I-Chao Shen

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Research Interests

Computer graphics, vector graphics, data-driven 2D/3D geometry analysis and processing, machine learning.

Education

National Taiwan University — **Taipei, Taiwan**
Ph.D. in Computer Science — *Sep 2017 - Dec. 2020*
Advisor: Bing-Yu Chen.
Thesis: 2D Visual Content Design Driven by Human-Guided Optimization

National Taiwan University — **Taipei, Taiwan**
Master in Information Management and MBA — *Sep 2009 - June 2011*
Advisor: Bing-Yu Chen.
Thesis: Perspective-aware Warping for Seamless Stereoscopic Image Cloning

National Taiwan University — **Taipei, Taiwan**
Bachelor in Information Management — *Sep 2005 - June 2009*

Experiences

Assistant Professor, Tokyo, Japan — *Apr. 2023 -*
Dept. of Computer Science, The University of Tokyo

Adjunct Project Assistant Professor, Tokyo, Japan — *Sep. 2025 -*
Graduate School of Arts and Sciences, The University of Tokyo

Adjunct Assistant Professor, Tokyo, Japan — *July. 2023 - Mar. 2025*
The Institute for AI and Beyond, The University of Tokyo

Project Assistant Professor, Tokyo, Japan — *Sep. 2022 - Mar. 2023*
Dept. of Creative Informatics, The University of Tokyo

Postdoctoral researcher - JSPS Foreign Researchers Fellowship, Tokyo, Japan — *Dec. 2020 - Aug. 2022*
Host : Takeo Igarashi

Research Visitor - JST CREST Project, Tokyo, Japan — *Feb 2018 - July 2018, Aug 2019*
Supervisor : Takeo Igarashi

Research Assistant - CMLab, National Taiwan University, Taipei, Taiwan — *Apr 2017 - July 2017*
Supervisor : Bing-Yu Chen

Research Assistant - Imager Lab, The University of British Columbia,
Vancouver, Canada — *Sep 2014 - Mar 2017*
Supervisor : Alla Sheffer

Research Intern - Imagination Lab, Adobe Research, San Jose, CA — *May 2015 - Aug 2015*
Supervisor : Nathan Carr, Duygu Ceylan, Zhaowen Wang

Research Assistant - CITI, Academia Sinica, Taipei, Taiwan — *Sep 2011 - July 2014*
Supervisor : Wen-Huang Cheng

Publications

Many-Videos Browsing: Interactive Visualization of Generated Video Collections
Jotaro Sakamiya, George Xu, Anran Qi, I-Chao Shen, Nadav Cohen, Yuki Koyama, Takeo Igarashi
SIGGRAPH ASIA 2026 (Conference track)

X-Splat: Unified Gaussian Splatting for Joint RGB and X-ray 3D Reconstruction
Wangze Xu, Chu Zhou, Mae Yamaguchi, Linrui Dai, I-Chao Shen, Takashi Ijiri, Imari Sato SIGGRAPH ASIA 2026 (Conference track)

Structure–Color Disentangled Anime Hair Synthesis via Flow Line
Tianyu Zhang, I-Chao Shen*, Haoran Xie* (*: co-corresponding authors)
SIGGRAPH ASIA 2026 (Conference track)

ScrapCuts: Fabric Scrap Recomposition with Differentiable Cutline Optimization
Yinfei Qian, Quentin Becker, I-Chao Shen, Masahiro Kono, Hennes Rave, Maria Larsson, Takeo Igarashi
ACM Symposium on Computational Fabrication (SCF) 2026

Hybrid Visual Simulation of Garment Wear
Kaito Kikuchi, Peizhuo Li, Rin Ishiguro, I-Chao Shen, Olga Sorkine-Hornung, Koya Narumi, Takeo Igarashi
ACM Symposium on Computational Fabrication (SCF) 2026

NoiseTilt: Noise-Tilted Reverse Kernels for Diffusion Reward Alignment
Jisung Hwang, Yunhong Min, Jaihoon Kim, I-Chao Shen*, Minhyuk Sung* (*: co-corresponding authors)
ECCV 2026

Garment Particles: A 2D–3D Symmetric Garment Representation for Generation and Editing
Kiyohiro Nakayama, I-Chao Shen, Ruofan Liu, Yiming Wang, Gordon Wetzstein, Takeo Igarashi
SIGGRAPH 2026 (Conference Track)

