

Curriculum Vitae
Henrik Wann Jensen

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Education

1996 **Ph.D. in Computer Science** at the Technical University of Denmark
1993 **M.Sc. in Electrical Engineering** at the Technical University of Denmark

Summary of Interests

Computer graphics, realistic image synthesis, appearance modeling, global illumination, rendering of natural phenomena, caustics, participating media, subsurface scattering, ray tracing, Monte Carlo techniques, parallel rendering algorithms, software architecture, and numerical algorithms.

Professional Experience

2004- **Associate Professor at University of California, San Diego**
Research and teaching in computer graphics specializing in realistic image synthesis, global illumination, rendering natural phenomena, and appearance modeling.

2008-2009 **Consultant at Weta Digital**

2006 Visiting **Otto-Mønsted Professor at IMM / DTU**

2002-2004 **Assistant Professor at University of California, San Diego**
Founded the computer graphics laboratory in the computer science department.

1999-2002 **Research Associate at Stanford University**
Derived first BSSRDF model for rendering translucent materials, and developed techniques for rendering the night sky as well as scenes with smoke and fire.

2001 **Consultant at Pixar Animation Studios**
Developed a PRMan based BSSRDF implementation for simulating translucent fish.

1998-1999 **Postdoctoral Associate at Massachusetts Institute of Technology**
Developed first subsurface scattering algorithms based on photon mapping and path tracing, worked on weathering simulations, night city rendering, and material models.

1996-1998 **Research Scientist/Rendering Wizard at Mental Images**
Principal developer of: photon mapping prototype for global illumination, shadow maps, shader tree evaluation plus caching, and image caching for interactive tuning of shaders.

1995-1996 **Unix networking specialist at Image Scandinavia ApS**
Planned and installed a commercial internet-provider.

Awards

- Selected as one of the Brilliant 10 scientists in 2004 by Popular Science Magazine.
- Packard Fellowship Nomination by UCSD, 2004
- Sloan Foundation Fellowship, 2004
- Technical Achievement Award (Academy Award) by the Academy of Motion Picture Arts and Sciences for pioneering research in simulating subsurface scattering of light in translucent materials as presented in the paper “A Practical Model for Subsurface Light Transport”, 2004
- Best paper award at Graphics Hardware 2003.

Book

- Henrik Wann Jensen. “*Realistic Image Synthesis using Photon Mapping*”. ISBN: 1-56881-140-7. AK Peters, July 2001. (2nd printing with corrections 2005).
- Henrik Wann Jensen. “*Realistic Image Synthesis using Photon Mapping*”. Japanese translation by Takeshi Naemura. ISBN 4-27407-950-3. Ohmsha Ltd., July 2002 (reprinted 3 times with corrections)

