部局	神戸大学数理・データサイエンスセンター
職名	教授
ふりがな 氏　　名	さかもと　なおひさ 坂本　尚久
学位	博士（工学）
略歴	
年　　月	（学　　歴）
1994 年 3 月	京都府立鳥羽高等学校　卒業
1995 年 4 月	龍谷大学理工学部電子情報通信学科　入学
1999 年 3 月	同　　上　　卒業
1999 年 4 月	龍谷大学大学院工学研究科電子情報学専攻博士課程前期課程　入学
2001 年 3 月	同　　上　　修了
2004 年 4 月	京都大学工学研究科電気工学専攻博士課程後期課程　入学
2007 年 3 月	同　　上　　修了
2007 年 3 月	博士（工学）（京都大学）（工博第 2804 号）
年　　月	（職　　歴）
2001 年 4 月	株式会社ケイ・ジー・ティー 社員（2008 年 3 月まで）※2003 年 4 月から 2007 年 3 月まで休職
2003 年 4 月	京都大学学術情報メディアセンター 教務補佐員
2003 年 9 月	京都大学高等教育研究開発推進センター 教務補佐員（2008 年 3 月まで）
2008 年 4 月	京都大学高等教育研究開発推進センター 情報メディア教育部門 特定助教
2011 年 4 月	京都大学総合専門業務室 主任専門業務職員
2014 年 4 月	理化学研究所計算科学研究機構 客員研究員（兼務）（2022 年 3 月まで）
2015 年 10 月	神戸大学大学院システム情報学研究科 計算科学専攻 講師
2019 年 10 月	神戸大学大学院システム情報学研究科 計算科学専攻 准教授
2023 年 4 月	神戸大学大学院システム情報学研究科 システム情報学専攻 准教授（現在に至る）
2025 年 7 月	理化学研究所計算科学研究センター客員研究員（兼務）（現在に至る）
年　　月	（所属機関における過去 5 年間の活動）
2020 年 4 月	教育用計算機システム仕様策定委員
2021 年 4 月	入試ワーキング（計算科学専攻）（2022 年 3 月まで）
2022 年 4 月	環境マネージメントワーキング（2023 年 3 月まで）
2023 年 4 月	教学委員（副）（2024 年 3 月まで）

2024年4月	教学委員（主）（2025年3月まで）
年　　月	（学会及び社会における活動）
1998年10月	電子情報通信学会 会員（現在に至る）
2007年6月	可視化情報学会 会員（現在に至る）
2008年3月	IEEE Pacific Visualization 2008 (Registration Co-Chair)
2009年10月	Asia Simulation Conference 2009 (Program Committee)
2010年5月	日本シミュレーション学会 会員（現在に至る）
2010年11月	Asia Simulation Conference 2010 (Governing Board Committee)
2011年2月	IEEE Computer Society 会員（現在に至る）
2011年3月	International Symposium on Imaging and Signal Processing in Healthcare and Technology 2011 (Advisory Board)
2011年7月	International Workshop on High Speed Network and Computing Environments 2011 (Program Committee)
2012年7月	日本シミュレーション学会 代議員（2017年6月まで）
2012年7月	International Workshop on High Speed Network and Computing Environments 2012 (Program Committee)
2012年11月	日本シミュレーション学会 総務副委員長（2017年6月まで）
2012年11月	芸術科学会NICOGRAPH 2012（実行委員）
2013年7月	International Workshop on High Speed Network and Computing Environments 2013 (Program Committee)
2014年4月	IEEE Pacific Visualization 2014 (Program Committee)
2014年10月	Asia Simulation Conference 2014 (General Secretary)
2015年4月	IEEE Pacific Visualization 2015 (Poster Co-Chair, Visualization Notes Committee)
2015年10月	The 34th JSST (Japan Society for Simulation Technology) Annual Conference - International Conference on Simulation Technology (JSST 2015) (Program Chair)
2015年11月	芸術科学会NICOGRAPH 2015（実行委員）
2015年11月	SIGGRAPH Asia 2015 Symposium on Visualization in High Performance Computing (Symposium Co-Chair)
2016年4月	IEEE Pacific Visualization 2016, Visualization Notes Committee
2016年10月	The 35th JSST (Japan Society for Simulation Technology) Annual Conference - International Conference on Simulation Technology (JSST 2016), Program Chair
2017年4月	IEEE Pacific Visualization 2017, Visualization Notes Co-Chair

