

Junqiu Zhu

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EDUCATION

Shandong University, Jinan, China

Sep. 2017 – Present

PhD student in Software Engineering (Computer Graphics)

Supervised by Prof. Xiangxu Meng

Ocean University of China, Qingdao, China

Sep. 2013 – Jun. 2017

Bachelor of Engineering in Computer Science

PUBLICATIONS

Real-Time Microstructure Rendering with MIP-mapped Normal Map Samples

Haowen Tan*, **Junqiu Zhu*** (*dual first authors), Xiangxu Meng, Yanning Xu, Lu Wang, Ling-Qi Yan

- Computer Graphics Forum (2022)

Neural Complex Luminaires: Representation and Rendering

Junqiu Zhu, Yaoyi Bai, Zilin Xu, Steve Bako, Edgar Velázquez-Armendáriz, Lu Wang, Pradeep Sen, Miloš Hašan, Ling-Qi Yan

- ACM Transactions on Graphics (Proceedings of SIGGRAPH 2021)

A Stationary SVBRDF Material Modeling Method Based on Discrete Microsurface

Junqiu Zhu, Lu Wang, Yanning Xu

- Computer Graphics Forum (Pacific Graphics 2019)

EXPERIENCE

Research Assistant

2017 – Present

Rendering Lab, Research Center of Human-computer Interaction and Virtual Reality, Shandong Univ.

SELECTED PROJECTS

Practical Level-of-Detail Aggregation of Fur Appearance

2021 – 2022

- A research project of efficiently and accurately rendering the fur appearance.

Advisor: Prof. Ling-Qi Yan

Collaborators: Sizhe Zhao, Prof. Lu Wang, Prof. Yanning Xu

An Efficient and Energy-conserved High-frequency Materials Rendering Model

2019 – 2020

- A research project of efficiently rendering the energy-conserved high-frequency materials by using HBAO.

Advisor: Prof. Yanning Xu

Collaborators: Haowen Tan

Automatic Mapping of Lake Floor Topography

2015 – 2017

- A team project of mapping the lake floor topography by using topographic detector and MATLAB.

Advisor: Liang Xu

Collaborators: Ke Li, Chen Gong, Jingpu Cao

SELECTED AWARDS

Style3D Graphics Scholarship

2021

National Scholarship

2021

Outstanding Graduate Student Award

2020

Outstanding Graduate Student Award

2019

TECHNICAL SKILLS

Programming Languages: C/C++, Python

Softwares/Platforms/Libraries: Houdini, Maya, Blender, PBRT, Mitsuba, OptiX, CUDA, PyTorch, TensorFlow

Research Tools: LaTeX, Adobe Products (Photoshop, Illustrator, Premiere, etc.)