Linux and Irix.

Professional Experiences

2008/06-now: Researcher at Visual Computing Laboratory (ISTI-CNR).

2005/11-2008/05: PostDoc at Visual Computing Laboratory (ISTI-CNR).

2005/02-2005/10: Software developer at Develer S.r.l. which develops custom high-end and embedded software solutions.

2002/01-2005/04: PhD Student in Computer Science and Telecommunication at Image and Communication Laboratory of University of Florence.

2001/05-10: Tool developer at Centrica S.r.l., a company that develops advanced multimedia applications.

2001/02-2002/01: Tool developer at Image and Communication Laboratory of Florence University. I developed software tools for the virtual restoration of artworks, for color calibration of images and for image watermarking.

2000/11 - 2001/03: Tool developer at Editech Srl, a company leader for the acquisition, diagnostic and authentication of ancient artworks. I developed a tool for the image mosaicing of termographic images.

1996-98: Software developer at Autostrade SpA, the national company which manages the italian's highways. I developed novel algorithms based on neural-networks, for image-based plate recognition. The software developed has been a component of the *Telepass* system for many years.

Research Interests

My research interests are in the field of Computer Graphics, Computer Vision, and Image Processing. During my PhD studies, I have accumulated a heterogeneous background in data processing (signal and image processing, geometry processing, statistics) working on watermarking of geometric data. From May to December 2004 I was a visiting PhD student at Swiss Federal Institute of Technology (EPFL) in Lausanne where I worked on visual quality assessment developing a perceptual metric for the objective evaluation of geometric artefacts. My research activities at the Visual Computing Laboratory (ISTI-CNR), my current position, focus on a broad range of topics: 3D scanning, appearance acquisition and modeling (image-geometry registration, image-based lighting environment estimation), image-based relighting, bilateral filtering, surface sampling and visualization solutions for Cultural Heritage applications. In these fields, I developed new algorithms and software tools documented in more than 60 publications in peer-review international conferences and journals.

Software

3DHOP I am one of the designer of *3DHOP (3D Heritage Online Presenter)*, an open-source software package for the creation of interactive Web presentation of high-resolution 3D models, oriented to the Cultural Heritage field.
Official web site: http://3dhop.net

MeshLab *MeshLab* (http://www.meshlab.net) is an open source, portable, and extensible system for the processing and editing of models coming from 3D scanning. It provides a set of tools for editing, cleaning, healing, inspecting, rendering and converting this type of models. I collaborated to develop several plugins; in particular, the ones related to surface sampling and ambient occlusion computation.

RTIViewer I was an architect of *RTIViewer*, an interactive viewer for different types of relightable images (e.g. Polynomial Texture Maps). More information about RTIViewer can be found at: http://culturalheritageimaging.org/What_We_Offer/Downloads/View/index.html

ArtShop *Artshop* is an image editing tool devoted to the virtual restoration of artworks. It includes a color calibration tool, a cracks identification and removal tool, and special area filling tools to simulate the restoration work.

Awards

- **Symposium Geometry Processing Software Award:** for the open source software for geometry processing *Meshlab* (http://www.meshlab.net).
  SGP Software Awards: http://geometry.cs.ucl.ac.uk/SGP2017/?p=awards

- **Digital Humanities Awards 2015, 1st Runner-Up:** Category *Best Digital Heritage Tool or Suite of Tools* for the 3DHOP software (http://3dhop.net).
  DH Awards 2015: http://dhawards.org/dhawards2015/results

- **VAST 2009 Best Paper:**
  M. Dellepiane, M. Callieri, M. Corsini, P. Cignoni, R. Scopigno,
  "Artifacts removal for color projection on 3D models using flash light,"
  Proceedings of the 10th International Symposium on Virtual Reality, Archaeology and Cultural Heritage (VAST2009), Malta, September 2009. ISBN: 978-3-905674-18-7.
  DOI: 10.2312/VAST/VAST09/077-084

- **EG2008 Selected paper:**
  F. Ganovelli, M. Corsini,
  "eNVyMyCar: a multi-player car racing game for teaching Computer Graphics",
  Proceedings of Eurographics 2008 (EG2008), Crete, Greece, April 14-18, 2008.
  DOI: 10.2312/eged.20081000
  This paper has been selected to be published (as an extended version) to the Computer Graphics Forum journal.

Publications

Bibliometric

From *Google scholar*. Data collected the 18th of September, 2017.

