

Dr. Toler-Franklin is an Assistant Professor in the [Computer & Information Science & Engineering Department](#) at the [University of Florida](#) where she directs the Graphics, Imaging & Light Measurement Laboratory (GILMLab). Dr. Toler-Franklin earned a Ph.D. in Computer Science from [Princeton University](#). She obtained a Master of Science degree from the [Cornell University Program of Computer Graphics](#) and a Bachelor of Architecture degree from [Cornell University](#). Prior to joining the faculty at UF, Dr. Toler-Franklin was a University of California President's Postdoctoral Fellow in the Computer Science Department at [UC Davis](#) and a researcher at the [CITRIS Banatao Institute](#) at [UC Berkeley](#). Dr. Toler-Franklin has considerable industry experience, having worked at [Autodesk](#), [Adobe](#) and [Google](#).

Dr. Toler-Franklin's research areas are Computer Graphics and Vision, focusing on 3D Data Acquisition, Physically-Based Appearance Modeling, Imaging Spectrometry, Machine Learning, Matching Algorithms and Non-Photorealistic Rendering. Dr. Toler-Franklin's algorithms have been deployed in real-world settings for practical applications in Bio-Diversity, Bio-Medical Research and Archaeology. Her work has fostered international collaborations with researchers in the fields of paleontology, archaeology, museum conservation and biological imaging. Dr. Toler-Franklin was awarded the [2013 NSF iDigBio Visiting Scholar Award](#) to support her current projects developing new optical capture techniques and image processing algorithms to analyze biological specimens from rare collections.