Interactive Visual Computing

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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](#))

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)