2017年6月	NICOGRAPH International 2017, Conference Co-Chair
2017年7月	日本シミュレーション学会 理事（英文論文誌副編集委員長）（2024年6月まで）
2017年9月	Association for Computing Machinery 会員（現在に至る）
2017年10月	The 36th JSST Annual Conference - International Conference on Simulation Technology (JSST 2017), Program Chair
2018年4月	The 2nd China-Japan Joint Visualization Workshop (CJVis 2018), Local Organizing Chair
2018年4月	IEEE Pacific Visualization 2018, Organizing Chair
2018年8月	日本学術会議 総合工学委員会 科学的知見の創出に資する可視化分科会 ICT時代の文理融合研究を創出する可視化小委員会　委員（2023年7月まで）
2018年10月	The 18th Asia Simulation Conference (AsiaSim 2018), Program Committee Co-Chair
2018年11月	The 13th International Symposium on Visual Computing (ISVC 2018), International Program Committee
2019年2月	可視化情報学会 和文論文誌編集委員（2021年7月まで）
2019年6月	可視化情報学会 代議員（2021年7月まで）
2019年7月	第47回可視化情報シンポジウム, 実行委員
2019年11月	The 14th International Symposium on Visual Computing (ISVC 2019), International Program Committee
2020年9月	サイエンティフィック研究会 5G時代の可視化技術研究WG 推進委員(2022年11月まで)
2020年11月	The 15th International Symposium on Visual Computing (ISVC 2020), International Program Committee
2021年8月	可視化情報学会 理事（和文論文誌編集委員長）（2025年7月まで）
2021年11月	The 16th International Symposium on Visual Computing (ISVC 2021), International Program Committee
2022年2月	第5回ビジュアリゼーションワークショップ(可視化情報学会主催), 実行委員
2022年4月	IEEE Pacific Visualization 2022, Organizing Chair
2022年6月	可視化情報学会 英文論文誌編集委員（現在に至る）
2022年11月	The 17th International Symposium on Visual Computing (ISVC 2022), International Program Committee
2022年11月	In Situ Infrastructures for Enabling Extreme-scale Analysis and Visualization (ISAV 2022), Program Committee and Best Paper Committee
2022年3月	第 6 回ビジュアリゼーションワークショップ(可視化情報学会主催), 実行委員長
2023年11月	SC23, Data Analytics, Visualization and Storage Committee (Subcommittee of SC23 Technical Paper Committee), Member
2023年11月	The 18th International Symposium on Visual Computing (ISVC 2023), International Program Committee

2024年4月	IEEE Pacific Visualization 2024, Organizing Chair
2024年4月	The 1st Japan Visualization Symposium (JapanVis 2024), International Program Committee
2024年7月	日本シミュレーション学会 理事（出版委員）（現在に至る）
2024年11月	SC24, Data Analytics, Visualization and Storage Committee (Subcommittee of SC24 Technical Paper Committee), Member
2024年11月	The 19th International Symposium on Visual Computing (ISVC 2024), International Program Committee
2025年4月	The 1st International Workshop on Visualization for the Digital and Public Humanities (DPH-Vis, IEEE PacificVis 2025), Program Committee
2025年4月	日本機械学会 熱流体工学におけるデジタルツインのための先端的計測・シミュレーション・データ科学とその産業応用に関する研究分科会 委員（現在に至る）
2025年8月	可視化情報学会 理事（編集委員会副委員長）（現在に至る）
2025年11月	SC25, Data Analytics, Visualization and Storage Committee (Subcommittee of SC25 Technical Program-Technical Papers), Member
2025年11月	In Situ Infrastructures for Enabling Extreme-scale Analysis and Visualization (ISAV 2025), Program Committee, Best Paper Committee
2025年11月	第3回研究会，日本機械学会研究分科会RC304：熱流体工学におけるデジタルツインのための先端的計測・シミュレーション・データ科学とその産業応用に関する研究会，実行委員
2025年12月	IEEE International Conference on High Performance Computing, Data, and Analytics (HiPC2025), Program Committee
年　　月	（受　　賞）
2007年7月	第18期学会賞・技術賞　（可視化情報学会）
2008年 3月	Best Poster Award　(IEEE Pacific Visualization Symposium 2008)
2009年10月	第21期学会賞・論文賞　（可視化情報学会）
2009年10月	Best Poster Award　(Asia Simulation Conference 2009)
2011年11月	Outstanding Paper Award　(Asia Simulation Conference 2011)
2012年3月	Best Poster Award　(IEEE Pacific Visualization Symposium 2012)
2012年11月	Best Paper Award Nominated　(Asia Simulation Conference 2012)
2014年 7月	第25期学会賞・技術賞　（可視化情報学会）
2016年9月	平成28年度学会賞・奨励賞　（日本シミュレーション学会）
2018年4月	Honorable Mention Poster Award (IEEE Pacific Visualization Symposium 2018)
2018年11月	Best Paper Award Nominated　(Asia Simulation Conference 2018)
2022年4月	Honorable Mention Best Paper Award (IEEE Pacific Visualization Symposium 2022)

