

**Lvmin (Lyumin) Zhang**

github.com/llyasviel

ACM SIGGRAPH Member & ACM Professional Member

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## EDUCATION

**B.E. Software Engineering**, Soochow University, GPA 3.7/4.0 (88/100) rank 6/65

*Sep. 2015 – Jun. 2021*

## EXPERIENCE

**Style2Paints Research**, Founder

*Jun. 2018 – Present*

- Founded the Style2Paints Research (<https://llyasviel.github.io/Style2PaintsResearch>), a non-commercial research group aimed at improving techniques for digital painting, illustration, content creation, cartoon processing, *etc.*

**The Chinese University of Hong Kong**, Research Assistance

*Oct. 2021 – Present*

- Conducted computer graphic researches in computational art and design, animation, image/video processing, *etc.*

**Preferred Networks Inc.**, Algorithm Service

*Nov. 2017 – Nov. 2018*

- Signed an agreement of cooperation services with Toru Nishikawa, the President and CEO of Preferred Networks Inc., for a line drawing coloring APP “PaintsChainer” or called “Petalica Paint” (<https://petalica-paint.pixiv.dev>), collaborated with **Pixiv Inc.**.

## PROJECT

**Style2Paints** (github.com/llyasviel/style2paints) Star:14223; Watch:558; Fork:1814.

- Developed a line drawing coloring and shading software that not only add colors to line drawings but also generate color gradients and textures.

**PaintingLight** (github.com/llyasviel/PaintingLight) Star:557; Watch:18; Fork:89.

- Investigated how artists add illumination and lighting effects to their artworks, and how we can simulate this procedure to assist such workflow.

**DanbooRegion** (github.com/llyasviel/DanbooRegion) Star:229; Watch:11; Fork:24.

- Presented an image region (super-pixel) segmentation dataset for artworks and illustrations.

## PUBLICATION

SIGGRAPH/SIGGRAPHASIA/TOG:

**Lvmin Zhang**, Edgar Simo-Serra, Yi Ji, and Chunping Liu. “Generating Digital Painting Lighting Effects via RGB-space Geometry”. ACM Transactions on Graphics (Presented in SIGGRAPH 2020), 39-2, January 2020.

**Lvmin Zhang**, Chengze Li, Tien-tsin Wong, Yi Ji, and Chunping Liu. “Two-stage Sketch Colorization”. ACM Transactions on Graphics (SIGGRAPH ASIA 2018), 37-6, June 2018.

CVPR/ICCV/ECCV:

**Lvmin Zhang**, Jinyue Jiang, Yi Ji, and Chunping Liu. “SmartShadow: Artistic Shadow Drawing Tool for Line Drawings”. International Conference on Computer Vision (ICCV), Dec 2021. (Oral, 3%)

**Lvmin Zhang**, Chengze Li, Edgar Simo-Serra, Yi Ji, Tien-Tsin Wong, and Chunping Liu. “User-Guided Line Art Flat Filling with Split Filling Mechanism”. IEEE Conference on Computer Vision and Pattern Recognition (CVPR), June 2021.

**Lvmin Zhang**, Xinrui Wang, Qingnan Fan, Yi Ji, and Chunping Liu. “Generating Manga from Illustrations via Mimicking Manga Creation Workflow”. IEEE Conference on Computer Vision and Pattern Recognition (CVPR), June 2021.

**Lvmin Zhang**, Yi Ji, and Chunping Liu. “DanbooRegion: An Illustration Region Dataset”. European Conference on Computer Vision (ECCV), May 2020.

**Lvmin Zhang**, Chengze Li, Yi Ji, Chunping Liu, and Tien-tsin Wong. “Erasing Appearance Preservation in Optimization-based Smoothing”. European Conference on Computer Vision (ECCV), May 2020. (Spotlight, 5%)

Other:

**Lvmin Zhang**, and Chengze Li. “Screenshots from Screen Photography”. In Special Interest Group on Computer Graphics and Interactive Techniques Conference Posters (SIGGRAPH '21 Posters), August 2021.

**Lvmin Zhang**, Yi Ji and Chunping Liu. “Style Transfer for Anime Sketches with Enhanced Residual U-net and Auxiliary Classifier GAN”. Asia Conference on Pattern Recognition (ACPR), June 2017.  
(the most cited paper of ACPR 2017)

## PROFESSIONAL ACTIVITY

Conference reviewer: SIGGRAPH 2019 – 2020, SIGGRAPH Asia 2019 – 2020, *etc.*

Journal referee: IEEE TVCG 2019 – 2021, ACM CAVW 2019 – 2021, *etc.*

Teaching assistance: Soochow University COMS3010 Advanced Database Techniques 2017.

## SKILL & LANGUAGE

Programming: Unity, Python, TensorFlow, PyTorch, C, C++, C#, JavaScript, L<sup>A</sup>T<sub>E</sub>X, Matlab.

Language: Chinese (native), English (fluent), and Japanese (learning).