

Jiaxu Zhang (张嘉旭)

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I am a **Ph.D. student** under the supervision of Prof. Deren Li and Prof. Zhigang Tu at **Wuhan University**. I am also a **Joint-Ph.D. student** at **Nanyang Technological University** supervised by Prof. Guosheng Lin. Currently, I am a research intern (筋斗云) at **ByteDance**, focusing on **AIGC and MLLM**. Previously, I interned at **Tencent** from 2022 to 2024, and at **StepFun** from 2024 to 2025, where I was advised by Dr. Gang Yu. My research interest lies in computer vision and graphics, with a current focus on **2D/3D animation, video/motion generation, retargeting, and recognition**. Expected graduation in June 2026.

EDUCATION

Nanyang Technological University

Joint-Ph.D. Student. Computer Science and Technology

Singapore
Feb. 2025 – Now

- Sponsored by China Scholarship Council (CSC).

Wuhan University

Ph.D. Student. Computer Science and Technology

Wuhan, Hubei
Sep. 2020 – Now

- NSFC Basic Research Project for Youth Scholars (¥300,000).
- Leijun Scholarship 2023. ¥100,000. Top 0.1%.** National Scholarship 2022. ¥20,000. Top 3%.

Southeast University

Bachelor of Science. Geographic Information Science

Nanjing, Jiangsu
Sep. 2016 – Jun. 2020

- GPA: 3.9/4.0, Avg Score: 91.9/100, Rank: 1/26.
- National Scholarship 2018. ¥10,000, Top 3%. Outstanding Graduates of Southeast University, 2020, Top 3%.

SELECTED PUBLICATIONS

DreamDance: Animating Character Art via Inpainting Stable Gaussian Worlds

Jiaxu Zhang, Xianfang Zeng, Xin Chen, Wei Zuo, Gang Yu, Guosheng Lin, Zhigang Tu. (*ArXiv*, 2025)

MikuDance: Animating Character Art with Mixed Motion Dynamics

Jiaxu Zhang, Xianfang Zeng, Xin Chen, Wei Zuo, Gang Yu, Zhigang Tu.
International Conference on Computer Vision (*ICCV 2025, Oral*)

TapMo: Shape-aware Motion Generation of Skeleton-free Characters

Jiaxu Zhang, Shaoli Huang, Zhigang Tu, et. al.
The Twelfth International Conference on Learning Representations (*ICLR 2024*)

Generative Motion Stylization of Cross-structure Characters within Canonical Motion Space

Jiaxu Zhang, Xin Chen, Gang Yu, Zhigang Tu.
Proceedings of the 32nd ACM International Conference on Multimedia (ACM MM 2024)

Skinned Motion Retargeting with Residual Perception of Motion Semantics & Geometry

Jiaxu Zhang, Junwu Weng, Di Kang, et. al.
Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR 2023)

A Modular Neural Motion Retargeting System Decoupling Skeleton and Shape Perception

Jiaxu Zhang, Zhigang Tu, Junwu Weng, Junsong Yuan, Bo Du.
IEEE Transactions on Pattern Analysis and Machine Intelligence, 2024 (*T-PAMI*, *IF: 24.314*)

Zoom Transformer for Skeleton-based Group Activity Recognition

Jiaxu Zhang, Yifan Jia, Wei Xie, and Zhigang Tu.
IEEE Transactions on Circuits and Systems for Video Technology, 2022 (*T-CSVT*, *IF: 8.400*)

Joint-bone Fusion Graph Convolutional Network for Semi-supervised Skeleton Action Recognition

Zhigang Tu#, Jiaxu Zhang#, Hongyan Li, Yujin Chen, and Junsong Yuan.
IEEE Transactions on Multimedia, 2022 (*T-MM*, *IF: 8.182*)

Video
Generation

3D Animation
3D Motion Synthesis

3D Motion
Recognition

EXPERIENCE

NSFC Basic Research Project for Youth Scholars (¥300,000)

Jan. 2025 – Dec. 2027

- Research topic: Generative Virtual Human Animation with Mixed Multi-Modality Guidance.

Character Art Animation Project on Lipu app

Jun. 2024 – Dec. 2024

- We propose MikuDance, a diffusion-based pipeline incorporating mixed motion dynamics to animate stylized character art.
- I am the first author of the paper, and the proposed model has been launched on the Lipu app.

Tencent AI Lab Rhino-Bird Research Program

Jul. 2022 – Jun. 2023

- Research topic: motion retargeting with consideration of self-contact and self-penetration. We propose an end-to-end model for motion semantics and geometry perception without the need of pairwise motion data. The research paper has been accepted by CVPR 2023 and T-PAMI 2024. I am the first author.
- This project received the Tencent Technology Innovation Award.

The 1st runner-up of ICCV 2021 MMVRAC challenge (Track 2 and Track 3)

Jul. 2021

- I am the team leader of Track 2 (skeleton-based human action recognition). We propose a multi-stream graph convolutional network for action recognition.
- I am a co-author of the paper “The Multi-Modal Video Reasoning and Analyzing Competition, *ICCVW, 2021*.”