Dropping Anchor and Spherical Harmonics for Gaussian Splatting
Shuangkang Fang, I-Chao Shen, Xuanyang Zhang, ZeSheng Wang, Yufeng Wang, Wenrui Ding, Gang YU, Takeo Igarashi
CVPR 2026

Axis-Aligned Document Dewarping
Chaoyun Wang, I-Chao Shen, Takeo Igarashi, Caigui Jiang
AAAI 2026 (Oral) (*arxiv:2507.15000*)

Cascaded Robust Rectification for Arbitrary Document Images
Chaoyun Wang, Quanxin Huang, I-Chao Shen, Takeo Igarashi, Nanning Zheng, Caigui Jiang
IEEE Transaction on Multimedia (TMM) 2026 (*arxiv:2511.23150*)

Low-Barrier Dataset Collection with Real Human Body for Interactive Per-Garment Virtual Try-On
Zaiqiang Wu, Yechen Li, Jingyuan Liu, Yuki Shibata, Takayuki Hori, I-Chao Shen, Takeo Igarashi
IEEE Computer Graphics and Applications (CG&A) 2026 (*arxiv:2506.10468*)

LayerPack: Training-Free Animation Inbetweening with Cross-Layer Consistency
Atsushi Maruyama, Sosui Koga, Akinobu Maejima, Yuki Koyama, I-Chao Shen, Takeo Igarashi
CVM 2026

CleanAvatar: Artifact-free Gaussian Avatar via Mesh Guidance and Segmentation-driven Augmentation
Jinsong Zhang, I-Chao Shen, Jotaro Sakamiya, Yu-Kun Lai, Takeo Igarashi, Kun Li
CVM 2026

AutoSketch: VLM-assisted Style-Aware Vector Sketch Completion
Hsiao-Yuan Chin*, I-Chao Shen*†, Yi-Ting Chiu, Ariel Shamir, Bing-Yu Chen† (*: joint first authors, †: joint corresponding authors)
SIGGRAPH ASIA 2025 (Conference track) (*arxiv:2502.06860*)

ScrapReCover: An Interactive Optimization System for Freeform Patchwork Layouts
Masahiro Kono, Maria Larsson, I-Chao Shen and Takeo Igarashi
ACM Symposium on Computational Fabrication (SCF) 2025

LayoutRectifier: An Optimization-based Post-processing for Graphic Design Layout Generation
I-Chao Shen, Ariel Shamir, Takeo Igarashi
Pacific Graphics 2025 (Journal track)

Real-Time Per-Garment Virtual Try-On with Temporal Consistency for Loose-Fitting Garments
Zaiqiang Wu, I-Chao Shen, Takeo Igarashi
Pacific Graphics 2025 (Journal track)

MeshLLM: Empowering Large Language Models to Progressively Understand and Generate 3D Mesh
Shuangkang Fang, I-Chao Shen, Yufeng Wang, Yi-Hsuan Tsai, Yi Yang, Shuchang Zhou, Wenrui Ding, Takeo Igarashi, Ming-Hsuan Yang
ICCV 2025 (Highlight, top 2.3%)

NeRF Is a Valuable Assistant for 3D Gaussian Splatting
Shuangkang Fang, I-Chao Shen, Takeo Igarashi, Yufeng Wang, ZeSheng Wang, Yi Yang, Wenrui Ding, Shuchang Zhou
ICCV 2025

GarmentImage: Raster Encoding of Garment Sewing Patterns with Diverse Topologies
Yuki Tatsukawa, Anran Qi, I-Chao Shen, Takeo Igarashi
SIGGRAPH 2025 (Conference Track)

The Mokume Dataset and Inverse Modeling of Solid Wood Textures
Maria Larsson, Hodaka Yamaguchi, Ehsan Pajouheshgar, I-Chao Shen, Kenji Tojo, Chia-Ming Chang, Lars Hansson, Olof Broman, Takashi Ijiri, Ariel Shamir, Wenzel Jakob, Takeo Igarashi
SIGGRAPH 2025 (Transaction on Graphics)

FontCraft: Multimodal Font Design Using Interactive Bayesian Optimization
Yuki Tatsukawa, I-Chao Shen, Mustafa Doga Dogan, Anran Qi, Yuki Koyama, Ariel Shamir, Takeo Igarashi
CHI 2025

CompAct: Designing Interconnected Compliant Mechanisms with Active Material Integration
Humphrey Yang, I-Chao Shen, Nikolas Martelaro, Bo Zhu, Haoran Xie, Takeo Igarashi, Lining Yao
CHI 2025