SIGGRAPH and ACM TOG Publications

- Toshiya Hachisuka and Henrik Wann Jensen. “Stochastic Progressive Photon Mapping”. ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2009), Yokohama, December 2009, to appear
- Craig Donner, Jason Lawrence, Ravi Ramamoorthi, Toshiya Hachisuka, Henrik Wann Jensen, and Shree Nayar. “An Empirical BSSRDF Model”. ACM Transactions on Graphics (Proceedings of SIGGRAPH 2009), New Orleans, August 2009
- Toshiya Hachisuka, Shinji Ogaki, and Henrik Wann Jensen. “Progressive Photon Mapping”. ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2008), Singapore, December 2008
- Wojciech Jarosz, Craig Donner, Matthias Zwicker, and Henrik Wann Jensen. “Radiance Caching for Participating Media”. ACM Transactions on Graphics, Vol. 27, article 7, March 2008
- Toshiya Hachisuka, Wojciech Jarosz, Richard Peter Weistroffer, Kevin Dale, Greg Humphreys, Matthias Zwicker, and Henrik Wann Jensen. “Multidimensional Adaptive Sampling and Reconstruction for Ray Tracing”. ACM Transactions on Graphics (Proceedings of SIGGRAPH’2008), Los Angeles, August 2008
- Jeppe Revall Frisvad, Niels Jørgen Christensen, and Henrik Wann Jensen. “Computing the Scattering Properties of Participating Media using Lorenz-Mie Theory”. ACM Transactions on Graphics (Proceedings of SIGGRAPH’2007), San Diego, August 2007
- Srinivasa Narasimhan, Mohit Gupta, Craig Donner, Ravi Ramamoorthi, Shree Nayar, and Henrik Wann Jensen. “Acquiring Scattering Properties of Participating Media by Dilution”. ACM Transactions on Graphics (Proceedings of SIGGRAPH’2006), pages 1003–1012, Boston, August 2006
- Tim Weyrich, Wojciech Matusik, Hanspeter Pfister, Bernd Bickel, Craig Donner, Chien Tu, Janet McAndless, Jinho Lee, Addy Ngan, Henrik Wann Jensen, and Markus Gross. “Analysis of Human Faces using a Measurement-Based Skin Reflectance Model”. ACM Transactions on Graphics (Proceedings of SIGGRAPH’2006), pages 1013–1024, Boston, August 2006
- Craig Donner and Henrik Wann Jensen. “Light Diffusion in Multi-Layered Translucent Materials”. ACM Transactions on Graphics (Proceedings of SIGGRAPH’2005), pages 1032–1039, Los Angeles, July 2005
- Anders Wang Kristensen, Tomas Akenine-Möller, and Henrik Wann Jensen. “Precomputed Local Radiance Transfer for Real-Time Lighting Design”. ACM Transactions on Graphics (Proceedings of SIGGRAPH’2005), pages 1208–1215, Los Angeles, July 2005
- Petrik Clarberg, Wojciech Jarosz, Tomas Akenine-Möller, and Henrik Wann Jensen. “Wavelet Importance Sampling - Efficiently Evaluating Products of Complex Functions”. ACM Transactions on Graphics (Proceedings of SIGGRAPH’2005), pages 1166–1175, Los Angeles, July 2005
- Sameer Agarwal, Ravi Ramamoorthi, Serge Belongie, and Henrik Wann Jensen. “Structured Importance Sampling of Environment Maps”. ACM Transactions on Graphics (Proceedings of SIGGRAPH’2003), pages 605–612, San Diego, July 2003

- Steve Marschner, Henrik Wann Jensen, Mike Cammarano, Steve Worley, and Pat Hanrahan. “Light Scattering from Human Hair Fibers”. *ACM Transactions on Graphics (Proceedings of SIGGRAPH’2003)*, pages 780–791, San Diego, July 2003
- Henrik Wann Jensen and Juan Buhler. “A Rapid Hierarchical Rendering Technique for Translucent Materials”. *ACM Transactions on Graphics (Proceedings of SIGGRAPH’2002)*, pages 576–581, San Antonio, July 2002
- Duc Quang Nguyen, Ronald Fedkiw, and Henrik Wann Jensen. “Physically Based Modeling and Animation of Fire”. *ACM Transactions on Graphics (Proceedings of SIGGRAPH’2002)*, pages 721–728, San Antonio, July 2002
- Henrik Wann Jensen, Steve Marschner, Marc Levoy, and Pat Hanrahan. “A Practical Model for Subsurface Light Transport”. *Proceedings of SIGGRAPH’2001*, pages 511–518, Los Angeles, August 2001
- Henrik Wann Jensen, Fredo Durand, Mike Stark, Simon Premoze, Julie Dorsey, and Peter Shirley. “A Physically-Based Night Sky Model”. *Proceedings of SIGGRAPH’2001*, pages 399–408, Los Angeles, August 2001
- Ronald Fedkiw, Jos Stam, and Henrik Wann Jensen. “Visual Simulation of Smoke”. *Proceedings of SIGGRAPH’2001*, pages 15–22, Los Angeles, August 2001
- Julie Dorsey, Alan Edelman, Henrik Wann Jensen, Justin Legakis, and Hans Pedersen. “Modeling and Rendering of Weathered Stone”. *Proceedings of SIGGRAPH’1999*, pages 225–234, Los Angeles, August 1999
- Henrik Wann Jensen and Per H. Christensen. “Efficient Simulation of Light Transport in Scenes with Participating Media using Photon Maps”. *Proceedings of SIGGRAPH’1998*, pages 311–320, Orlando, July 1998