Citations:	**1860**
H-index:	**22**
i10-index:	**32**
Most Cited Paper: **(583 cites)**	P. Cignoni, M. Callieri, M. Corsini, M. Dellepiane, F. Ganovelli, G. Ranzuglia, "Meshlab: an open-source mesh processing tool," in *Eurographics Italian Chapter Conference 2008*, pp. 129-136, 2008.

A. Books and Book Chapters

[A1] F. Ganovelli, M. Corsini, S. Pattanaik, M. Di Benedetto, *"Introduction to Computer Graphics: A Practical Learning Approach"*, Chapman & Hall/CRC - Computer Graphics, Modeling and Animation Series, ISBN: 978-1439852798, October 17, 2014.

[A2] "Using digital 3D models in the restoration of Cultural Heritage artifacts", M. Dellepiane, M. Callieri, M. Corsini, R. Scopigno, in *Digital Imaging for Cultural Heritage Preservation: Analysis, Restoration and Reconstruction of Ancient Artworks*,

F. Stanco, S. Battiato, G. Gallo (Eds.), CRC Press/Taylor & Francis - Digital Imaging and Computer Vision Book series, pp. 39-72, 2011.

B. International Journals

[B1] G. Palma, M. Sabbadin, M. Corsini, P. Cignoni, "Enhanced Visualization of Detected 3D Geometric Differences", *Computer Graphics Forum*, 2017. (published online 28 June 2017)
DOI:10.1111/cgf.13239

[B2] A. Baldacci, F. Ganovelli, M. Corsini, R. Scopigno, "Presentation of 3D Scenes Through Video Example", *IEEE Transaction on Visualization and Computer Graphics*, Vol. 23(9), pp. 2096-2107, 2017. (early access 13 September 2016)
DOI: 10.1109/TVCG.2016.2608828

[B3] A. Baldacci, D. Bernabei, M. Corsini, F. Ganovelli, R. Scopigno, "3D Reconstruction for Featureless Scenes with Curvature Hints", *The Visual Computer*, Volume 32(12), pp. 1605-1620, 2016. (first online: 31 July 2015)

[B4] M. Potenziani, M. Callieri, M. Dellepiane, M. Corsini, F. Ponchio, R. Scopigno, "3DHOP: 3D Heritage Online Presenter', *Computer & Graphics*, Volume 52, pp. 129-141, 2015.

[B5] P. Pingi, M. Corsini, F. Ganovelli, R. Scopigno, "Fast and Simple Automatic Alignment of Large Sets of Range Maps", *Computer & Graphics*, Volume 47, pp. 78-88, 2015. (online 19 December 2014)

[B6] M. Corsini, M.-C. Larabi, G. Lavoué, O. Petřík, L. Váša, K. Wang, "Perceptual Metrics for Static and Dynamic Triangle Meshes", *Computer Graphics Forum*, Volume 32, Number 1, pp. 101-125, 2013.

[B7] F. Banterle, M. Callieri, M. Dellepiane, M. Corsini, F. Pellacini, R. Scopigno, "EnvyDepth: An Interface for Recovering Local Natural Illumination from Environment Maps", *Computer Graphics Forum*, Volume 32, Number 7, pp. 411-420, 2013.

[B8] M. Corsini, M. Dellepiane, F. Ganovelli, R. Gherardi, A. Fusiello, R. Scopigno, "Fully Automatic Registration of Image Sets on Approximate Geometry" *International Journal of Computer Vision*, Volume 102, Number 1, pp. 91-111, 2013. (first online: 10 August 2012)

[B9] M. Corsini, P. Cignoni, R. Scopigno, "Efficient and Flexible Sampling with Blue Noise Properties of Triangular Meshes", *IEEE Transaction on Visualization and Computer Graphics*, Vol. 18(6), pp. 914-924, 2012.

[B10] F. Banterle, M. Corsini, P. Cignoni, R. Scopigno, "A Low-Memory, Straightforward and Fast Bilateral Filter Through Subsampling in Spatial Domain", *Computer Graphics Forum*, 31(1), pp. 19-32, 2012.

[B11] L. Benedetti, M. Corsini, P. Cignoni, M. Callieri, R. Scopigno, "Color to gray conversions in the context of stereo matching algorithms - An analysis and comparison of current methods and an ad-hoc theoretically-motivated technique for image matching.", *Machine Vision and Applications*, 23(2), pp. 327-348, 2012.

[B12] N. Pietroni, M. Corsini, P. Cignoni, R. Scopigno, "An interactive local flattening operator to support digital investigations on artwork surfaces", *IEEE Transaction on Visualization and Computer Graphics (Proceedings of Visualization 2011)*, 2011.