Approximating Procedural Models of 3D Shapes with Neural Networks
Ishtiaque Hossain, I-Chao Shen, Oliver van Kaick
Eurographics 2025

Interactive Multilayer Gaussian Garments for Low-Cost Try-On
Ryan Zesch, I-Chao Shen, Haoran Xie, Bo Zhu, Shinjiro Sueda, Takeo Igarashi
Graphics Interface (GI) 2025

FontCLIP: A Semantic Typography Visual-Language Model for Multilingual Font Applications
Yuki Tatsukawa, I-Chao Shen, Anran Qi, Yuki Koyama, Takeo Igarashi, Ariel Shamir
Eurographics 2024

Learned Inference of Annual Ring Pattern of Solid Wood
Maria Larsson*, Takashi Ijiri*, I-Chao Shen, Hironori Yoshida, Ariel Shamir, Takeo Igarashi (*: joint first authors)
Computer Graphics Forum 2024

Virtual Measurement Garment for Per-Garment Virtual Try-On
Zaiqiang Wu, Jingyuan Liu, Long Hin Toby Chong, I-Chao Shen, Takeo Igarashi
Graphics Interface 2024

Improving Cache Placement for Efficient Cache-based Rendering
Yu-Ting Wu, I-Chao Shen
The Visual Computer 2024

StylePart: Image-based Shape Part Manipulation
I-Chao Shen, Li-Wen Su, Yu-Ting Wu, Bing-Yu Chen
The Visual Computer 2024

NeRF-In: Free-Form NeRF Inpainting with RGB-D Priors
I-Chao Shen*, Hao-Kang Liu*, Bing-Yu Chen (*: joint first authors)

IEEE Computer Graphics and Applications (CG&A) 2023

Palette-Based and Harmony-Guided Colorization for Vector Icons
Miao Lin*, I-Chao Shen*, Hsiao-Yuan Chin, Ruo-Xi Chen, Bing-Yu Chen (*: joint first authors)
Computer Graphics Forum (Proceeding of Pacific Graphics 2023)

Data-guided Authoring of Procedural Models of Shapes
Ishtiaque Hossain, I-Chao Shen, Takeo Igarashi, Oliver van Kaick
Computer Graphics Forum (Proceeding of Pacific Graphics 2023)

EvIcon: Designing High-Usability Icon with Human-in-the-loop Exploration and IconCLIP
I-Chao Shen, Fu-Yin Cherng, Takeo Igarashi, Wen-Chieh Lin, Bing-Yu Cheng
Computer Graphics Forum Volume 42, Issue 6, September 2023

360MVSNet: Deep Multi-view Stereo Network with 360 ◦ Images for Indoor Scene Reconstruction
Ching-Ya Chiu, Yu-Ting Wu, I-Chao Shen, Yung-Yu Chuang
IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) 2023 (Algorithm Track)

ClipGen: A Deep Generative Model for Clipart Vectorization and Synthesis
I-Chao Shen, Bing-Yu Chen
IEEE Transactions on Visualization and Computer Graphics (TVCG), pp. 4211-4224, vol. 28, Dec. 2022

StyleFaceUV: a 3D Face UV Map Generator for View-Consistent Face Image Synthesis
Wei-Chieh Chung, Jian-Kai Zhu, I-Chao Shen, Yu-Ting Wu, Yung-Yu Chuang
The British Machine Vision Conference (BMVC) 2022

ODEN: Live Programming for Neural Network Architecture Editing
Chunqi Zhao, I-Chao Shen, Tsukasa Fukusato, Jun Kato, Takeo Igarashi
Proceeding of ACM Intelligent User Interfaces (IUI) 2022

Per Garment Capture and Synthesis for Real-time Virtual Try-on
Toby Chong, I-Chao Shen, Nobuyuki Umetani, Takeo Igarashi
Proceeding of User Interface Software and Technology (UIST) 2021

Data-driven Sketch Beautification with Neural Feature Representation
I-Chao Shen
IEEE Computer Graphics and Applications (CG&A) 2021

Multi-Resolution Shared Representative Filtering for Real-Time Depth Completion
Yu-Ting Wu, Tzu-Mao Li, I-Chao Shen, Hong-Shiang Lin, Yung-Yu Chuang
High-Performance Graphics (HPG) 2021

