Yong-Liang Yang

Senior Lecturer

Department of Computer Science
University of Bath

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Research Interests

Computer Graphics, Geometric Modelling, Computational Design, Interactive Techniques, Virtual and Augmented Reality, Applied Machine Learning

Employment

2019-pres.	Senior Lecturer, Department of Computer Science, University of Bath, UK
2014-2019	Lecturer, Department of Computer Science, University of Bath, UK
2011-2014	Research Scientist, Visual Computing Center, KAUST, KSA
2009-2011	Post-doctoral Scholar, Visual Computing Center, KAUST, KSA with Helmut Pottmann and Niloy J. Mitra

Education

2009	Ph.D. in Computer Science, Tsinghua University, China Advisor: Shi-Min Hu
2006	M.E. in Computer Science and Technology, Tsinghua University, China Advisor: Shi-Min Hu
2000-2004	B.E. in Computer Science and Technology, Tsinghua University, China

Academic Visit

10.2008-04.2009	Center for Visual Computing, Stony Brook University with Xianfeng David Gu
07.2005-09.2005	Industrial Geometry Group, Vienna University of Technology with Helmut Pottmann

Selected Publications (see homepage for a full publication list)

2025

Fei Huang, Caigui Jiang, and Yong-Liang Yang. Weingarten Surface Approximation by Curvature Diagram Transformation. *Computer Aided Geometric Design (second best paper at Geometric Modeling and Processing 2025)*, 119:102438, 2025

Shao-Kui Zhang, Jia-Hong Liu, Junkai Huang, Zi-Wei Chi, Hou Tam, Yong-Liang Yang, and Song-Hai Zhang. SceneExplorer: An Interactive System for Expanding, Scheduling, and Organizing Transformable Layouts. *IEEE Transactions on Visualization and Computer Graphics*, 2025

Jiawei Lu, Tianjia Shao, He Wang, Yong-Liang Yang, Yin Yang, and Kun Zhou. Relightable Detailed Human Reconstruction from Sparse Flashlight Images . *IEEE Transactions on Visualization & Computer Graphics*, 2025

Qun-Ce Xu, Yan-Pei Cao, Weihao Cheng, Tai-Jiang Mu, Ying Shan, Yong-Liang Yang, and Shi-Min Hu. High-Accuracy Fractured Object Reassembly Under Arbitrary Poses. In Piotr Didyk and Junhui Hou, editors, *Computational Visual Media*, pages 194–215, 2025

2024

Qun-Ce Xu, Hao-Xiang Chen, Jiacheng Hua, Xiaohua Zhan, Yong-Liang Yang, and Tai-Jiang Mu. FragmentDiff: A Diffusion Model for Fractured Object Assembly. In *ACM SIGGRAPH Asia*, 2024

Shao-Kui Zhang, Hanxi Zhu, Xuebin Chen, Jinghuan Chen, Zhike Peng, Ziyang Chen, Yong-Liang Yang, and Song-Hai Zhang. ScenePhotographer: Object-Oriented Photography for Residential Scenes. In *ACM International Conference on Multimedia*, MM '24, 2024

Jing-Wen Yang, Jia-Mu Sun, Yong-Liang Yang, Jie Yang, Ying Shan, Yan-Pei Cao, and Lin Gao. DMiT: Deformable Mipmapped Tri-Plane Representation for Dynamic Scenes. In *European Conference on Computer Vision*, ECCV '24, 2024

Hao-Bin Duan, Miao Wang, Yan-Xun Li, and Yong-Liang Yang. Neural 3D Strokes: Creating Stylized 3D Scenes with Vectorized 3D Strokes. In *IEEE Computer Vision and Pattern Recognition*, CVPR '24, 2024

2023

Jia-Mu Sun, Tong Wu, Yong-Liang Yang, Yu-Kun Lai, and Lin Gao. SOL-NeRF: Sunlight Modeling for Outdoor Scene Decomposition and Relighting. In *ACM SIGGRAPH Asia*, 2023

Xi Tian, Yong-Liang Yang, and Qi Wu. ShapeScaffolder: Structure-Aware 3D Shape Generation from Text. In *International Conference on Computer Vision*, ICCV '23, 2023

