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**Varsta:** 36 ani

**Titlu:** Lector drd.

**Functii:**

Cadru didactic – Coordonatorul Laboratorului de Realitate Virtuala – Universitatea OVIDIUS Constanta

Cercetator asociat – Ecole Nationale d'Ingenieurs de Brest, Franta.

**Discipline:** Tehnici de programare avansata, Grafica pe Calculator

**Membru in asociatii internationale:** 2000 – 2002 Association for Computing Machinery



**Doctorat:** in curs de definitivare: *Modelarea universurilor virtuale* (Univ. Politehnica Bucuresti).

**Articole**

2003

*Interactive Distributed Guided Tours of Historical Sites*, **D.M.Popovici**, S.Morvan, E.Maisel, J.Tisseau, Proceedings of the International Conference on CyberWorlds, 3-5 December 2003, Singapore, pg. 453-457, IEEE Computer Society, ISBN: 0-7695-1922-9. *pdf*

*Educative Distributed Virtual Environments for Children*, J.P.Gerval, **D.M.Popovici**, J.Tisseau, Proceedings of the International Conference on CyberWorlds, 3-5 December 2003, Singapore, pg. 382-387, IEEE Computer Society, ISBN: 0-7695-1922-9. *pdf*

*Ozanne project : A Framework for Interactive Distributed Guided Tours of Historical Sites*, **D.M.Popovici**, S.Morvan, E.Maisel, J.Tisseau, To appear in Proceedings of the ICHIM03 Cultural Institutions and Digital Technology, l'École du Louvre, Paris, France, September, 2003. *pdf*

*Virtual Stories Authoring Tool for Pedagogical Purpose*, J.P.Gerval, **D.M.Popovici**, J.Tisseau, Proceedings of the IASTED International Conference - COMPUTERS AND ADVANCED TECHNOLOGY IN EDUCATION, June 30 - July 2, Rhodos, Greece, 2003, pg. 642-646, ISBN: 0-88986-361-X, ISSN: 1482-7905, ACTA Press. *pdf*

*Agent-Based Modeling of Virtual Environments*, **D.M.Popovici**, L.D.Serbanati, J.P.Gerval, Proceedings of Virtual Reality International Conference (VRIC2003), Laval, France - May 13-18, 2003, pg. 149-158, ISBN: 2-9515730-2-2. *pdf*

*Virtual Perception Based Agents in Virtual Theater*, **D.M.Popovici**, L.D.Serbanati, J.P.Gerval, Proceedings of Technologies for Interactive Digital Storytelling and Entertainment (TIDSE'2003), Darmstadt, 24-26 March 2003, Germany, pg. 94-105, Fraunhofer IRB Verlag, ISBN: 3-8167-6276-X. *pdf*

*The Virtual Environment - Another Approach*, **D.M.Popovici**, L.D.Serbanati, F.Harrouet, Poster Proceedings of The 11-th International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision 2003 in cooperation with Eurographics (WSCG'2003), Plzen, Czech Republic, 3-7 February 2003, pg.109-112, ISBN: 80-903100-2-8. *pdf*

2002

*Agents in Virtual Theater*, **D.M.Popovici**, C.Mandruta, East-West-Vision 2002 (EWW02), Graz, Austria, September 12-13, 2002, pg.115-120, ISBN: 3-85403-163-7. [pdf](#)

*Virtual Theater*, **D.M.Popovici**, L.D.Serbanati, J.P.Gerval, Virtual Reality International Conference (VRIC2002), Laval, France - June 19-21, 2002, ISBN: 2-951570-1-4. [pdf](#)

*Virtual Environments for children*, J.P.Gerval, **D.M.Popovici**, et.al, Proc. Of the IASTED Conference, Computers and Advanced Technology in Education (CATE2002), May 20-22, 2002, Cancun, Mexic, pg. 416-420, ISBN: 0-88986-332-6, ISSN: 1482-7905. [pdf](#)

2000

*Internet technology and distance learning* (in romanian), **D.M.Popovici**, N.Popovici, CITTI 2000, Constanta, pg. 255-256, ISBN 973-8082-10-2.[pdf](#)

*Elements of distributed virtual environments* (in romanian), **D.M.Popovici**, CITTI 2000, pg. 156-166, ISBN 973-8082-10-2.[pdf](#)

*VRML and VR Systems*, **D.M.Popovici**, I.M.Popovici, J.G.Rican, Civile Marine Institute Anals, Vol. I, Constanta, 2000, pg. 139-142, ISSN 1454-8887.[pdf](#)

*Applied WEB Technologies in Teleworking*, **D.M.Popovici**, N.Popovici, J.G.Rican, Civile Marine Institute Anals, Vol. I, Constanta, 2000, pg. 135-138, ISSN 1454-8887.[pdf](#)

1999

*Virtual Environments Based on Internet Technologies*, **D.M.Popovici**, I.M.Popovici, The 8<sup>th</sup> Symposium of Mathematics and its Applications, Timisoara, Romania, 1999.