ClipFlip : Multi-view Clipart Design
I-Chao Shen, Kuan-Hung Liu, Li-Wen Su, Yu-Ting Wu, and Bing-Yu Chen
Computer Graphics Forum, Volume 40, Issue 1, Feb 2021, arXiv:2008.12933 [cs.GR]

Interactive Optimization of Generative Image Modeling using Sequential Subspace Search and Content-based Guidance
Toby Chong Long Hin*, I-Chao Shen*, Issei Sato, and Takeo Igarashi (*: joint first authors)
Computer Graphics Forum, Volume 40, Issue 1, Feb 2021, arXiv:1906.09840 [cs.GR]

ZomeFab: Cost-effective Hybrid Fabrication with Zometools
I-Chao Shen, Ming-Shiuan Chen, Chun-Kai Huang, and Bing-Yu Chen
Computer Graphics Forum, Volume 39, Issue 1, Feb 2020

Director-360: Introducing Camera Handling to 360 Cameras
Hao-Juan Huang, I-Chao Shen, and Liwei Chan
in proceeding of MobileHCI 2020

Perception-Driven Semi-Structured Boundary Vectorization
Shayan Hoshyari, Edoardo Dominici, Alla Sheffer, Nathan Carr, Duygu Ceylan, Zhaowen Wang, I-Chao Shen
ACM Transactions on Graphics (Proceedings of SIGGRAPH 2018).

High-resolution 360 Video Foveated Stitching for Real-time VR
Wei-Tse Lee*, Hsin-I Chen*, Ming-Shiuan Chen, I-Chao Shen and Bing-Yu Chen
Computer Graphics Forum (Proceedings of Pacific Graphics 2017)

A Scalable Active Framework for Region Annotation in 3D Shape Collections
Li Yi, Vladimir G. Kim, Duygu Ceylan, I-Chao Shen, Mengyan Yan, Hao Su, Cewu Lu, Qixing Huang, Alla Sheffer, and Leonidas Guibas
ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2016) (SIGGRAPH ASIA Test of Time Award 2026)

Retargeting 3D Objects and Scenes with a General Framework
Chun-Kai Huang, Yi-Ling Chen, I-Chao Shen, and Bing-Yu Chen
Computer Graphics Forum (Proceedings of Pacific Graphics 2016)

Data-driven Handwriting Synthesis in a Conjoined Manner
Hsin-Yi Chen, Tse-Ju Lin, I-Chao Shen, and Bing-Yu Chen
Computer Graphics Forum (Proceedings of Pacific Graphics 2015)

Gestalt Rule Feature Points
I-Chao Shen and Wen-Huang Cheng
IEEE Transactions on Multimedia (TMM), 17(4), pp. 526-537, 2015

Geometrically Consistent Stereoscopic Image Editing using Patch-based Synthesis
Sheng-Jie Luo, Ying-Tse Sun, I-Chao Shen, Bing-Yu Chen, and Yung-Yu Chuang
IEEE Transactions on Visualization and Computer Graphics (TVCG), 21(1), pp. 56-67, 2015

Stroke-guided Image Synthesis for Skeletal Structure Editing
Sheng-Jie Luo, Chin-Yu Lin, I-Chao Shen, and Bing-Yu Chen
Computer Graphics Forum (Proceedings of Pacific Graphics 2013)

Perspective-Aware Warping for Seamless Stereoscopic Image Cloning
Sheng-Jie Luo, I-Chao Shen, Bing-Yu Chen, Wen-Huang Cheng, and Yung-Yu Chuang
ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2012).

Technical Reports and Preprints

AvatarPerfect: User-Assisted 3D Gaussian Splatting Avatar Refinement with Automatic Pose Suggestion
Jotaro Sakamiya, I-Chao Shen, Jinsong Zhang, Mustafa Doga Dogan, Takeo Igarashi
arxiv preprint (*arxiv:2412.1560*)

AutoPoly: Predicting an Artist-Compatible Polygonal Mesh Construction Sequence from a Silhouette Image
I-Chao Shen, Yu Ju Chen, Oliver van Kaick, Takeo Igarashi
arxiv preprint (*arxiv:2203.15233*)

Workshop Papers, Short Papers, Posters

Many-Inbetweens Browsing: Exploring Pre-Generated Inbetweens for 2D Animation
Jotaro Sakamiya, Akinobu Maejima, Yuki Koyama, I-Chao Shen, Takeo Igarashi
SIGGRAPH ASIA 2025 Poster Program

