

# Andreas Walch

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## Professional Interests and Qualifications

Visual Computing & Algorithms, Real-Time Rendering, Global Illumination

## Education

March 2017 Graduation as “*Master of Science*” from the Vienna University of Technology in “*Visual Computing*” (Dipl.-Ing.)  
June 2013 Erasmus Exchange Program at the University of Linköping, Sweden  
January 2013 Graduation as “*Bachelor of Science*” from the Vienna University of Technology in “*Media Informatics*”

## Appointments

2014 - present VRVis, Researcher in the *Semantic Modeling and Acquisition Group*  
2014 VRVis, internship  
2011 S-team IT solutions, internship

## Selection of Funded Projects

SHARC, 2017-2020 (48 months), FFG (COMET), Researcher  
VAMOS – *Visual Analytics for Modeling and Simulation*, 2014 – 2016 (36 months), FFG (COMET), Researcher

## Peer-Reviewed Publications

Walch Andreas., Luksch C., Szabo A., Steinlechner H., Haaser G., Schwärzler M., Maierhofer S. 2018. **Lens Flare Prediction based on Measurements with Real-Time Visualization**. *The Visual Computer*, Volume 34, pages 1155-1164.

Walch Andreas, Krösl K., Luksch C., Pichler D., Pipp T., Schwärzler M. 2018. **An Automated Verification Workflow for Planned Lighting Setups using BIM**. In *Proceedings of the 23rd International Conference on Urban Planning and Regional Development in the Information Society (REAL CORP 2018)*.

## Thesis

Master 2017 **Lens Flare Prediction based on Measurements with Real-Time Visualization**  
Bachelor 2013 **Visualization and Animation of 3D Architectural Models using the Unity Game Engine**