



SHOHEI MORI, D.Eng

Junior Research Group Leader, VISUS, Univ. of Stuttgart

Guest Associate Professor (Global), Faculty of Sci. & Tech., Keio Univ.

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EDUCATION

Doctor of Engineering

Graduate School of Information Science and Engineering, Ritsumeikan University

Apr. 2013 – Mar. 2016
Shiga, Japan

Master of Engineering

Graduate School of Science and Engineering, Ritsumeikan University

Apr. 2011 – Mar. 2013
Shiga, Japan

Bachelor of Engineering

Ritsumeikan University

Apr. 2007 – Mar. 2011
Shiga, Japan

WORK EXPERIENCE

Junior Research Group Leader (Lead of Mediated Reality Group)

w/ Alexander von Humboldt Prof. & Cluster of Excellence (IntCDC), VISUS, UniStuttgart

Sep. 2024 – Present
Germany

Guest Associate Professor (Global)

Keio University

Apr. 2024 – Present
Japan

University Assistant, Postdoctoral Researcher

ICG, Graz University of Technology

Oct. 2022 – Aug. 2024
Austria

University Project Assistant, Postdoctoral Researcher

ICG, Graz University of Technology

Oct. 2018 – Sep. 2022
Austria

Guest Lecturer (Global)

Keio University

Apr. 2021 – Mar. 2024
Japan

Guest Researcher

ICG, Graz University of Technology

Aug. 2017 – Sep. 2018
Austria

Visiting Researcher (JSPS PD)

Keio University

Apr. 2016 – Sep. 2018
Japan

Research Fellow (JSPS DC-1)

Ritsumeikan University

Apr. 2013 – Mar. 2016
Japan

TEACHING

“Augmented Reality,” TUGraz, in collab. w/ D. Kalkofen (WS18–21) | P. Roth (WS18 & 19) | A. Plopski (WS22 & 23)

“Virtual Reality,” TUGraz, in collab. w/ D. Schmalstieg (SS22) | C. Arth (SS23 & 24)

“Research Seminar - Virtual Reality,” TUGraz (WS22–SS24)

“Biomedical Visualization | AK Computergraphics,” TUGraz, in collab. w/ D. Kalkofen (WS22 & 23)

“Realtime Visualisation,” FHSalzburg, in collab. w/ M. Tatzgern (WS20 – 23)

PROJECTS

Ritsumeikan Int. Collaborative Research Promotion Program (Startup) - Immersive 3D Spatial Editing for Large Workspace with a Stretchable Stylus and a Hand-held Canvas Counterpart PI (04.2024 – 03.2025)

FWF - Real-time Three-dimensional Diminished Reality - P33634 Co-Investigator (01.2021–12.2024)

R-GIRO) - An Interdisciplinary Research Center on Supporting Cognitive and Communication for Elderly Project Member (04.2021–03.2026)

Grant-in-Aid for Young Scientists (B) - 17K12729 Principal Investigator (04.2017–09.2018)

Grant-in-Aid for JSPS Fellows (DC-1) - 13J09193 (04.2013–03.2016) (PD) 16J05114 Research Fellow (04.2016–09.2018)

Grant-in-Aid for Scientific Research (S) - 24220004 Research Collaborator (05.2012–03.2017)

SERVICE

IPC member IEEE VR (2019–2024), IEEE ISMAR (2020–2024), 3DWeb (2020), ICAT-EGVE (2017) | DC co-chair IEEE ISMAR (2020, 2023) | Web co-chair IEEE VR (2019) | Demo co-chair IEEE ISMAR (2018) | DC mentor IEEE VR (2024) | Academic Journal Committee The Virtual Reality Society of Japan (2020 – 2024) | Support Member ISO/IEC JTC 1/SC 24/WG 9 (AR continuum concepts and reference model) (2016–2019), TrakMark (Benchmark test schemes for AR/MR geometric registration and tracking methods) (2015, 2016) | Peer-review (Journal) IEEE TVCG (2018, 2020–2023), IEEE CG&A (2020), IEEE TIM (2020), IEEE TOM (2016, 2021, 2022), Frontiers in Virtual Reality (2021), etc. | Peer-review (Conference) IEEE VR (2018–2023), IEEE ISMAR (2017–2023), ACM CHI (2020, 2023), IEEE InfoVis (2020), ACM VRST (2019), AH (2019), ICAT-EGVE (2017, 2019), ACM 3DWeb (2020), APMAR (2018, 2019), etc.