LayerPack: Training-Free Animation Inbetweening with Cross-Layer Consistency
Atsushi Maruyama, Sosui Koga, Akinobu Maejima, Yuki Koyama, I-Chao Shen, Takeo Igarashi
SIGGRAPH ASIA 2025 Poster Program

Designing Reconfigurable Joints
Atsushi Maruyama, Maria Larsson, I-Chao Shen, Takeo Igarashi
SIGGRAPH ASIA 2024 Technical Communication (Honorable Mention Award)

DualAvatar: Robust Gaussian Splatting Avatar with Dual Representation
Jinsong Zhang, I-Chao Shen, Jotaro Sakamiya, Yu-Kun Lai, Takeo Igarashi, Kun Li

SIGGRAPH ASIA 2024 Poster Program

Generating Font Variations Using Latent Space Trajectory
Sotaro Kanazawa, I-Chao Shen, Yuki Tatsukawa, Takeo Igarashi
SIGGRAPH ASIA 2024 Poster Program

3D Reconstruction from Sketch with Hidden Lines by Two-Branch Diffusion Model
Yuta Fukushima, Anran Qi, I-Chao Shen, Yulia Gryaditskaya, Takeo Igarashi
Eurographics 2024 Short Paper

MicroGlam: Microscopic Skin Image Dataset with Cosmetics
Toby Chong, Alina Chadwick, I-Chao Shen, Haoran Xie, Takeo Igarashi
SIGGRAPH ASIA 2023 Technical Communication

Computational Design of Nebuta-like Paper-on-Wire Artworks
Naoki Agata, Anran Qi, Yuta Noma, I-Chao Shen, Takeo Igarashi
SIGGRAPH 2023 Poster Program

Palette-Based Colorization for Vector Icons
Miao Lin, I-Chao Shen, Hsiao-Yuan Chin, Ruo-Xi Chen, Bing-Yu Chen
SIGGRAPH 2023 Poster Program

OVERPAINT: Automatic Multi-Layer Stencil Generation without Bridges
Yuta Fukushima, Anran Qi, I-Chao Shen, Takeo Igarashi
SIGGRAPH ASIA 2022 Technical Communication

Guided Image Weathering using Image-to-Image Translation
Li-Yu Chen, I-Chao Shen, and Bing-Yu Chen
SIGGRAPH ASIA 2021 Technical Communication

Real-time Image-based Virtual Try-on with Measurement Garment
Toby Chong, I-Chao Shen, Yunfei Qian, Nobuyuki Umetani, Takeo Igarashi
SIGGRAPH ASIA 2021 Emerging Technologies

Transferring Deep Reinforcement Learning with Adversarial Objective and Augmentation
I-Chao Shen, Shu-Hsuan Hsu, and Bing-Yu Chen
IJCAI-PRICAI 2020 Workshop on Knowledge-Based Reinforcement Learning (KBRL)

Large-scale fabrication with interior zometool structure
Ming-Shiuan Chen, I-Chao Shen, Chun-Kai Huang, and Bing-Yu Chen
ACM SIGGRAPH Poster Program 2018

A Deep Learning Based Method For 3D Human Pose Estimation From 2D Fisheye Images
Ching-Chun Chen, Chia-Min Wu, I-Chao Shen, and Bing-Yu Chen.
ACM IUI Poster Program 2018

Retargeting 3D objects and scenes
Chun-Kai Huang, Yi-Ling Chen, I-Chao Shen, and Bing-Yu Chen
ACM SIGGRAPH Poster Program 2015

Painting Photolization
Chien-Wen Jung, I-Chao Shen, Sheng-Jie Luo, Bing-Yu Chen, and Wen-Huang Cheng
ACM SIGGRAPH ASIA Poster Program 2013

Texturing and Deforming Meshes with Casual Images
I-Chao Shen, Yi-Hua Wang, Yu-Mei Chen, Bing-Yu Chen, and Wen-Huang Cheng
ACM SIGGRAPH ASIA Poster Program 2012

User-Assisted Disparity Maps
Hsin-Yi Chen, Yi-Shan Lin, I-Chao Shen, Sheng-Jie Luo, Wen-Huang Cheng and Bing-Yu Chen
Pacific Graphics 2012 short paper

MusicSpace: You "Play" The Music
Chun-Yu Tsai, Hung-Jung Lin, Tzu-Hao Kuo, Kai-Yin Cheng, I-Chao Shen Bing-Yu Chen, and Rung-Huei

Liang
ACM SIGGRAPH Poster Program 2010

Patent

Smoothing images using machine learning
Nathan A Carr, Zhaowen Wang, Duygu Ceylan, I-Chao Shen
United States Patent, No. 9799102, issued October 24, 2017.