Kai-Wen Hsiao, Yong-Liang Yang, Yung-Chih Chiu, Min-Chun Hu, Chih-Yuan Yao, and Hung-Kuo Chu. Img2Logo: Generating Golden Ratio Logos from Images. *Computer Graphics Forum*, 42(2):37–49, 2023

Fei Huang, Caigui Jiang, Tony Wills, and Yong-Liang Yang. Forward and Inverse D-Form Modelling Based on Optimisation. *Computer-Aided Design*, 157:103467, 2023

Yi-Fan Li, Hong-Bing Ji, Xi Chen, Yu-Kun Lai, and Yong-Liang Yang. Multi-object tracking with robust object regression and association. *Computer Vision and Image Understanding*, 227:103586, 2023

2022

Fei Huang and Chen Liu and Kai-Wen Hsiao and Ying-Miao Kuo and Hung-Kuo Chu and Yong-Liang Yang. Image-Based OA-style Paper Pop-up Design via Mixed-Integer Programming. *IEEE Transactions on Visualization and Computer Graphics*, 2022

Yiqian Wu, Yong-Liang Yang, and Xiaogang Jin. HairMapper: Removing Hair from Portraits Using GANs. In *IEEE Computer Vision and Pattern Recognition*, CVPR '22, 2022

Xiao-Chang Liu, Yong-Liang Yang, and Peter Hall. Geometric and Textural Augmentation for Domain Gap Reduction. In *IEEE Computer Vision and Pattern Recognition*, CVPR '22, 2022

Song-Hai Zhang, Chia-Hao Chen, Fu Zheng, Yong-Liang Yang, and Shi-Min Hu. Adaptive Optimization Algorithm for Resetting Techniques in Obstacle-ridden Environments. *IEEE Transactions on Visualization and Computer Graphics*, 2022

Xi Tian, Yong-Liang Yang, and Qi Wu. Enhancing Person Synthesis in Complex Scenes via Intrinsic and Contextual Structure Modeling. In *British Machine Vision Conference*, BMVC '22, 2022

2021

Qinjie Xiao, Hanyuan Zhang, Zhaorui Zhang, Yiqian Wu, Luyuan Wang, Xiaogang Jin, Xinwei Jiang, Yong-Liang Yang, Tianjia Shao, and Kun Zhou. EyelashNet: A Dataset and A Baseline Method for Eyelash Matting. *ACM Transactions on Graphics*, 40(6):217:1–217:17, 2021 (ACM SIGGRAPH Asia Proceedings)

Yassir Saquil, Da Chen, Yuan He, Chuan Li, and Yong-Liang Yang. Multiple Pairwise Ranking Networks for Personalized Video Summarization. In *IEEE International Conference on Computer Vision*, ICCV '21, 2021

Xiangjun Tang, Wenxin Sun, Yong-Liang Yang, and Xiaogang Jin. Parametric Reshaping of Portraits in Videos. In *Proceedings of the 29th ACM International Conference on Multimedia*, 2021

Yiqian Wu, Yong-Liang Yang, Qinjie Xiao, and Xiaogang Jin. Coarse-to-Fine: Facial Structure Editing of Portrait Images via Latent Space Classifications. *ACM Transactions on Graphics*, 40(4):46:1–46:13, 2021 (ACM SIGGRAPH Proceedings)

Xiao-Chang Liu, Yong-Liang Yang, and Peter Hall. Learning to Warp for Style Transfer. In *IEEE Computer Vision and Pattern Recognition*, CVPR '21, 2021

Yunfeng Diao, Tianjia Shao, Yong-Liang Yang, Kun Zhou, and He Wang. BASAR:Black-box Attack on Skeletal Action Recognition. In *IEEE Computer Vision and Pattern Recognition*, CVPR '21, 2021

Song-Hai Zhang, Shao-Kui Zhang, Wei-Yu Xie, Cheng-Yang Luo, Yong-Liang Yang, and Hongbo Fu. Fast 3D Indoor Scene Synthesis by Learning Spatial Relation Priors of Objects. *IEEE Transactions on Visualization and Computer Graphics*, 2021