Refereed Journal Publications

- Iman Sadeghi, Bin Chen, and Henrik Wann Jensen. “Coherent Path Tracing”. *Journal of Graphics Tools*, conditionally accepted
- Wojciech Jarosz, Nathan Carr, and Henrik Wann Jensen. “Importance Sampling Spherical Harmonics”. *Computer Graphics Forum (Proceedings of Eurographics 2009)*, April 2009
- Wojciech Jarosz, Matthias Zwicker, and Henrik Wann Jensen. “Irradiance Gradients in the Presence of Participating Media”. *Computer Graphics Forum (Proceedings of the Eurographics Symposium on Rendering)*, Sarajevo, June 2008
- Wojciech Jarosz, Matthias Zwicker, and Henrik Wann Jensen. “The Beam Radiance Estimate for Volumetric Photon Mapping”. *Computer Graphics Forum (Proceedings of Eurographics 2008)*, Vol. 27, No. 2, April 2008
- Craig Donner and Henrik Wann Jensen. “Rapid simulation of steady-state spatially-resolved reflectance and transmittance profiles of multi-layered turbid materials”. *Journal of Optical Society of America (JOSA A)*, pages 1382–1390, June 2006
- Neel Joshi, Craig Donner, and Henrik Wann Jensen. “Non-invasive scattering anisotropy measurement in turbid materials using non-normal incident illumination”. *Optics Letters*, Vol 31, No. 7, pages 936–938, April 1, 2006
- Henrik Wann Jensen. “Rendering Caustics on Non-Lambertian Surfaces” (Extended version of Graphics Interface’96 paper). *Computer Graphics Forum*, vol. 16 (1), pages 57–64, March 1997
- Henrik Wann Jensen and Niels Jørgen Christensen. “Photon Maps in Bidirectional Monte Carlo Ray Tracing of Complex Objects”. *Computers & Graphics* vol. 19 (2), pages 215–224, 1995

Refereed Conference Publications

- Craig Donner and Henrik Wann Jensen “Rendering Translucent Materials using Photon Diffusion”. Eurographics Symposium on Rendering, June 2007
- Wojciech Jarosz, Craig Donner, Matthias Zwicker, and Henrik Wann Jensen “Radiance Caching for Participating Media”. SIGGRAPH 2007 Technical Sketch, San Diego, August 2007
- Craig Donner and Henrik Wann Jensen “A Spectral BSSRDF for Shading Human Skin”. Eurographics Symposium on Rendering, pages 409–417, Cyprus, June 2006
- Craig Donner and Henrik Wann Jensen “A Spectral Shading Model for Human Skin”. SIGGRAPH 2006 Technical Sketch, Boston, August 2006
- Manfred Ernst, Tomas Akenine-Möller, and Henrik Wann Jensen. “Interactive Rendering of Caustics using Interpolated Warped Volumes”. Graphics Interface 2005, pages 87–96, Victoria, Canada, May 2005
- Martin Fuhrer, Henrik Wann Jensen, and Przemyslaw Prusinkiewicz. “Modeling Hairy Plants”. Pacific Graphics, pages 217–226, Seoul, South Korea, October 2004
- Roland W. Fleming, Henrik Wann Jensen, and Heinrich H. Buelthoff. “Perceiving Translucent Materials”. First Symposium on Applied Perception in Graphics and Visualization, pages 127–134, Los Angeles, August 2004
- Paul Green, Jan Kautz, Wojciech Matusik, Fredo Durand, and Henrik Wann Jensen. “Non-linear kernel-based precomputed light transport”. SIGGRAPH 2004 Technical Sketch, Los Angeles, August 2004
- Craig Donner and Henrik Wann Jensen. “Faster GPU computations using adaptive refinement”. SIGGRAPH 2004 Technical Sketch, Los Angeles, August 2004
- Timothy J. Purcell, Craig Donner, Mike Cammarano, Henrik Wann Jensen, and Pat Hanrahan. “Photon Mapping on Programmable Graphics Hardware”. Graphics Hardware 2003, pages 41–50, San Diego, July 2003 (*Cover image and best paper award*)
- Henrik Wann Jensen. “Digital Face Cloning”. SIGGRAPH 2003 Technical Sketch, San Diego, July 2003
- Mike Cammarano and Henrik Wann Jensen. “Time Dependent Photon Mapping”. Proceedings of the 13th Eurographics Rendering Workshop, pages 141–150, Pisa, 2002
- Gernot Schaufler and Henrik Wann Jensen. “Ray Tracing Point Sampled Geometry”. *Rendering Techniques 2000*. Eds. B. Péroche and H. Rushmeier. Springer-Verlag, pages 319–328, Brno, June 2000
- Henrik Wann Jensen, Justin Legakis, and Julie Dorsey. “Rendering of Wet Materials”. In *Rendering Techniques '99*. Eds. D. Lischinski and G. W. Larson. Springer-Verlag, pages 273–282, 1999
- Rasmus Tamstorf and Henrik Wann Jensen. “Adaptive Sampling and Bias Estimation in Path Tracing”. In *Rendering Techniques '97*. Eds. J. Dorsey and Ph. Slusallek. Springer-Verlag, pages 285–295, 1997
- Henrik Wann Jensen. “Global Illumination using Photon Maps”. In *Rendering Techniques '96*. Eds. X. Pueyo and P. Schröder. Springer-Verlag, pages 21–30, 1996
- Henrik Wann Jensen. “Rendering Caustics on Non-Lambertian Surfaces”. *Proceedings of Graphics Interface 96*, pages 116–121, Toronto, May 1996
- Henrik Wann Jensen. “Importance Driven Path Tracing using the Photon Map”. In *Rendering Techniques '95*. Eds. P.M. Hanrahan and W. Purgathofer. Springer-Verlag, pages 326–335, 1995

