

John Hughes

John Hughes (B.A., Mathematics, Princeton, 1977; Ph.D., Mathematics, U.C. Berkeley, 1982) is a Professor of Computer Science at Brown University (United States). His research is in computer graphics, particularly those aspects of graphics involving substantial mathematics. As author or co-author of 19 *SIGGRAPH* papers, he's done research in geometric modeling, user interfaces for modeling, non-photorealistic rendering, and animation systems. He has served as an associate editor for *ACM Transaction on Graphics* and the *Journal of Graphics Tools*, and has been on the *SIGGRAPH* program committee multiple times. He co-organized *Implicit Surfaces '99*, the 2001 symposium in Interactive 3D Graphics, and the first *Eurographics* Workshop on Sketch-Based Interfaces and Modeling, and was the Papers Chair for *SIGGRAPH 2002*. He is the lead author of *Computer Graphics: Principles and Practice*, 3rd ed., a standard reference work.