2020

Thu Nguyen-Phuoc, Christian Richardt, Long Mai, Yong-Liang Yang, and Niloy J. Mitra. BlockGAN: Learning 3D Object-aware Scene Representations from Unlabelled Images. In *Proceedings of the 34th Conference on Neural Information Processing Systems*, NIPS '20, 2020

Qing Ran, Kaimao Zhou, Yong-Liang Yang, Junpeng Kang, Linan Zhu, Yizhi Tang, and Jieqing Feng. High-precision human body acquisition via multi-view binocular stereopsis. *Computers & Graphics*, 87:43 – 61, 2020

Qinjie Xiao, Xiangjun Tang, You Wu, Leyang Jin, Yong-Liang Yang, and Xiaogang Jin. Deep Shapely Portraits. In *Proceedings of the 28th ACM International Conference on Multimedia*, 2020

Meng-Yao Cui, Shao-Ping Lu, Miao Wang, Yong-Liang Yang, Yu-Kun Lai, and Paul Rosin. 3D Computational Modeling and Perceptual Analysis of Kinetic Depth Effects. *Computational Visual Media*, 6:265–277, 2020

Yassir Saquil, Qun-Ce Xu, Yong-Liang Yang, and Peter Hall. Rank3DGAN: Semantic Mesh Generation Using Relative Attributes. In *Proceedings of the 34th AAAI Conference on Artificial Intelligence*, AAAI '20, 2020

2019

Bing Xu, Junfei Zhang, Rui Wang, Kun Xu, Yong-Liang Yang, Chuan Li, and Rui Tang. Adversarial Monte Carlo Denoising with Conditioned Auxiliary Feature Modulation. *ACM Transactions on Graphics*, 38(6):224:1–224:12, 2019 (ACM SIGGRAPH Asia Proceedings)

Qun-Ce Xu, Dong-Ming Yan, Wenbin Li, and Yong-Liang Yang. Anisotropic Surface Remeshing without Obtuse Angles. *Computer Graphics Forum*, 38(7), 2019

Thu Nguyen-Phuoc, Chuan Li, Lucas Theis, Christian Richardt, and Yong-Liang Yang. HoloGAN: Unsupervised Learning of 3D Representations from Natural Images. In *IEEE International Conference on Computer Vision*, ICCV '19, 2019

Song-Hai Zhang, Xin Dong, Hui Li, Ruilong Li, and Yong-Liang Yang. PortraitNet: Real-time portrait segmentation network for mobile device. *Computers & Graphics*, 80:104 – 113, 2019

2018

You-En Lin, Yong-Liang Yang, and Hung-Kuo Chu. Scale-aware Black-and-White Abstraction of 3D Shapes. *ACM Transactions on Graphics*, 37(4):117:1–117:11, 2018 (ACM SIGGRAPH Proceedings)

Thu Nguyen-Phuoc, Chuan Li, Stephen Balaban, and Yong-Liang Yang. RenderNet: A deep convolutional network for differentiable rendering from 3D shapes. In *Proceedings of the 32nd Conference on Neural Information Processing Systems*, NIPS '18, 2018

Qun-Ce Xu, Bailin Deng, and Yong-Liang Yang. Ellipsoid Packing Structures on Freeform Surfaces. *Computer Graphics Forum*, 37(7):87–95, 2018

Xiaokun Wu, Daniel Finnegan, Eamonn O'Neill, and Yong-Liang Yang. HandMap: Robust Hand Pose Estimation via Intermediate Dense Guidance Map Supervision. In *Proceedings of the 15th European Conference on Computer Vision*, ECCV '18, 2018

Jufeng Yang, Yan Sun, Jie Liang, Yong-Liang Yang, and Ming-Ming Cheng. Understanding Image Impressiveness Inspired by Instantaneous Human Perceptual Cues. In *Proceedings of the 32nd AAAI Conference on Artificial Intelligence*, AAAI '18, 2018

Haiming Zhao, Jufeng Wang, Xiaoyu Ren, Jingyuan Li, Yong-Liang Yang, and Xiaogang Jin. Personalized food printing for portrait images. *Computers & Graphics*, 70:188 – 197, 2018