- Henrik Wann Jensen and Niels Jørgen Christensen. “Efficiently Rendering Shadows using the Photon Map”. *Proceedings of Compugraphics’95*, pages 285–291, 1995
- Henrik Wann Jensen and Niels Jørgen Christensen. “Optimizing Path Tracing using Noise Reduction Filters”. *Proceedings of WSCG’95*, pages 134–142, Plzen, 1995

Refereed SIGGRAPH Animations

- Henrik Wann Jensen, Steve Marschner, Marc Levoy, and Pat Hanrahan. “Rendering Translucent Materials”. *SIGGRAPH 2001 Electronic Theater*.
- Henrik Wann Jensen and Stephen Duck. “The Light of Mies van der Rohe”. *SIGGRAPH 2000 Electronic Theater*
- Henrik Wann Jensen. “Little Fluffy Clouds”. *SIGGRAPH 2000 Animation Theater*
- Henrik Wann Jensen, Charlotte Manning, Steffen Volz, and Per H. Christensen. “Underwater Sunbeams”. *SIGGRAPH’98 Electronic Theater*
- Per H. Christensen, Henrik Wann Jensen, and Steffen Volz. “The Cornell Box – Up in Smoke”. *SIGGRAPH’98 Animation Theater*

Misc. Publications

- Diego Gutierrez, Henrik Wann Jensen, Wojciech Jarosz, and Craig Donner “Scattering”. *SIGGRAPH Asia 2009 Course*, December 2009
- Diego Gutierrez, Henrik Wann Jensen, Wojciech Jarosz, and Srinevasa Narisimhan “Scattering”. *SIGGRAPH Asia 2008 Course*, December 2008
- Wojciech Jarosz, Craig Donner, and Henrik Wann Jensen “Advanced Global Illumination using Photon Mapping”. *SIGGRAPH 2008 Class*, August 2008
- Jaroslav Krivanek, Pascal Gautron, Greg Ward, Henrik Wann Jensen, Per Christensen, and Eric Tabellion. “Practical Global Illumination using Irradiance Caching”. *SIGGRAPH 2008 Class*, August 2008
- Henrik Wann Jensen and Per H. Christensen. “High-Quality Rendering using Ray Tracing and Photon Mapping”. *SIGGRAPH 2007 Course #8*, August 2007
- Alexander Keller and Henrik Wann Jensen (editors). “Rendering Techniques 2004”. Eurographics Symposium on Rendering 2004
- Henrik Wann Jensen. “A Practical Guide to Ray Tracing and Photon Mapping”. *SIGGRAPH 2004 Course #19*, August 2004
- Philip Dutre, Henrik Wann Jensen, Jim Arvo, Kavita Bala, Philippe Bekaert, Steve Marschner, and Matt Pharr. “State of the Art in Monte Carlo Global Illumination”. *SIGGRAPH 2004 Course #4*, August 2004
- Roland W. Fleming, Edward H. Adelson, Heinrich H. Buelthoff, and Henrik Wann Jensen. “Perceiving Translucent Materials”. Abstract + Talk at the *Vision Sciences Society 2004*
- Henrik Wann Jensen, James Arvo, Philip Dutre, Alexander Keller, Art Owen, Matt Pharr, and Peter Shirley. “Monte Carlo Ray Tracing”. *SIGGRAPH 2003 Course #44*, July 2003
- Henrik Wann Jensen, Frank Suykens, Per Christensen, and Toshi Kato. “A Practical Guide to Global Illumination using Photon Mapping”. *SIGGRAPH 2002 Course #43*, July 2002
- Henrik Wann Jensen, Frank Suykens, and Per Christensen. “A Practical Guide to Global Illumination using Photon Mapping”. *SIGGRAPH 2001 Course notes #38*, August 2001
- Henrik Wann Jensen, James Arvo, Marcos Fajardo, Pat Hanrahan, Peter Shirley, Matt Pharr, and Don Mitchell. “State of the Art in Monte Carlo Ray Tracing for Realistic Image Synthesis”. *SIGGRAPH 2001 Course notes #29*, August 2001