2022 年 10 月	Honorable Mention Award（IEEE Large Data Analysis and Visualization 2022）
2023 年 5 月	功労賞、可視化情報学会
2025 年 2 月	Best Paper Award Nominated, International Conference on High Performance Computing in Asia-Pacific Region（HPC Asia 2025）
2025 年 11 月	令和 6 年度優秀教育賞，神戸大学工学部

＜著書＞

［著者，著書名，発行所，開始頁-最終頁，発行年，分担執筆の場合の担当部分（章／頁など），URL（ハイパーリンクを設定）］

1. 坂本 尚久
   ポイントに基づくボリュームデータの生成および表示技術に関する研究
   京都大学博士論文，全 129p. (2007)
   http://hdl.handle.net/2433/136233
2. 小山田 耕二, 坂本 尚久
   粒子ベースボリュームレンダリング –理論とプログラミング–
   コロナ社，全 212p. (2010)
   https://www.coronasha.co.jp/np/isbn/9784339024494/
3. 坂本 尚久, 小山田 耕二
   Excel で学ぶコンピュータグラフィックス技術入門
   コロナ社，全 177p. (2011)
   https://www.coronasha.co.jp/np/isbn/9784339024555/
4. 坂本 尚久, 他 347 人
   シミュレーション辞典（日本シミュレーション学会編），コロナ社, 2012 年
   （分担執筆）"ボリュームデータ（分野：可視化、部門：ボリューム可視化）", p.332 を担当
   https://www.coronasha.co.jp/np/isbn/9784339024586/

＜学術論文＞

a. 学会誌，専門誌等に掲載された論文

［著者，題目，掲載誌，巻，号，開始頁-最終頁，発行年，DOI 番号（ハイパーリンクを設定）］

a-1. WOS Core Collection にインデックスされている論文

1. Hideo Miyachi and Naohisa Sakamoto, Data Reduction by Applying and Image-Based Modeling and Rendering Technique to CG Models, The Visualization Society of Japan, Journal of Visualization, Vol.8, No.4, pp.331-338, (2005)
   (doi: https://doi.org/10.1007/BF03181552)
   第 18 期可視化情報学会 学会賞（技術賞）受賞
2. Naohisa Sakamoto, Nobuyuki Kukimoto, Yukio Yasuhara, Yasuo Ebara and Koji Koyamada, 3D Modeling and Displaying System for Volume Communication, JSME International Journal Series B, Vol.48, No.2, pp.247-251, (2005)
   (doi: https://doi.org/10.1299/JSMEB.48.247)
3. Teppei Tanaka, Takayuki Itoh, Naohisa Sakamoto, Koji Koyamada, An Interactive Approach for Hierarchical Parameter Optimization, Journal of Fluid Science and Technology, Vol.3, No.4, pp.586-597, (2008)
   (doi: https://doi.org/10.1299/jfst.3.586)