*Web-Based Media Courseware in Higher Education*, **D.M.Popovici**, N.Popovici, J.G.Rican, The 8<sup>th</sup> Symposium of Mathematics and its Applications, Timisoara, 1999.

*An Experimental Open Internet Based Virtual Environment*, **M.Popovici Jr**, I.M.Popovici, ACS'99, Sixth International Conference on Advanced Computer Systems, Szczecin, Poland, 18-19 Nov. 1999, Proc. pg. 95-99, ISBN 83-87362-18-2.[pdf](#)

*An Open VR System for Applications*, **D.M.Popovici**, E.Morar, C.Daba, The 7-th Conference on Nonlinear Analysis, Numerical Analysis, Applied Mathematics and Informatics, Constanta-Eforie Nord, Romania, 27-30 May 1999, pg. 75-78.

*Distance Learning in Higher Education*, **M.Popovici Jr**, N.Popovici, The Fourth International Symposium on Economic Informatics, Bucharest, Romania, 6-9 May, 1999, Proc. pg. 326-329, ISBN 973-98508-5-5.[pdf](#)

1998

*An Experimental Environment for Construction of Virtual Terrain*, I.M.Popovici, **D.M.Popovici**, GraphiCon'98, Keldysh Institute of Applied Mathematics, Moscow, Russia, 7-11 Sept., 1998, Conference Proceedings, pg. 134-137, ISBN 5-89209-294-1.[pdf](#)

*Concerning on the convex hull of 2D set of points*, GraphiCon'98, Keldysh Institute of Applied Mathematics, Moscow, Russia, 7-11 Sept., 1998, Conference Proceedings, pg. 79-81, ISBN 5-89209-294-1.[pdf](#)

*Automatic the Construction of Virtual Terrains*, **D.M.Popovici**, I.M.Popovici, J.G.Rican, PAMM International Conference PC-122, OVIDIUS University of Constanta, 26 July- 3 August, 1998.[pdf](#)

1997

*Some facts concerning the automatic Delaunay triangulation of planar domains*, The 7-th Symposium of Mathematics and its Applications, Timisoara, 6-9 nov. 1997.pdf

*About an algorithm for automatic Delaunay triangulation of planar domains*, **D.M.Popovici**, P. Redou, The 5-th Conference on Nonlinear Analysis, Numerical Analysis and Applied Mathematics, OVIDIUS University, Constanta, 1997.

1993

*Color models for raster graphics*, Annals of OVIDIUS University of Constanta, Vol I, Mathematical Series, pg. 83-93, 1993.

## Carti

*Advanced Programming Techniques. Object-oriented Programming* (Tehnici de programare avansata. Programarea Orientata pe Obiecte), **D.M.Popovici**, I.M.Popovici, LEDA Publishing House, Constanta, 1996, 160 pg., ISBN 973-97711-1-4.

*C++. Object-oriented technology. Applications.* (C++. Tehnologia orientata pe obiecte. Aplicatii), **D.M.Popovici**, I.M.Popovici, I.Tanase, TEORA Publishing House, Bucharest, 1996, 470pg, ISBN 973-601-481-9.

*Programming techniques and languages. Laboratory work guide. Object-oriented data types implementation.* (Tehnici si limbaje de programare. Indrumar pentru lucrarile de laborator. Implementarea tipurilor de date orientate spre obiecte), I.M.Popovici, **D.M.Popovici**, OVIDIUS University Press, Constanta, 1998, 157 pg, ISBN 973-9767-02-X.

Traducere a cartii "**From Chaos to Classes: Object-Oriented Software Development in C++**" de Daniel J. Duffy McGraw-Hill Book Company, ISBN: 0-07-709118-3.

*C++. Object-oriented technology. Applications.* (C++. Tehnologia orientata spre obiecte. Aplicatii), **D.M. Popovici**, I.M.Popovici, Teora Publishing House, Bucharest, 2000, 486pg, ISBN 973-20-0320-0.

*Multiple choice tests in mathematics and economics for higher education entrance examination* (Teste tip grila de matematica si economie pentru admiterea in invatamantul superior), V.Ploae, V. Popovici, N.Popovici, S.Sburlan, M.E.Craciun, **D.M.Popovici**, Ex Ponto Publishing House, Constanta, 2000, 178 pg, ISBN 973-8036-59-3.

## Domenii de cercetare:

realitate virtuala, perceptie virtuala, sisteme multi-agent, geometrie computationala

## Concursuri studentesti nationale si internationale:

### Programare:

1. Student Programming Contest Southeastern Europe ACM, 1999 – 2001, „Politehnica” University of Bucharest.

### Virtual Reality:

1. 1-er FORUM DES TECHNOLOGIES DE L'INFORMATION – Virtu@Brest, Brest, France, February 2002; **2-nd prize**.

2. National Student Contest „Leadership, Entrepreneurial Development and Virtual Environments”,  
Section: Virtual Environments, A.S.E. Bucharest, April 2002; **1-st prize.**

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