2017 Ya-Ting Yue, Yong-Liang Yang, Gang Ren, and Wenping Wang. SceneCtrl: Mixed Reality Enhancement via Efficient Scene Editing. In *Proceedings of the 30th Annual ACM Symposium on User Interface Software and Technology*, UIST '17, pages 427–436, 2017a

Ya-Ting Yue, Xiaolong Zhang, Yong-Liang Yang, Gang Ren, Yi-King Choi, and Wenping Wang. WireDraw: 3D Wire Sculpturing Guided with Mixed Reality. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*, CHI '17, pages 3693–3704, 2017b

2016 Chi-Han Peng, Yong-Liang Yang, Fan Bao, Daniel Fink, Dong-Ming Yan, Peter Wonka, and Niloy J. Mitra. Computational Network Design from Functional Specifications. *ACM Transactions on Graphics*, 35(4):131:1–131:12, 2016 (ACM SIGGRAPH Proceedings)

Ming-Hsun Kuo, Yong-Liang Yang, and Hung-Kuo Chu. Feature-Aware Pixel Art Animation. *Computer Graphics Forum*, 35(7):411–420, 2016 (Pacific Graphics)

Daniel Beale, Yong-Liang Yang, Neill Campbell, Darren Cosker, and Peter Hall. Fitting Quadrics with a Bayesian Prior. *Computational Visual Media*, 2(2):107–117, 2016

2015 Ming-Hsun Kuo, You-En Lin, Hung-Kuo Chu, Ruen-Rone Lee, and Yong-Liang Yang. PIXEL2BRICK: Constructing Brick Sculptures from Pixel Art. *Computer Graphics Forum*, 34(7):339–348, 2015 (Pacific Graphics)

Yong-Liang Yang, Jun Wang, and Niloy J. Mitra. Reforming Shapes for Material-specific Fabrication. *Computer Graphics Forum*, 34(5):53–64, 2015 (Symposium on Geometry Processing)

2014 Chi-Han Peng, Yong-Liang Yang, and Peter Wonka. Computing Layouts with Deformable Templates. *ACM Transactions on Graphics*, 33(4):99:1–99:11, 2014 (ACM SIGGRAPH Proceedings)

Sawsan AlHalawani, Yong-Liang Yang, Peter Wonka, and Niloy J. Mitra. What Makes London Work Like London? *Computer Graphics Forum*, 33(5):157–165, 2014 (Symposium on Geometry Processing)

2013 Yong-Liang Yang, Jun Wang, Etienne Vouga, and Peter Wonka. Urban Pattern: Layout Design by Hierarchical Domain Splitting. *ACM Transactions on Graphics*, 32(6):181:1–181:12, 2013 (ACM SIGGRAPH ASIA Proceedings)

Yong-Liang Yang and Qi-Xing Huang. TrayGen: Arranging Objects for Packaging and Exhibition. *Computer Graphics Forum*, 32(7):187–195, 2013 (Pacific Graphics Proceedings)

Niloy J. Mitra, Yong-Liang Yang, Dong-Ming Yan, Wilmot Li, and Maneesh Agrawala. Illustrating how mechanical assemblies work. *Communications of the ACM*, 56(1):106–114, 2013

Sawsan AlHalawani, Yong-Liang Yang, Han Liu, and Niloy J. Mitra. Interactive Facades: Analysis and Synthesis of Semi-Regular Facades. *Computer Graphics Forum*, 32(2pt2): 215–224, 2013 (Eurographics Proceedings)

Han Liu, Yong-Liang Yang, Sawsan Alhalawani, and Niloy J. Mitra. Constraint-aware interior layout exploration for pre-cast concrete-based buildings. *The Visual Computer*, 29 (6-8):663–673, 2013 (Computer Graphics International Proceedings)

2012 Yong-Liang Yang and Chao-Hui Shen. Multi-Scale Salient Features for Analyzing 3D Shapes. *Journal of Computer Science and Technology*, 27(6):1092–1099, 2012

Xin Zhao, Cheng-Cheng Tang, Yong-Liang Yang, Helmut Pottmann, and Niloy J. Mitra. Intuitive Design Exploration of Constrained Meshes. In *Proceedings of Advances in Architectural Geometry 2012*, pages 305–318, 2012