4. Satoshi Tanaka, Kyoko Hasegawa, Susumu Nakata, Hideo Nakajima, Takuya Hatta, Frederika Rambu Ngana, Takuma Kawamura, Naohisa Sakamoto, Koji Koyamada, Grid-Independent Metropolis Sampling for Volume Visualization, International Journal of Modeling, Simulation, and Scientific Computing, Vol 1, No.2, pp.119-218, (2010)
(doi: https://doi.org/10.1142/S1793962310000158)
5. ZhongMing Ding, Takuma Kawamura, Naohisa Sakamoto, Koji Koyamada, Particle-based Multiple Irregular Volume Rendering on CUDA, Journal of Simulation Modelling Practice and Theory, Vol.18, No.8, pp.1172-1183, (2010)
(doi: https://doi.org/10.1016/j.simpat.2009.08.001)
6. Takuma Kawamura, Naohisa Sakamoto, Koji Koyamada
A Level-of-Detail Rendering of a Large-Scale Irregular Volume Dataset Using Particles
Journal of Computer Science and Technology, Vol.25, No.5, pp.905-915, (2010)
(doi: https://doi.org/10.1007/s11390-010-9375-4)
7. Naohisa Sakamoto, Takuma Kawamura, Koji Koyamada, Improvement of particle-based volume rendering for visualizing irregular volume data sets, Computers & Graphics, Vol.34, No.1, pp.34-42, (2010)
(doi: https://doi.org/10.1016/j.cag.2009.12.001)
8. Naohisa Sakamoto, Naoya Maeda, Takuma Kawamura, Koji Koyamada, High-quality Particle-based Volume Rendering for Large-scale Unstructured Volume Datasets, Journal of Visualization, Vol.13, No.2, pp153-162, (2013)
(doi: https://doi.org/10.1007/s12650-013-0158-1)
第 25 期可視化情報学会 学会賞（技術賞）受賞
9. Kun Zhao, Satoshi Nakada, Naohisa Sakamoto, Koji Koyamada, Chandrajit Bajaj, Yoichi Ishikawa, Toshiyuki Awaji, Teiji In, Sei-Ichi Saitoh, A Visualization of the Dynamic Behaviors of the Mixture of Water Mass Using Ocean Simulation Data for Northwestern Pacific near Japan, International Journal of Modeling, Simulation, and Scientific Computing (IJMSSC), Vol.4, No.1, 1341002 (18 pages), (2013)
(doi: https://doi.org/10.1142/S179396231341002X)
10. Kun Zhao, Satoshi Nakada, Naohisa Sakamoto, Koji Koyamada, Voting-based Ensemble-averaging Visualization for Water Mass Distribution, Journal of Visualization, Vol.18, No.4, pp.719-731, (2014)
(doi: https://doi.org/10.1007/s12650-014-0258-6)
11. Kun Zhao, Naohisa Sakamoto, Koji Koyamada, Time-Varying Volume Compression in Spatio-Temporal Domain, Journal of Advanced Simulation in Science and Engineering (JASSE), Vol.1, No.1, pp.171-187, (2014)
(doi: https://doi.org/10.15748/jasse.1.171)
12. Kun Zhao, Naohisa Sakamoto, Koji Koyamada, Adaptive Fused Visualization for Large-scale Blood Flow Dataset with Particle-based Rendering, Journal of Visualization, Vol.18, No.2, pp.133-145, (2015)
(doi: https://doi.org/10.1007/s12650-014-0260-z)
13. Naohisa Sakamoto, Koji Koyamada, KVS: A simple and effective framework for scientific visualization, Journal of Advanced Simulation in Science and Engineering (JASSE), Vol.2, No.1, pp.76-95, (2015)
(doi: https://doi.org/10.15748/jasse.2.76)
14. Yosuke Onoue, Nobuyuki Kukimoto, Naohisa Sakamoto, Koji Koyamada, Minimizing the Number of Edges via Edge Concentration in Dense Layered Graphs, IEEE Transactions on Visualization and Computer Graphics, Vol.22, No.6, pp.1652-1661, (2016)
(doi: https://doi.org/10.1109/TVCG.2016.2534519)
15. Yosuke Onoue, Nobuyuki Kukimoto, Naohisa Sakamoto and Koji Koyamada,, E-Grid: A Visual Analytics System for Evaluation Structures, Journal of Visualization, Vol.19, No.4,

pp.753-768, (2016)
(doi: https://doi.org/10.1007/s12650-015-0342-6)