- Henrik Wann Jensen, Simon Premoze, Peter Shirley, William Thompson, Jim Ferwerda, and Michael Stark. “Night Rendering”. Tech. Rep. UUCS-00-016, Computer Science Department, University of Utah, August 2000
- Henrik Wann Jensen and Niels Jørgen Christensen. “A Practical Guide to Global Illumination using Photon Maps”. *SIGGRAPH 2000 Course notes #8*, July 2000
- Tim Davis, Alan Chalmers, and Henrik Wann Jensen. “Practical Parallel Processing for Realistic Rendering”. *SIGGRAPH 2000 Course notes #30*, July 2000
- Henrik Wann Jensen and Brian Smits. “Global Illumination Test Scenes”. Abstract for *Dagstuhl Seminar on Image Synthesis and Interactive 3D Graphics*, June 2000
- Brian Smits and Henrik Wann Jensen. “Global Illumination Test Scenes”. Tech. Rep. UUCS-00-013, Computer Science Department, University of Utah, June 2000
- Henrik Wann Jensen and Niels Jørgen Christensen. “A Practical Guide to Global Illumination using Photon Maps”. Technical report, ISBN-87-90125-01-0. Dept. of Graphical Communication. Technical University of Denmark, April 2000
- Henrik Wann Jensen. “*The Photon Map in Global Illumination*”. Ph.D. dissertation, The Technical University of Denmark, 1996
- Henrik Wann Jensen. “Global Illumination using Photon Maps”. Abstract for *Dagstuhl Seminar on Rendering*, page 18, June 1996
- Philip Dam Lind and Henrik Wann Jensen. “Reducing the Complexity of Medical 3D Surface Models for Interactive Analysis”. *Proceedings of CAR’96*, page 1011, 1996
- Henrik Wann Jensen. “*Global Illumination - Simulated using Bidirectional Monte Carlo Ray Tracing*”. M.Sc. thesis, The Technical University of Denmark, 1993

Patents

- Tim Weyrich, Wojciech Matusik, Hanspeter Pfister, Henrik Wann Jensen, Addy Ngan, Markus Gross. “Skin reflectance model for representing and rendering faces”. US Patent 7319467. Filed March 29, 2005. Awarded January 15, 2008

Grants

- Photometria. Gift, June. 2008
- Disney Feature Animation. Gift, Apr. 2008
- NSF Grant “Collaborative Research: Theory and Algorithms for High Quality Real-Time Rendering and Lighting/Material Design in Graphics” with Prof. Ramamoorthi. Sep. 2007 - Aug. 2009
- NSF Grant ”Collaborative Research in Computer Graphics: Real-Time Visualization and Rendering of Complex Scenes” with Prof. Ramamoorthi. Sep. 2003 - Aug. 2006
- Sloan Fellowship, Sep. 2004 - Sep. 2006
- CalIT² Grant, Oct. 2002 -

Cover Images

- “Milk Rendering”. The back cover of the proceedings of *SIGGRAPH 2007*.
- “Face Rendering”. The front-cover of **National Geographic** (Dutch edition), November 2002
- “Flame simulation”. The back cover of the proceedings of *SIGGRAPH 2002*

- “Face with translucent skin”. The back cover of the proceedings of *SIGGRAPH 2002*
- “Diana the Huntress” - a translucent marble bust. The front cover of the proceedings of *SIGGRAPH 2001*
- “The David” rendered for the digital Michelangelo project. The title cover (frontispiece) of the proceedings of *SIGGRAPH 2000*
- “Cornell box with smoke”. The back cover of the proceedings of *SIGGRAPH’98*
- “A caustic from a glass of cognac”. The front cover of *ACM Computer Graphics*, volume 30, 1996

