

# Interactive Visual Computing

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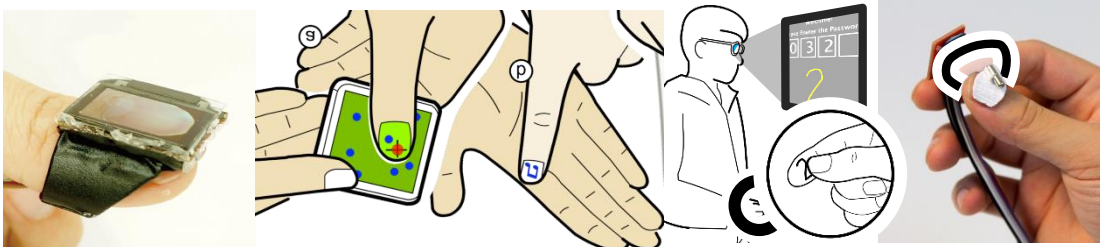
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My research interests include **Computer Graphics**, **Human-Computer Interaction**, and **Video and Image Processing**, such like the following work. For more work, please check <http://graphics.csie.ntu.edu.tw/~robin/plist.html>

## Natural User Interface ([Web Site](#); [Video](#))



## Wearable Interface



NailDisplay ([Web Site](#); [Video](#))

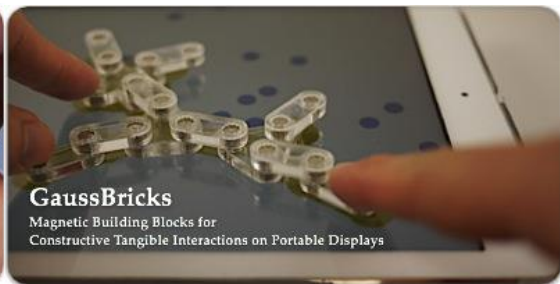
FingerPad ([Web Site](#); [Video](#))



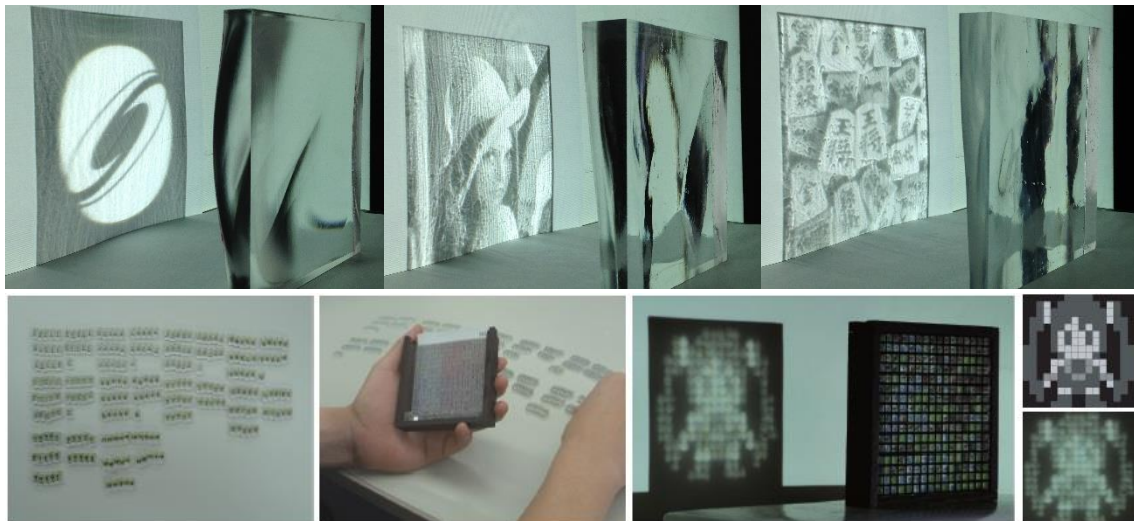
Cyclops ([Video](#))

CyclopsRing ([Video](#))

## Tangible User Interface ([Web Site](#))



## Fabrication ([Web Site](#) and [Web Site](#); [Video](#))



## Fabrication using LEGO ([Web Site](#); [Video](#))



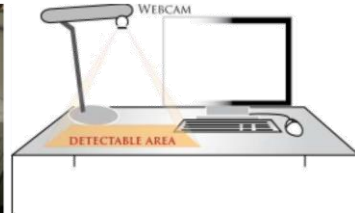
## Controlling Fabrications (Video)