16. Yosuke Onoue, Nobuyuki Kukimoto, Naohisa Sakamoto, Kazuo Misue, Koji Koyamada, Layered Graph Drawing for Visualizing Evaluation Structures, IEEE Computer Graphics and Applications, Vol.37, No.2, pp.20-30, (2017)
(doi: https://doi.org/10.1109/MCG.2016.40)
17. Kun Zhao, Sakamoto Naohisa, Koji Koyamada, Satoshi Tanaka, Kohei Murotani, Seiichi Koshizuka, Interactive Visualization of Large-Scale 3D Scattered Data from a Tsunami Simulation, International Journal of Industrial Engineering: Theory, Applications and Practice (IJIETAP), Vol.24, No.2, pp.207-219, (2017)
(doi: https://doi.org/10.23055/ijietap.2017.24.2.2962)
18. Pierre J. Jarsaillon, Naohisa Sakamoto, and Akira Kageyama, Flexible visualization framework for head-mounted display with gesture interaction interface, International Journal of Modeling, Simulation, and Scientific Computing (IJMSSC), Vol.9, No.3, 1840002 (20 pages), (2017)
(doi: https://doi.org/10.1142/S1793962318400020)
19. Yukio Yasuhara, Naohisa Sakamoto, Yasuo Ebara, Hiroshi Katao, Koji Koyamada, Development of support system for estimation of earthquake fault plane with hypocenter data, Journal of Advanced Simulation in Science and Engineering (JASSE), Vol.4, No.1, pp.132-142, (2018)
(doi: https://doi.org/10.15748/jasse.4.132)
20. Yoshiaki Yamaoka, Kengo Hayashi, Naohisa Sakamoto, Jorji Nonaka, A Memory Efficient Image Composition-based Parallel Particle Based Volume Rendering, Journal of Advanced Simulation in Science and Engineering (JASSE), Vol.6, No.1, pp.1-10, (2019)
(doi: https://doi.org/10.15748/jasse.6.1)
21. Akira Kageyama, Naohisa Sakamoto, Hideaki Miura, Nobuaki Ohno, Interactive Exploration of In-situ Visualization of MHD Simulation, Plasma and Fusion Research, Vol.15, 1401065, 8 pages, (2020)
(doi: https://doi.org/10.1585/pfr.15.1401065)
22. Takanori Fujiwara, Shilpika, Naohisa Sakamoto, Jorji Nonaka, Keiji Yamamoto, Kwan-Liu Ma, A Visual Analytics Framework for Reviewing Multivariate Time-Series Data with Dimensionality Reduction, IEEE Transactions on Visualization & Computer Graphics, Vol.27, Issue.2, pp.1601-1611, (2020)
(doi: https://doi.org/10.1109/TVCG.2020.3028889)
23. Akira Kageyama, Naohisa Sakamoto, 4D Street View: A Video-based Visualization Method, PeerJ Computer Science, 6:e305, DOI:10.7717/peerj-cs.305, (2020)
(doi: https://doi.org/10.7717/peerj-cs.305)
24. Kaoru Uemori, Naohisa Sakamoto, Nobuaki Ohno, Akira Kageyama, YYZVis: An Efficient Visualization Toolkit for Yin-Yang-Zhong Grid Dataset, Journal of Advanced Simulation in Science and Engineering (JASSE), Vol.7, Issue 1, pp.15-33, (2020)
(doi: https://doi.org/10.15748/jasse.7.15)
25. Shilpika, Takanori Fujiwara, Naohisa Sakamoto, Jorji Nonaka, and Kwan-Liu Ma, A Visual Analytics Approach for Hardware System Monitoring with Streaming Functional Data Analysis, IEEE Transactions on Visualization and Computer Graphics, Vol.28, Issue 6, pp.2338-2349, (2022)
(doi: https://doi.org/10.1109/TVCG.2022.3165348)
Honorable Mention Award at the 15th IEEE Pacific Visualization Symposium (PacificVis2022)
26. Keijiro Fujita, Naohisa Sakamoto, Takanori Fujiwara, Toshiyuki Tsukamoto, Jorji Nonaka, A Visual Analytics Method for Time-Series Log Data Using Multiple Dimensionality Reduction, Journal of Advanced Simulation in Science and Engineering (JASSE), Vol.9,

