Lvmin (Lyumin) Zhang 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://lllyasviel.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/lllyasviel/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/lllyasviel/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/lllyasviel/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, LaTeX, Matlab.
Language: Chinese (native), English (fluent), and Japanese (learning).