[B13] R. Scopigno, M. Callieri, P. Cignoni, M. Corsini, M. Dellepiane, F. Ponchio, G. Ranzuglia, "3D models for Cultural Heritage: beyond plain visualization", *IEEE Computer*, Volume 44, Number 7, page 48-55 - July 2011.

[B14] M. Callieri, A. Chica, M. Dellepiane, I. Besora, M. Corsini, J. Moyés, G. Ranzuglia, R. Scopigno, P. Brunet, "Multiscale acquisition and presentation of very large artifacts: The case of Portalada", *ACM Journal of Computing and Cultural Heritage*, Volume 3, Number 4, pp. 1-20, 2011.

[B15] G. Lavoué, M. Corsini, "A Comparison of Perceptually-Based Metrics for Objective Evaluation of Geometry Processing", *IEEE Transaction on Multimedia*, Volume 12, Number 7, pp. 636-649, 2010.

[B16] G. Palma, M. Corsini, P. Cignoni, R. Scopigno, M. Mudge, "Dynamic Shading Enhancement for Reflectance Transformation Imaging", *ACM Journal on Computing and Cultural Heritage*, 3(2), pp. 1-20, 2010.

[B17] M. Corsini, M. Dellepiane, U. Dercks, F. Ponchio, M. Callieri, D. Keultjes, A. Marinello, R. Sigismondi, R. Scopigno, G. Wolf, "CENOBIUM - Putting together the Romanesque Cloister Capitals of the Mediterranean Region", *British Archaeological Reports - Space Time Place 2009: 3rd International Conference on Remote Sensing in Archaeology*, BAR International Series, Volume 2118, pp. 189-194, 2010.

[B18] M. Dellepiane, M. Callieri, M. Corsini, P. Cignoni, R. Scopigno, "Improved color acquisition and mapping on 3D models via flash-based photography", *ACM Journal on Computing and Cultural Heritage*, Volume 2, Number 4, pp. 1-20, 2010.

[B19] F. Ganovelli, M. Corsini, "eNVyMyCar: a multi-player car racing game for teaching Computer Graphics", *Computer Graphics Forum*, Volume 28(8), Blackwell Publishing, 2009, pp 2025-2032.

[B20] M. Corsini, M. Dellepiane, F. Ponchio, R. Scopigno, "Image-to-Geometry Registration: a Mutual Information Method exploiting Illumination-related Geometric Properties", *Computer Graphics Forum*, Volume 28(7), Blackwell Publishing, pp. 1755-1764, 2009.

[B21] M. Dellepiane, M. Callieri, M. Corsini, P. Cignoni, R. Scopigno, "Flash Lighting Space Sampling", *Lecture Notes on Computer Science*, Volume 5496, pp. 217-229, 2009.

[B22] M. Callieri, P. Cignoni, M. Corsini, R. Scopigno, "Masked photo blending: Mapping dense photographic data set on high-resolution sampled 3D models", *Computers & Graphics*, 32(4), pp. 464-473, 2008.

[B23] M. Corsini, M. Callieri, P. Cignoni, "Stereo Light Probe", *Computer Graphics Forum*, 27(2), Blackwell Publishing, pp. 291-300, 2008.

[B24] P. Cignoni, M. Corsini, G. Ranzuglia, "MeshLab: an open-source 3D mesh processing system", *ERCIM News*, Vol. 73, pp. 45-46, 2008.

[B25] M. Corsini, E. Drelie Gelasca, T. Ebrahimi, M. Barni, "Watermarked 3D Mesh Quality Assessment", *IEEE Transactions on Multimedia*, 9(2), pp. 247-256, 2007.

[B26] M. Corsini, M. Dellepiane, M. Callieri, R. Scopigno, "Reflection Transformation Imaging on larger objects: an alternative method for Virtual Representations", *British Archaeological Reports - From Space to Place: 2nd International Conference on Remote Sensing in Archaeology*, BAR International Series 1568, Archaeopress, 2006, ISBN: 1841719986.

[B27] V. Cappellini, M. Barni, M.Corsini, A. De Rosa and A. Piva, "ArtShop: an art-oriented image processing tool for Cultural Heritage applications", *Journal of Visualization and Computer Animation*, 14(3), John Wiley & Sons, Ltd, pp. 149-158, 2003, ISSN: 1049-8907.

C. International Conferences

[C1] E. Akçora, F. Banterle, M. Corsini, A. O. Akyüz, R. Scopigno, "Practical-HDR: A Simple and Effective Method for Merging High Dynamic Range Videos", *Processings of the 13th Conference on Visual Media Production (CVMP2016)*, London, UK, December 12-13, 2016.