Issue 2, pp.206-219, (2022)
(doi: https://doi.org/10.15748/jasse.9.206)

27. Takuma Kawamura, Naohisa Sakamoto, Tsukasa Osaki, VR Extension of Client Server Type Particle-based Volume Visualization Application, Journal of Advanced Simulation in Science and Engineering (JASSE), Vol.10, Issue 1, pp.31-39, (2023)
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28. Daimon Aoi, Kyoko Hasegawa, Liang Li, Yuichi Sakano, Naohisa Sakamoto, Satoshi Takatori, Satoshi Tanaka, Edge highlighting with depth-dependent opacity gradation of laser-scanned point clouds improves the accuracy of perceived depth in transparent multi-view 3D visualizations, Journal of Visualization, 13 pages, (2024)
(doi: https://doi.org/10.1007/s12650-024-01014-9)
29. Daimon Aoi, Kyoko Hasegawa, Liang Li, Yuichi Sakano, Naohisa Sakamoto, Satoshi Tanaka, Edge highlighting of laser-scanned point clouds improves the accuracy of perceived depth in transparent multi-view 3D visualizations, International Journal of Modeling, Simulation, and Scientific Computing, 2450021 (19 pages), (2024)
(doi: https://doi.org/10.1142/S1793962324500211)
30. Kazuhiro Sakamaki, Naohisa Sakamoto, Yuki Tsujimura, Takahiro Iwasaki, Takuma Kawamura, Jun Nakabayashi, Rhea S. D'Souza, Arooma Jannat, Ken-ichiro Takeshima, Hiroyuki Takeda, Koji Koyamada, Hideo Yokota, Caspase-mediated cleavage of a scaffold protein, MPRIP, yields a truncated form that is involved in repetitive bleb formation, The FEBS Journal, ISSN:1742-464X, eISSN:1742-4658, 19 pages, (2025)
(doi: https://doi.org/10.1111/febs.17422)
31. Naoki Okami, Kazuki Miyake, Naohisa Sakamoto, Jorji Nonaka, Takanori Fujiwara, Visual Analytics Using Tensor Unified Linear Comparative Analysis, IEEE Transactions on Visualization and Computer Graphics (IEEE VIS 2025), 11 pages, 2025.11 (in press)
(doi: https://doi.org/10.48550/arXiv.2507.19988) [preprint]

a-2. WOS Core Collection にインデックスされていない論文

1. 酒井 晃二, 小山田 耕二, 坂本 尚久, 松田 浩一, 土井 章男, 三次元 LIC に基づくベクタ場の興味領域制限可視化手法, 画像電子学会誌, 第 32 巻, 第 6 号, pp.815-824, (2003)
(doi: https://doi.org/10.11371/iieej.32.815)
2. 坂本 尚久, 安原 幸生, 久木元 伸如, 江原 康生, 小山田 耕二, 全方位型表示システム向け人物動作伝送システム, 電子情報通信学会和文論文誌, Vol.J88-DII, No.8, pp.1539-1548, (2005)
3. 坂本 尚久, 小山田 耕二, 粒子ベースボリュームレンダリング, 可視化情報学会論文誌, Vol.27, No.2, pp.7-14, (2007)
(doi: https://doi.org/10.3154/tvsj.27.7)
4. 安原 幸生, 坂本 尚久, , 江原 康生, 片尾 浩, 小山田 耕二, 震源データからの断層面推定支援システムの開発, 日本シミュレーション学会誌, Vol.26, No.4, pp.212-218, (2007)
5. 河村 拓馬, 坂本 尚久, 山崎 晃, 小山田 耕二, 粒子ベースボリュームレンダリングのための粒子密度推定法 -大規模非構造ボリュームデータに対する適用-, 可視化情報学会論文誌, Vol.28, No.11, pp.69-77, (2008)
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c. 国内会議の論文
［著者，題目，掲載誌，巻，号，開始頁–最終頁，発行年，DOI 番号（ハイパーリンクを設定）］
該当なし

d. 研究機関の紀要，報告等に掲載された論文
［著者，題目，掲載誌，巻，号，開始頁–最終頁，発行年，DOI 番号（ハイパーリンクを設定）］
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＜学術報告等＞
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