

Cameron Christensen



Dept. / Major: *Computer Science / Computing*

Field of Study: *Graphics and Visualization*

Year in School: *1st year grad student*

Degree Being Pursued: *MS*

Date Expected: *Spring 2019*

Academic Advisor: *Valerio Pascucci*

Email: *cam@sci.utah.edu*

Personal URL (optional): *<http://sci.utah.edu/~cam>*

Degree(s) held: *B.S. Computer Science*

Field(s) of Interest: *visualization, high performance computing, ray tracing*

Planned Years in the PSAAP II Program: *2014-2016*

Year in the PSAAP II Program: *1*

Description of Your Work/Project Within PSAAP II:

My work for PSAAP II is focused on streaming visualization and I/O. To facilitate view-dependent visualization we are incorporating the IDX multi resolution format with the Uintah code, as well as adding view-dependent data reading to the VisIt visualization application. We are also working to add AMR and particle support to the IDX format.

NNSA Laboratory Visit Information:

This summer I will be working with the VisIt team under Eric Brugger at LLNL.

Selected Publications:

S. Kumar, C. Christensen, J. Schmidt, P.-T. Bremer, E. Brugger, V. Vishwanath, P. Carns, H. Kolla, R. Grout, J. Chen, M. Berzins, G. Scorzelli, V. Pascucci, Fast Multiresolution Reads of Massive Simulation Datasets, International Supercomputing 2014 (accepted)

Honors / Awards:

Date Updated: [Apr 14, 2014](#)