2011 Yong-Liang Yang, Yi-Jun Yang, Helmut Pottmann, and Niloy J. Mitra. Shape Space Exploration of Constrained Meshes. *ACM Transations on Graphics*, 30(6):124:1–124:12, 2011 (ACM SIGGRAPH ASIA Proceedings)

2010 Niloy J. Mitra, Yong-Liang Yang, Dong-Ming Yan, Wilmot Li, and Maneesh Agrawala. Illustrating How Mechanical Assemblies Work. *ACM Transactions on Graphics*, 29:58:1–58:12, 2010 (ACM SIGGRAPH Proceedings)

2009 Yong-Liang Yang, Ren Guo, Feng Luo, Shi-Min Hu, and Xianfeng Gu. Generalized Discrete Ricci Flow. *Computer Graphics Forum*, 28(7):2005–2014, 2009 (Pacific Graphics Proceedings)

Helmut Pottmann, Johannes Wallner, Qi-Xing Huang, and Yong-Liang Yang. Integral invariants for robust geometry processing. *Computer Aided Geometric Design*, 26(1):37–60, 2009

2008 Yong-Liang Yang, Junho Kim, Feng Luo, Shi-Min Hu, and Xianfeng Gu. Optimal Surface Parameterization Using Inverse Curvature Map. *IEEE Transactions on Visualization and Computer Graphics*, 14(5):1054–1066, 2008

Han-Bing Yan, Shimin Hu, Ralph R. Martin, and Yong-Liang Yang. Shape Deformation Using a Skeleton to Drive Simplex Transformations. *IEEE Transactions on Visualization and Computer Graphics*, 14(3):693–706, 2008

2007 Helmut Pottmann, Johannes Wallner, Yong-Liang Yang, Yu-Kun Lai, and Shi-Min Hu. Principal Curvatures from the Integral Invariant Viewpoint. *Computer Aided Geometric Design*, 24(8-9):428–442, 2007

2006 Yong-Liang Yang, Yu-Kun Lai, Shi-Min Hu, and Helmut Pottmann. Robust Principal Curvatures on Multiple Scales. In *Proceedings of the Symposium on Geometry processing*, pages 223–226, 2006

Helmut Pottmann, Qi-Xing Huang, Yong-Liang Yang, and Shi-Min Hu. Geometry and Convergence Analysis of Algorithms for Registration of 3D Shapes. *International Journal of Computer Vision*, 67(3):277–296, 2006

Yang Liu, Helmut Pottmann, Johannes Wallner, Yong-Liang Yang, and Wenping Wang. Geometric Modeling with Conical Meshes and Developable Surfaces. *ACM Transactions on Graphics*, 25(3):681–689, 2006 (ACM SIGGRAPH Proceedings)

Industry-linked Projects

Saudi Aramco, Novel seismic attributes via integral invariants, 2010-2011.

OMRON China, Fast bin-picking system based on global/local registration, 2005-2007 (3 sub-projects).

Funding

Sept. 2014: University of Bath startup funding (PI) £12,000

Sept. 2015: EPSRC - Centre for the Analysis of Motion, Entertainment Research and Applications (Co-I) £3,994,055

Sept. 2015: EPSRC - Acquiring Complete and Editable Outdoor Models from Video and Images (Co-I) £1,003,256

July 2016: University of Bath alumni funding (PI) £18,000
June 2017: University of Bath international funding (PI) £5,000
Aug. 2019: Adobe gift funding (PI) $5,000
Sep. 2019: UK/China Network for the Creative Sector: Founders Meeting (Co-I) £12,000
May 2020: Adobe gift funding (PI) $5,000
Oct. 2020: EPSRC - CAMERA 2.0 (Co-I) £3,401,654
Oct. 2021: Bath-CSC PhD Scholarship for Jiong Tao (PI) £70,000
Oct. 2023: URSA Co-fund International PhD Scholarship (w/ Lambda Labs) for Yunpeng Xiao (PI) £149,000
March 2024: Royal Society Cost-share Programme (PI) £11,600

Invited Talks

Research Seminar, Chinese Academy of Sciences, *Object-aware Image Generation from Unlabelled Data*, invited by Jie Yang, May 30, 2024.