Selected Images in Books and Articles

- “Michelangelo’s David”. In **Communications of the ACM**, May 2005
- “Cognac Glass” and “Fractal Cornell Box”. In “Advanced Global Illumination” by Dutre et al., July 2003
- “Translucent Marble Bust” and “Cornell Box”. In “A Field Guide to Digital Color” by Maureen Stone, July 2003
- A sequence of face renderings demonstrating virtual skin. In **National Geographic**, November 2002
- “Mies house” and “Diana the Huntress” marble bust. In “Fundamentals of Computer Graphics” by Peter Shirley, AK Peters, July 2002
- Face images rendered using a BRDF and a BSSRDF in **Computer Graphics World**, October 2001, and in **Wired**, December 2001
- “Rising smoke” and “Smoke flowing past a sphere” in **Computer Graphics World**, September 2001
- “Three glasses of milk” and “Diana the Huntress” on the cover of the Business section in **The Los Angeles Times**, Sunday, Aug. 12, 2001
- “Diana the Huntress” in **Computer Graphics World**, October 2001
- “The David” rendered for the digital Michelangelo project. The cover of Science|Technology in **San Jose Mercury News**, Oct. 10, 2000
- Four images demonstrating “Weathering of a Granite Sphinx” in **Scientific American**, February 2000
- “Cornell box with smoke”. In “Inside Softimage 3D” by Anthony Rossano, page 700. New Riders Publishing, 1998
- “Dusty room with beams of sunlight”. In “The Computer in the Visual Arts” by Anne M. Spalter, page 258. Addison-Wesley Publishing Co., 1998.

Teaching

- “Advanced Image Synthesis”. Graduate class at UCSD. 2008
- “Simulation and Visualization of Fluid Phenomena”. Graduate class at the Technical University of Denmark (with Jan Hesthaven): 2007
- “Graphics and Simulation”. Advanced graduate class at UCSD. Covering procedural texturing, procedural geometry, particle systems, cloth simulation, computational fluid dynamics (Navier Stokes equations, smoke, water, fire): 2005

- “Advanced Appearance Modeling”. Graduate class at UCSD. Covering light transport, BRDF models, microfacet models, subsurface scattering, participating media: 2003, 2004, 2006, 2007 (also taught 2006 at the Technical University of Denmark).
- “Rendering Algorithms”. Undergraduate class at UCSD. Covering rasterization, ray tracing, and photon mapping 2003, 2004, 2005, 2007, 2008 Final student evaluation and approval: Instructor (100%) and Class (100%).
- “Appearance Models for Computer Graphics and Vision” w. Pat Hanrahan, Jitendra Malik, and Steve Marschner. Fall 2000 - Spring 2001. Graduate class at both Stanford University and UC Berkeley.

SIGGRAPH Course Presentations

- “Scattering” at SIGGRAPH Asia 2009. Diego Gutierrez, Henrik Wann Jensen, Wojciech Jarosz, and Srinevasa Narisimhan
- “Advanced Global Illumination using Photon Mapping” at SIGGRAPH 2008. Wojciech Jarosz, Craig Donner, and Henrik Wann Jensen
- “Practical Global Illumination using Irradiance Caching” at SIGGRAPH 2008. Jaroslav Krivanek, Pascal Gautron, Greg Ward, Henrik Wann Jensen, Per Christensen, and Eric Tabellion
- Organizer and lecturer (w. Per Christensen) in “High Quality Rendering Using Ray Tracing and Photon Mapping” at SIGGRAPH 2007.
- “Practical Global Illumination With Irradiance Caching” at SIGGRAPH 2007. Lecturers: Jaroslav Krivanek, Pascal Gautron, Greg Ward, Okan Arıkan, and Henrik Wann Jensen.
- Organizer and lecturer in “A Practical Guide to Ray Tracing and Photon Mapping” at SIGGRAPH 2004.
- Co-organizer with Phil Dutre for “Global Illumination using Monte Carlo Ray Tracing” at SIGGRAPH 2004. Lecturers: James Arvo, Kavita Bala, Philippe Baekert, Philip Dutre, Henrik Wann Jensen, Steve Marschner, and Matt Pharr
- Organizer for “Monte Carlo Ray Tracing” at SIGGRAPH 2003. Lecturers: James Arvo, Philip Dutre, Henrik Wann Jensen, Alexander Keller, Art Owen, Matt Pharr, and Peter Shirley.
- Organizer for “A Practical Guide to Global Illumination using Photon Mapping”.
 - *SIGGRAPH 2002*. Lecturers: Per Christensen, Henrik Wann Jensen, Toshi Kato, and Frank Suykens.
 - *SIGGRAPH 2001*. Lecturers: Per Christensen, Henrik Wann Jensen, and Frank Suykens.
 - *SIGGRAPH 2000*. Lecturers: Niels Jørgen Christensen and Henrik Wann Jensen.
- Organizer for “State of the Art in Monte Carlo Ray Tracing for Realistic Image Synthesis” at SIGGRAPH 2001. Lecturers: James Arvo, Marcos Fajardo, Pat Hanrahan, Henrik Wann Jensen, Don Mitchell, Matt Pharr, and Peter Shirley.
- “Practical Parallel Processing for Realistic Rendering” at SIGGRAPH 2000. Lecturers: Alan Chalmers, Tim Davis, and Henrik Wann Jensen.