## Multimedia Content Controlling

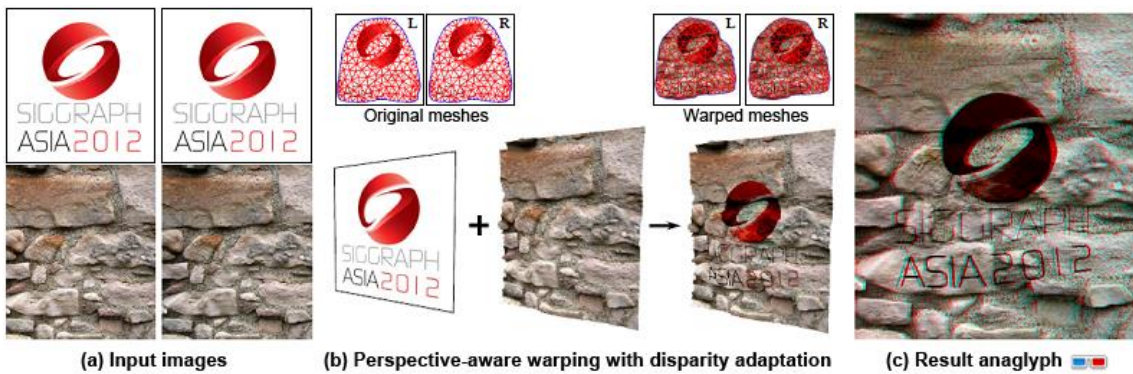


GUI (Web Site; Video)



using everyday objects (Video)

## Stereoscopic Image Editing (Web Site; Video and Web Site; Video)

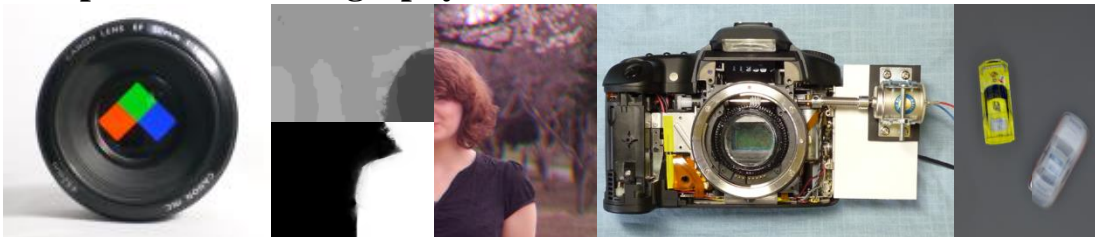


(a) Input images

(b) Perspective-aware warping with disparity adaptation

(c) Result anaglyph

## Computational Photography



for extracting depth and matte (Web Site)

for motion deblurring (Web Site)

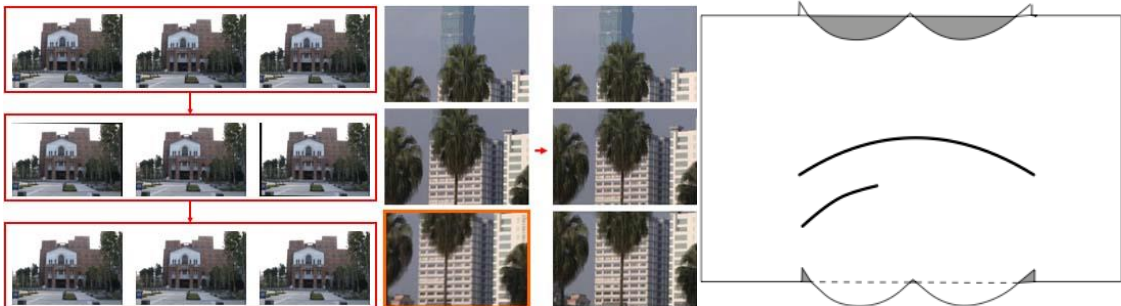
## Transparent Car (Web Site)



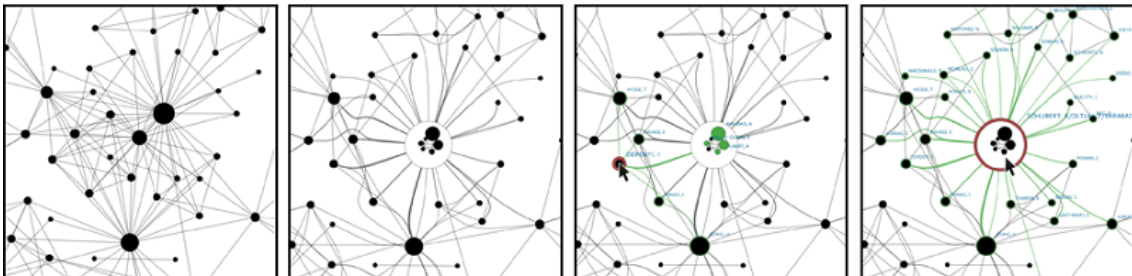
## Rephotography ([Web Site](#))