AI Lecture Series, Nankai University, *Object-aware Image Generation from Unlabelled Data*, invited by Qinglin Sun, October 19, 2023.

Research Seminar, Tongji University, *Recent Work on Image based Computational Design*, invited by Jinyuan Jia, December February 16, 2023.

Research Seminar, Chinese Academy of Sciences, *Recent Work on Image based Computational Design*, invited by Lin Gao, February 14, 2023.

Research Seminar, Beihang University, *Joint 2D/3D Optimization and Learning for Design and Generation*, invited by Miao Wang, December 15, 2020.

Research Seminar, Nankai University, *Introduction to 3D Modelling and Its Development in the Artificial Intelligence Era*, invited by Qinglin Sun, October 28, 2019.

Geometric Design and Computing (GDC) 2017, *Computational Urban Layout Design*, invited by Jieqing Feng, August 14, 2017.

Research Seminar, National Tsing Hua University, *Computational Urban Layout Design*, invited by Hung-Kuo Chu, August 8, 2017.

Research Seminar, Cardiff University, *Analysis and Exploration of Geometric Structures*, invited by Paul Rosin, June 8, 2016.

Research Seminar, Chinese Academy of Sciences, *Analysis and Exploration of Geometric Structures*, invited by Dong-Ming Yan, September 1, 2015.

Research Seminar, Tsinghua University, *Analysis and Exploration of Geometric Structures*, invited by Shi-Min Hu, August 31, 2015.

International Computer Graphics Workshop, *Urban Pattern: Layout Design by Hierarchical Domain Splitting*, invited by Hui Huang, November 18, 2013.

Mini-Symposium of Geometric Patterns and Constructions, SIAM annual conference, *Shape Space Exploration of Constrained Meshes*, invited by Jorg Peters, July 12, 2012.

Workshop on Geometry, *Shape Space Exploration of Constrained Meshes*, invited by Johannes Wallner, June 20, 2011.

Workshop on Construction-Aware Design, *Design and Manipulation of Planar Quad Meshes*, invited by Helmut Pottmann, April 26, 2011.

Conference Presentations

Symposium on Geometry Processing, *Reforming Shapes for Material-specific Fabrication*, July 6, 2015.

ACM SIGGRAPH ASIA, *Urban Pattern: Layout Design by Hierarchical Domain Splitting*, November 21, 2013.

Pacific Graphics, *TrayGen: Arranging Objects for Exhibition and Packaging*, October 8, 2013.

ACM SIGGRAPH ASIA, *Shape Space Exploration of Constrained Meshes*, December 13, 2011.

ACM SIGGRAPH, *Illustrating How Mechanical Assemblies Work*, July 27, 2010.

Academic Service

Editorial Board Member:

IEEE Transactions on Visualization and Computer Graphics, 2025-pres.
Computer Graphics Forum, 2025-pres.
The Visual Computer, 2023-pres.

Program Committee Member:

Pacific Graphics, 2014, 2015, 2016, 2017, 2018, 2020
Symposium on Geometry Processing, 2012, 2014-2025
Solid Physical Modeling, 2019, 2020-2025
CAD/Graphics, 2015, 2017, 2021
Computational Visual Media, 2015-2024
Advances in Architectural Geometry 2018
Shape Modeling International, 2011

Reviewer:

ACM SIGGRAPH ASIA 2012, 2014, 2015, 2016, 2018, 2019, 2020, 2021, 2022, 2023, 2024
ACM SIGGRAPH 2011, 2012, 2016, 2017, 2021, 2022, 2023, 2024, 2025
CVPR 2021, 2022, 2023
SGP 2012, 2014-2025
SPM 2019-2025
IEEE VR 2021
IEEE Visualization 2011, 2020-2025
Eurographics 2011, 2014-2018, 2022-24
Pacific Graphics 2011-2020
ACM Transactions on Graphics
IEEE Transactions on Visualization and Computer Graphics
IEEE Transactions on Automation Science and Engineering
IEEE Computer Graphics and Applications
Computer Graphics Forum
Computer-Aided Design
Computers & Graphics
Machine Vision and Applications

Honors and Awards

Best Professional Service Award for Journal of Economy and Technology, 2023.