[C2] L. Benedetti, H. Winnemöeller, M. Corsini, R.Scopigno, "Painting with Bob: Assisted Creativity for Novices", *Proceedings of the 27th ACM User Interface Software and Technology Symposium (UIST2014)*, Honolulu, Hawaii, USA, October 5-8, 2014.

[C3] A. Baldacci, F. Ganovelli, M. Corsini, R. Scopigno, "Stereo-browsing from Calibrated Cameras", *Proceedings of the Smart Tools and Apps for Graphics (STAG2014)*, Cagliari, Italy, September 22-23, 2014.

[C4] A. Aderhold, K. Wilkosinska, M. Corsini, Y. Jung, H. Graf, A. Kuijper, "The Common Implementation Framework as Service - Towards Novel Applications for Streamlined Presentation of 3D Content on the Web", *Proceedings of 3rd International Conference on Design, User Experience, and Usability, part of HCI International 2014*, Heraklion, Crete, Greece, June 22-27, 2014.

[C5] M. Potenziani, M. Corsini, M. Callieri, M. Di Benedetto, F. Ponchio, M. Dellepiane, R. Scopigno, "An Advanced Solution for Publishing 3D Content on the Web", *Proceedings of Museums and the Web - Florence 2014 (MWF2014)*, Florence, Italy, February 18-21, 2014.

[C6] C. Brognara, M. Corsini, M. Dellepiane, A. Giachetti, "Edge Detection on Polynomial Texture Maps", *Proceedings of the 17th International Conference on Image Analysis and Processing (ICIAP2013)*, Naples, Italy, September 9-13, 2013.

[C7] Luca Benedetti, Massimiliano Corsini, Matteo Dellepiane, Paolo Cignoni, and Roberto Scopigno, "GAIL: Geometry-aware Automatic Image Localization", *Proceedings of the 8th International Conference on Computer Vision Theory and Applications (VISAPP2013)*, Barcelona, Spain, February 21-24, 2013.

[C8] M. Corsini, M. C. Larabi, G. Lavou, O. Petřik, L. Váša, K. Wang, "Perceptual Metrics for Static and Dynamic Triangle Meshes", *State-of-the-Art Report (STAR), Eurographics 2012*, Cagliari, Italy, May 13-18, 2012.

[C9] M. Di Benedetto, M. Corsini, R. Scopigno, "SpiderGL: A Graphics Library for 3D Web Applications", *Proceedings of the 4th International Workshop on 3D Virtual Reconstruction and Visualization of Complex Architectures (3D-ARCH2011)*, Trento, Italy, March, 2011.

[C10] G. Palma, M. Corsini, M. Dellepiane, R. Scopigno, "Improving 2D-3D Registration by Mutual Information using Gradient Maps", *Proceedings of Eurographics Italian Chapter Conference 2010*, Genoa, Italy, 30 November, 2010.

[C11] G. Palma, M. Callieri, M. Dellepiane, M. Corsini, R. Scopigno, "Geometry-Aware Video Registration", *Proceedings of the 15th International Workshop on Vision, Modeling and Visualization (VMV2010)*, Siegen, Germany, November 15-17, 2010.

[C12] C. Bathow, B. Breuckmann, M. Callieri, M. Corsini, M. Dellepiane, U. Dercks, R. Scopigno and R. Sigismondi, "Documenting and Monitoring Small Fractures on Michelangelos David", *Proceedings of the 38th Annual Conference on Computer Applications and Quantitative Methods in Archaeology (CAA2010)*, Granada, Spain, April 6-9, 2010.

[C13] M. Callieri, M. Corsini, M. Girardi, C. Padovani, A. Pagni, G. Pasquinelli, R. Scopigno, "The "Rognosa" Tower in San Gimignano: Digital Acquisition and Structural Analysis", *Proceedings of The Tenth International Conference on Computational Structures Technology (CST2010)*, Valencia, Spain, September 14-17, 2010.

[C14] M. Dellepiane, M. Callieri, M. Corsini, P. Cignoni, R. Scopigno, "Artifacts removal for color projection on 3D models using flash light," *Proceedings of the 10th International Symposium on Virtual Reality, Archaeology and Cultural Heritage (VAST2009)*, Malta, September 2009. [**Best Paper Award; selected for the publication of an extended version on ACM Journal of Computing and Cultural Heritage**]

[C15] P. Cignoni, M. Callieri, M. Corsini, M. Dellepiane, F. Ganovelli and G. Ranzuglia, "MeshLab: an Open-Source Mesh Processing Tool", *Proceedings of 6th Eurographics Italian Chapter Conference*, Salerno, Italy, July 2-4, 2008.

