Publications - DiPaola, Stephen

see dipola.org

see http://dipaola.org/lab/publications.php

**Journals: Authored** ( *: Juried)


**Books & Book Chapters: Authored**


**Conference Papers: Authored** (*: Juried)


Conference Papers: Authored (continued) (*: Juried)


Grants and Awards

2012 NSERC Engage - Primary Investigator - $25K, - Formalizing Processes of Attention Cuing based on Character Behavior within Video Games w/ Electronic Arts

2010-11 NSERC Engage - Primary Investigator - $25K, - Emotional & Expression based Character Sequences using Computer Painterly Rendering

2010-11 NSERC Engage - Primary Investigator - $25K, - Artificial Intelligence Based Generative Design

2007-09 Heritage Canada - New Media Network Fund – Primary Investigator (SFU) - $1.4M ($370K SFU), 2 Years – Creativity Assisted Technology for Gaming and Interactive Systems. With Seneca College, Univ. of Western Ontario.

2006-11 NSERC Discovery Grant - Primary Investigator - $65K, 5 Years - Intelligent Character Systems

2006 Canada Parks / Heritage Grant - Research Collaborator - Intelligent Exhibit Design - Pacific Rim National Park


2004 Industry Grant - Primary Investigator - Radical Entertainment - ~$50K - Next generation intelligent facial system research.

2003-06 SSHRC Grant - Research Associate - $4M, 3Yrs (partial) - Simulation and Advanced Gaming Environments (SAGE)

2003 WestGrid Grant - Research Associate - $5M, 4Yrs (partial) - Collaborative Visualization Group under Jonathan Borwein.

2001-05 ASI Provincial Research Grant - Primary Investigator - $120K, 4 years - 3D Facial Expression in Sciences and Arts.

2000-01 Industry Grant - Primary Investigator – Electronic Arts - $75K – Genetic Programming Techniques for Facial Creation

1999 Smithsonian Institution's Permanent Research Collection of Information Technology (for Onlive Traveler).


1994 Emma Awards, Cannes Best International Product • Communication Arts Design Awards Best Educational Product.

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