Selected Invited Talks

- Keynote, Light and Color in the Outdoors, June 2010, to appear
- NASA, October 2009, to appear
- International Color Vision Society, Portugal, July 2009
- University of Aarhus, December 2008
- Distinguished Lecture, Brown University, October 2008
- Massachusetts Institute of Technology, October 2008
- SIGGRAPH Chapter Tokyo, October 2008
- Keynote, Pacific Graphics 2008, Tokyo, October 2008
- University of Zaragoza, Spain, September 2008
- Lund University, Sweden, September 2008
- Fujisu, Denmark, September 2008
- Digital Dreams, Tate Museum, London, March 2008
- Optical Society of Southern California, Irvine, March 2008
- Disney Feature Animation, Burbank, February 2008
- Keynote, Graphite 2007, Australia, December 2007
- LYStemadag, Aarhus, Denmark, September 2007
- LYStemadag, Copenhagen, Denmark, September 2007
- Day of Light 2007, Copenhagen, Denmark, September 2007
- Keynote, Eurographics 2007, Prague, Czech Republic, September 2007
- Scattering 2007 (CVPR workshop), Minneapolis, June 2007
- Keynote, SCIA 2007, Aalborg, Denmark, June 2007
- Velux 2nd Symposium on Daylighting, Guggenheim Museum, Bilbao, Spain, May 2007
- ETH, Switzerland, July 2006
- Ayia Napa, Cyprus, June 2006
- VisionDay, DTU, Copenhagen, May 2006
- Annual Congress for the Danish Academy of Technical Sciences, The National Museum, Copenhagen, April 2006
- Human Tech Conference 06, March 2006
- Danish Academy of Technical Sciences, February 2006
- Sony Imageworks, Los Angeles, October 2005
- “Virtual Actors” panel at Imagina 2005, Monte Carlo, February 2005
- Pascal Symposium, October 2004
- The Danish Film Institute, September 2004
- The Technical University of Denmark, 175 year anniversary, September 2004
- “Frontiers of Facial Animation” workshop at ICT, Los Angeles, August 2004
- La Jolla High School, May 2004
- Content Day 2004, Denmark, January 2004

- Massachusetts Institute of Technology, CSAIL, October 2003
- Keynote. “Lysets Dag” organized by The Danish Lighting Engineering Society, September 2003
- New York University, Media Research Laboratory, December 2002
- Columbia University, Computer Science Department, December 2002
- Unilever, New York, December 2002
- Florida State University, “Computational Visualization Seminar”, November 2002
- SGI, Mountain View, November 2002
- Stanford University, lecture for the ”Advanced Rendering” course, November 2002
- NVIDIA, Santa Clara, November 2002
- 2002 National ACM Student Conference “Reflections Projections 2002” at University of Illinois Urbana Champaign, invited talk and workshop, October 2002
- Honda R&D Americas, Inc., Mountain View, September 2002
- Rhythm+Hues studios, Los Angeles, September 2002
- IT University of Copenhagen, Denmark, August 2002
- CAVI, Workshop on Realistic Graphics, Denmark, August 2002
- Disney Feature Animation, Los Angeles, August 2002
- Sony Imageworks, Los Angeles, August 2002
- University of Washington, Computer Science Colloquium, May 2002
- UC San Diego, Computer Science Colloquium, May 2002
- UC Berkeley Computer Science Dept., Distinguished Lecture Series, Apr. 2002
- Georgia Institute of Technology, GVU Center, Atlanta, Mar. 2002
- MERL - Mitsubishi Electric Research Lab, Cambridge, Nov. 2001
- Massachusetts Institute of Technology, “Materials Seminar”, Nov. 2001
- Massachusetts Institute of Technology, Laboratory of Computer Science, Nov. 2001
- Stanford University, School of Earth Sciences, Dept. of Geological & Environment Sciences, Nov, 2001
- ESC Entertainment, Alameda, June 2001
- SquareUSA, Honolulu, June 2001
- Pixar, Emeryville, May 2001
- Industrial Light & Magic, Lecture Series, San Rafael, April 2001
- Digital Domain, Los Angeles, April 2001
- UCLA, IPAM, Institute for Pure and Applied Mathematics, Los Angeles, April 2001
- Disney Feature Animation, Los Angeles, April 2001
- Pacific Data Images, Palo Alto, April 2001
- Silicon Valley SIGGRAPH meeting, Santa Clara, February 2001
- Sonoma State University, Computer Science Colloquium, Oct. 2000
- Dagstuhl Seminar on Image Synthesis and Realtime Rendering, Germany, June. 2000
- UC Berkeley, Computer Science Dept., May. 2000