Best Reviewer for Computational Visual Media, 2022.

ACM Research Highlight (for SIGGRAPH paper "Illustrating How Mechanical Assemblies Work"), 2012.

Most Cited Paper Award of CAGD (for "Integral Invariants for Robust Geometry Processing"), 2012.

Most Cited Paper Award of CAGD (for "Integral Invariants for Robust Geometry Processing"), 2011.

Scholarship for Academic Visit from China Scholarship Council, 2008.

First Prize of Student Research Training (SRT) in Tsinghua University, 2004.

Excellent Graduate of Tsinghua University, 2004.

Excellent Bachelor Thesis, Tsinghua University, 2004.

Second-Class Scholarship of Excellent Students in Tsinghua University, 2003.

Second-Class Scholarship of Excellent Students in Tsinghua University, 2002.

Second-Class Scholarship of Excellent Students in Tsinghua University, 2001.

First-Class Scholarship of Excellent Students in Tsinghua University, 2000.

Teaching

CM500234 Principles of Programming for AI, University of Bath, Fall 2020 - Spring 2024.

CM30075 Advanced Computer Graphics, Lecturer, University of Bath, Fall 2019-2024.

CM50244 Computer Animation and Games I, Lecturer, University of Bath, Fall 2015-2018.

CM50245 Computer Animation and Games II, Lecturer, University of Bath, Spring 2015-2019.

CM50175A Research Project Preparation, Lecturer, University of Bath, Fall 2014.

CM20219 Fundamentals of Computer Graphics, Lecturer, University of Bath, Fall 2014.

Summer School for Carnegie Mellon University in Qatar, Instructor, KAUST, May-June, 2011.

AMCS-272 Geometric Modeling, Teaching Assistant, KAUST, Spring 2010, Spring 2011.

AMCS-248 Computer Graphics, Teaching Assistant, KAUST, Fall 2009, Fall 2010.

G70240243 Computer Graphics, Teaching Assistant, Tsinghua University, Fall 2004, Fall 2007.

U40240103 Fundamentals of Computer Graphics, Teaching Assistant, Tsinghua University, Spring 2005.

Advising

Current

Yunpeng Xiao, PhD student, University of Bath, October 2023-.

Jiong Tao, PhD student, University of Bath, October 2021-.

Fei Huang, PhD student, University of Bath, October 2020-.

Xi Tian, PhD student, University of Bath, March 2020-.

Alumni

Thu Nguyen-Phuoc, PhD, University of Bath, 2022. (Now at Facebook)

Yassir Saquil, PhD, University of Bath, 2021. (Now at DeepReel)

Qunce Xu, PhD, University of Bath, 2021. (Now Postdoc at Tsinghua University)

Horia Bogdan, MPhil, University of Bath, 2021.

Yifan Li, Visiting PhD Student, Xidian University, February-August 2020.

Victor Ceballos Inza, EngD student, University of Bath, 2017-2020. (Now at KAUST)

Xiaokun Wu, Post-Doc Researcher, University of Bath, March 2017-2018.

Yating Yue, Xiaolong Zhang, Visiting PhD Student, University of Hong Kong, August-November 2016.

John-Luke Edwards, Chaofan Li, Rowan Strafford, Chayaporn Chatchawalkit, Hongze Li, MSc student, University of Bath, Spring 2019.

Sergio Rayon Mora, Qi Chen, Caroline Imelda, Lei Yang, Michael Cooper, MSc student, University of Bath, Spring 2019.

Deshan Gong, Dingwen Wei, MSc student, University of Bath, Spring 2018.

Zheng Wang, MSc student, University of Bath, Spring 2017.

Yu Zhai, Yi-Fan Wang, Terry Thomas, MSc student, University of Bath, Spring 2016.

Zhengxiang Huang, Zigui Zhang, MSc student, University of Bath, Spring 2015.

Xin Zhao, MSc student of Helmut Pottmann, KAUST, 2012-2013. (Now at Google)

Sawsan AlHalawani, PhD student of Niloy Mitra, KAUST, 2012-2014. (Now at Prince Mohammad Bin Fahd University)

Han Liu, PhD student of Niloy Mitra, KAUST, 2012-2014. (Now at EA Games)