## Video Stabilization ([Web Site](#) and [Web Site](#))



## Information Visualization ([Web Site](#); [Video](#))



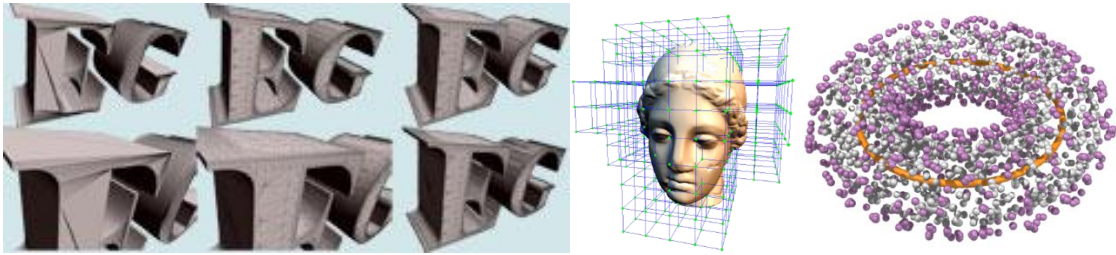
## Character Modeling and Animation



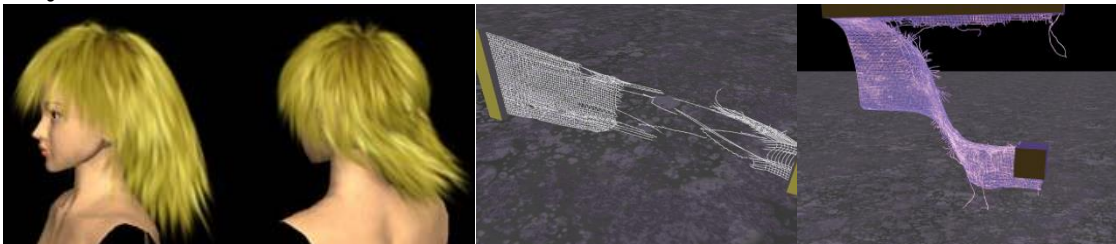
Character Stylization ([Web Site](#))

Lip-sync Animation ([Video](#))

## Surface and Volume Reconstruction ([Web Site](#); [Video](#))



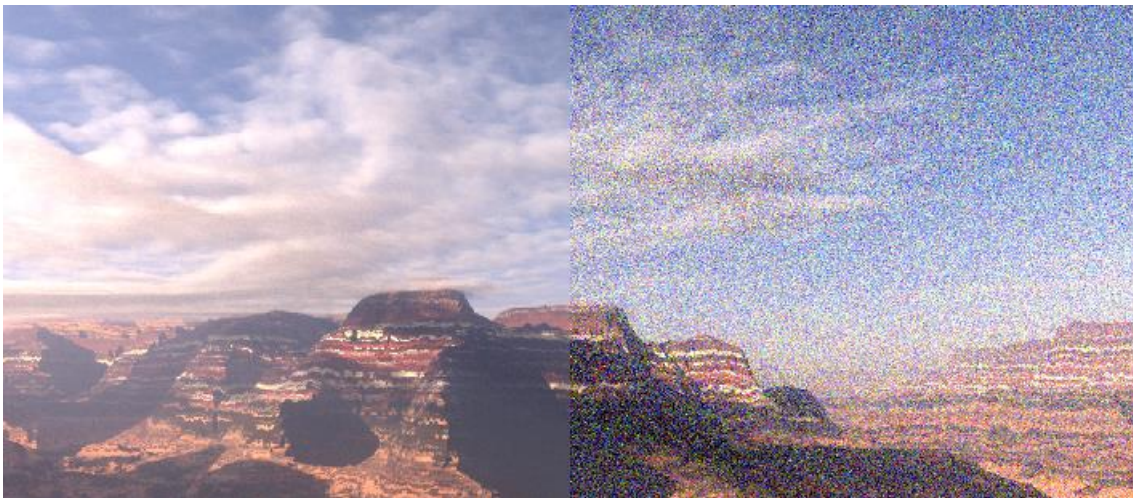
## Physical?-based Simulation



for Hair ([Web Site](#))

for Tearing Cloth ([Web Site](#); [Video](#))

## Rendering Inhomogeneous Participating Media ([Web Site](#); [Video](#))



## Realtime and Realistic Rendering



for interior scenes ([Web Site](#))