- University of Utah, Computer Science Dept., Oct. 1999
- Harvard University, “Computer graphics class lecture”, Dec. 1998
- Keynote talk. Tenth IMDSP Workshop in Alpach, Austria, July 1998
- Industrial Light & Magic, San Rafael, August 1997
- Dagstuhl Seminar on Image Synthesis, Germany, June 1996
- Cornell University, Program of Computer Graphics, May 1996

Selected International Press & Media Coverage

- “Photorealistic Rendering: Making the Virtual into Reality”. **Optics & Photonics News**, Jan. 2009
- “Killer 3D technologies for 2009”. **3D World**, Dec. 2008
- “Meet the Danish IT-stars from USA” (org. Mød de danske it-stjerner fra USA). *Computerworld*, October 2008
- “Under the surface – from Gollum to Yoghurt” (org. Under overfladen – fra Gollum til Yoghurt). **Aktuel Naturvidenskab**, 3, 2008
- “Moving closer to a ‘Matrix’-style virtual world”. **MSNBC**, May 2008
- “Photon Copies”. **Wired Magazine**, May 2008
- “Will we be able to tell reality from artificial imagery”. **Financial Times**, Jan. 30, 2008
- “Hollywood Can’t Hog Simulations This Good”. **New Scientist**, Dec. 1, 2007
- “An Easier Way to Simulate a Foggy View”. **Photonics**, Oct. 2007
- 10 minute interview for “Digital Planet”. **BBC Radio London**, Aug. 27, 2007
- “Instant Milk”. **Science Magazine**, vol. 317, Aug. 17, 2007
- “Bright Idea”. **Financial Times**, Aug. 17, 2007
- “Cooking up a digital treat”. **BBC News**, Aug. 14, 2007
- “Seeing Your Smoke and Breathing it Too”. **Dr. Dobbs Journal**, Aug. 9, 2007
- “Danish Oscar-Researcher Simulates Digital Skim-Milk” (org. “Dansk Oscar-forsker simulerer digital letmælk”). **Ingeniøren**, Aug. 8, 2007
- 2 minute portrait for CNN Explorers, **CNN**, September 8, 2006
- “Computer-Animated Blonds Have More Fun”. **Seed Magazine**, Aug. 4, 2006
- “Professor on the red carpet”. **Urban**, July 10, 2006
- “The worlds coolest dane” (org. “Verdens sejeste dansker”). 13 minute interview on P3 for Danish Radio, July 1, 2006
- “Masters of Photorealism”. **Wired Magazine**, Dec. 5, 2005
- “Rendering Human Skin”. **The Eizoshimbun** (Japan), July 25, 2005
- “Multilayered Translucent Materials”. **CGIWorld** (Japan), Vol. 85, July 2005
- “Animators, Beauty Scientists Share Trick to Glowing Skin”. **ABC News**, April 2005
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Professional Activities

Associate Editor for ACM Transactions on Graphics: 2008-

Papers co-chair for:

Eurographics Symposium on Rendering 2004

Program committee member of:

ACM SIGGRAPH: 2003, 2004, 2007

Eurographics Conference: 2002,2003

Eurographics Symposium on Rendering: 2003,2005,2007,2008

Eurographics Workshop on Rendering: 1998-2002

Graphite: 2006

High-Performance Graphics: 2009

IEEE Symposium on Interactive Ray Tracing: 2006-2008

Spring Conference on Computer Graphics: 1996-2002

Symposium on Point Based Computer Graphics: 2004

WSCG Conference: 1999-2003

Paper reviewing for:

ACM Journal of Graphics Tools

ACM SIGGRAPH

ACM Transactions on Graphics

Computer Graphics Forum

Eurographics Symposium on Rendering

Graphics Interface

I3D

IEEE Computer Graphics & Applications

IEEE Transactions on Visualization and Computer Graphics

International Journal on Computer Vision

Journal of Computational and Applied Mathematics

Visual Computer

Visualization 2003

Memberships:

ACM SIGGRAPH.