[C16] I. Besora, P. Brunet, M. Callieri, A. Chica, M. Corsini, M. Dellepiane, D. Morales, J. Moys, G. Ranzuglia and R. Scopigno, "Portalada: A Virtual Reconstruction of the Entrance of the Ripoll Monastery", *Fourth International Symposium on 3D Data Processing Visualization and Transmission (3DPVT08)*, Atlanta, GA, USA, June 18-20, 2008.

[C17] F. Ganovelli, M. Corsini, "eNVyMyCar: a multi-player car racing game for teaching Computer Graphics", *Proceedings of Eurographics 2008 (EG2008)*, Crete, Greece, April 14-18, 2008. [**selected for the publication on Computer Graphics Forum**]

[C18] P. Cignoni, M. Corsini, M. Dellepiane, G. Ranzuglia, M. Vergauven, L. Van Gool, "Meshlab and Arc3D: Photo-reconstruction and processing 3D meshes", *EPOCH Conference on Open Digital Cultural Heritage Systems*, Rome, Italy, February 25-26, 2008.

[C19] C. Baracchini, M. Callieri, M. Corsini, M. Dellepiane, U. Dercks, D. Keultjes, C. Montani, M. Scognamiglio, R. Scopigno, R. Sigismondi, G. Wolf, "CENOBIUM Cultural Electronic Network Online: Binding Up Interoperably Usable Multimedia",

Proceedings of Electronic imaging & the visual arts, (EVA 2007 Florence), Florence, Italy, March 26-30, 2007.

[C20] M. Dellepiane, M. Corsini, M. Callieri, R. Scopigno, "High Quality PTM Acquisition: Reflection Transformation Imaging for Large Objects," *Proceedings of the 7th International Symposium on Virtual Reality, Archaeology and Cultural Heritage (VAST2006)*, Cyprus, 30 Oct. - 4 Nov., 2006.

[C21] M. Baracchini, N. Callieri, M. Corsini, M. Dellepiane, U.Dercks, D. Keultjes, C. Montani, M. Scognamiglio, R. Scopigno, R. Sigismondi, G. Wolf, "Starting the CENOBIUM project : the cloister of Monreale (Sicily) revealed", *Proceedings of the 7th International Symposium on Virtual Reality, Archaeology and Cultural Heritage (VAST2006)*, Cyprus, 30 Oct. - 4 Nov., 2006.

[C22] E. Drelie Gelasca, T. Ebrahimi, M. Corsini, M. Barni, "Objective Evaluation of the Perceptual Quality of 3D Watermarking," *Proceedings of International Conference on Image Processing (ICIP2005)*, Genoa, Italy, September 11-14, 2005.

[C23] M. Corsini, E. Drelie Gelasca, T. Ebrahimi, "A Multi-Scale Roughness Metric for 3D Watermarking Quality Assessment", *Sixth Workshop on Image Analysis for Multimedia Interactive Services (WIAMIS 2005)*, Montreux, Switzerland, April, 2005.

[C24] M.Barni, R.Caldelli, M.Corsini, A.De Rosa, A.Piva, "Coping with Random Bending Attack by means of Exhaustive Search Detection", *First WAVILA Challenge (WaCha)*, ECRYPT Workshop, Barcelona, Spain, 8-9 June, 2005.

[C25] F. Uccheddu, M. Corsini, M. Barni V. Cappellini, "A Roughness-based algorithm for perceptual watermarking of 3D Meshes," in *Proceedings of the 10th International Conference on Virtual System and Multimedia (VSMM2004)*, Ogaki City, Japan, November 17-19, 2004.

[C26] F. Uccheddu, M. Corsini and M. Barni, "Wavelet-based blind watermarking of 3D models", in *Proceedings of the ACM Multimedia and Security workshop*, Magdeburg, Germany, September 20-21, 2004.

[C27] C. Colombo and M. Corsini, "*EyeMouse*: An Interactive Device for Severely Motor-Disabled People", Notes for the *1st International Workshop on Natural Interaction*, Florence, Italy, March 2004.

[C28] M. Corsini, F. Uccheddu, F. Bartolini, M. Barni, R. Caldelli, V. Cappellini, "3D Watermarking Technology: Visual Quality Aspects", *Proceedings of the 9th Conference on Virtual System and Multimedia (VSMM2003)*, Quebec, Canada, October 2003.

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