Professional Services

- **Technical Paper Committee and others:**
  - SIGGRAPH Technical Papers Committee (2026 [link], 2027 [link])
  - SIGGRAPH ASIA Technical Papers Committee (2024 [link], 2025 [link])
  - Eurographics International Program Committee (2027 [link])
  - Pacific Graphics Program Committee (2025 [link], 2026 [link])
  - Eurographics Short Papers International Program Committee (IPC) (2025) [link]
  - SIGGRAPH Technical Papers COI Coordinator (2025) [link]
  - AAAI (2023 [link], 2024 [link], 2025 [link])
- **Reviewer:**
  - SIGGRAPH, SIGGRAPH ASIA
  - NeurIPS, ICLR, ICML
  - Eurographics
  - CHI
  - Pacific Graphics
  - WACV
  - BMVC
  - Transaction on Multimedia (TMM)
  - Transaction on Visualization and Computer Graphics (TVCG)

Grants

ISPF International Collaboration Awards (UK - Japan), Japan-side PI, *2026 - 2029*

UTokyo Global Activity Support Program for Young Researchers, *2026*

UTokyo x Google, AI for Science and Society, PI, Japan *2025 - 2026*

NII Open Collaborative Research, PI, Japan [Link] *2025 - 2026*

JSPS Kakenhi Grant-in-Aid for Young Scientists, PI, Japan [Link] *2023 - 2028*

AIP Challenge Researcher, Japan Science and Technology Agency (JST), PI, Japan [Link] *2021 - 2022*

JSPS Grant-in-Aid for Scientific Research for JPSP foreign fellow, Co-PI, Japan [Link] *2021 - 2023*

Awards

Funai Information Technology Award for Young Researchers [Link] *2026*

IPPR Best Ph.D. dissertation award, Honorable mention *2021*

JSPS Postdoctoral Fellowship for Foreign Researchers *2020 - 2022*

MediaTek Fellowship *2017 - 2020*

Invited Talks

Manipulating 2D Graphic Visuals in Large Model Era, *Apr. 2026*
Asiagraphics Workshop on Intelligent Graphics [Link]

Domain-specific Visuals in Generative Era: Font, Garment, and Layout, *Oct. 2025*
Asiagraphics Web Seminar, Session 34. [Link]

Tailored Computational Visual Content Creation, *Mar. 2024*
ISID (International Symposium on Intelligence Design) 2024

Tailored Computational Visual Content Creation, *Feb. 2024*
BAI Research Seminar, Institute for AI and Beyond, The University of Tokyo

Computer Graphics around you everyday and how to become a Computer Graphics researcher, *July. 2022*
Chikushigaoka High School, Fukuoka, Japan

Computer Graphics around you everyday and how to become a Computer Graphics researcher, *July. 2022*
Tokyo Metropolitan Tama High School of Science and Technology, Tokyo, Japan
JSPS science dialogue program

Per Garment Capture and Synthesis for Real-time Virtual Try-on, *Sep. 2021*
JST CREST 8th Research Area Meeting

2D Visual Content Design Driven by Human-Guided Optimization, *Apr. 2021*
The University of Tokyo, Tokyo, Japan

Media

Per Garment Capture and Synthesis for Real-time Virtual Try-on *2021, 2022*
- BS フジ - ガリレオ X　第 259 回「現🄴空間 × 🄴想空間二つの世界を重ねる最新技術」(JP)
- JST News
- NIKKEI (JP)
- ZAIKEI (JP)
- TechCrunch Japan (JP)
- Tii 技術情報 (JP)
- Independent TV (UK)

References

Takeo Igarashi
Professor, Department of Computer Science and Graduate School of Information Science and Technology, The University of Tokyo, Japan
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Bing-Yu Chen
Professor in Department of Computer Science and Engineering / Information Management, National Taiwan University
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Ariel Shamir
Professor in Efi Arazi School of Computer Science , Reichman University
Email: arik@runi.ac.il

Imari Sato
Professor in Digital Content and Media Sciences Research Division, National Institute of Informatics
Email: imarik@nii.ac.jp