SKILLS

Languages: Japanese (Native), English (TOEIC: 830), German (Novice)

Programming: C++, OpenGL/GLSL, Python, PyTorch, C# (Unity), R

National Examination: Applied Information Technology Engineer, Fundamental Information Technology Engineer

AWARDS AND SCHOLARSHIPS

Best Paper / Demo / Presentation / Reading Group Award: IEEE ISMAR (2021, 2023), IEEE VR (2022), IJEEJ (2022), JSCAS (2022), IEEE Workshop KELVAR (2020) / IEEE ISMAR (2015) / KJMR (2014, 2015) / ICVSS (2016)

Scholarship: Ritsumeikan Univ. KENKYU-SHOREI Scholarship S, Prize Fellowship for the Doctoral Degree Students (For the JSPS DC1/DC2 achievers) (2013–2016) / Saionji Graduate School Encouragement Scholarship (For the top graduate) (2011) / Saionji Ikuei Scholarship (For the top three high achievers) (2008 – 2010) / Dean Award (2009) / Education Award (2007, 2008)

10 SELECTED PUBLICATIONS (FULL LIST: [MY PERSONAL WEBSITE](#))

1. Reina Ishikawa, Hideo Saito, Denis Kalkofen, and [Shohei Mori](#), *Multi-layer Scene Representation from Composed Focal Stacks*, IEEE Trans. on Visualisation and Computer Graphics (TVCG), Special Issue IEEE ISMAR, Vol. 29, Issue 11, pp. 4719–4729 (2023.11) 🏆 **Best Journal Paper Award**
 2. [Shohei Mori](#), Dieter Schmalstieg, and Denis Kalkofen, *Exemplar-Based Inpainting for 6DOF Virtual Reality Photos*, IEEE Trans. on Visualisation and Computer Graphics (TVCG), Special Issue IEEE ISMAR, Vol. 29, Issue 11, pp. 4644–4654 (2023.10) 🏆 **Best Journal Paper Award Nominee**
 3. [Shohei Mori](#), Dieter Schmalstieg, and Denis Kalkofen, *Good Keyframes to Inpaint*, IEEE Trans. on Visualisation and Computer Graphics (TVCG), Vol. 29, Issue 9, pp. 3989–4000 (2022.5) ☑ **Invited TVCG Paper at IEEE ISMAR 2022**
 4. Christoph Ebner, [Shohei Mori](#), Peter Mohr, Yifan Peng, Dieter Schmalstieg, Gordon Wetzstein, and Denis Kalkofen, *Video See-Through Mixed Reality with Focus Cues*, IEEE Trans. on Visualisation and Computer Graphics (TVCG), Special Issue IEEE VR (2022.3) 🏆 **Best Journal Paper Award**
 5. [Shohei Mori](#), Yuta Kataoka, and Satoshi Hashiguchi, *Exploring Pseudo-Weight in Augmented Reality Extended Displays*, Proc. IEEE Virtual Reality (2022.3)
 6. David Mandl, Peter Mohr, Tobias Langlotz, Christoph Ebner, [Shohei Mori](#), Stefanie Zollmann, Peter Roth, and Denis Kalkofen, *Neural Cameras: Learning Camera Characteristics for Coherent Mixed Reality Rendering*, Proc. IEEE Symp. on Mixed and Augmented Reality (ISMAR) (2021.10) 🏆 **Best Conference Paper Award**
 7. [Shohei Mori](#), Okan Erat, Wolfgang Broll, Hideo Saito, Dieter Schmalstieg, and Denis Kalkofen, *InpaintFusion: Incremental RGB-D Inpainting for 3D Scenes*, IEEE Trans. on Visualisation and Computer Graphics (TVCG), Vol. 26, Issue 10 (2020.10) ☑ **Invited TVCG Paper at IEEE ISMAR 2020**
 8. Masahiro Yamaguchi, [Shohei Mori](#), Peter Mohr, Markus Tatzgern, Ana Stanescu, Hideo Saito, and Denis Kalkofen, *Video-Annotated Augmented Reality Assembly Tutorials*, Proc. ACM Symp. on User Interface Software and Technology (UIST), pp. 1010–1022 (2020.10)
 9. Peter Mohr-Ziak, [Shohei Mori](#), Tobias Langlotz, Bruce H. Thomas, Dieter Schmalstieg, and Denis Kalkofen, *Mixed Reality Light Fields for Interactive Remote Assistance*, Proc. ACM CHI Conf. on Human Factors in Computing Systems (CHI) (2020.4)
 10. [Shohei Mori](#), Sei Ikeda, Alexander Plopski, and Christian Sandor, *BrightView: Increasing Perceived Brightness of Optical See-Through Head-Mounted Displays Through Unnoticeable Incident Light Reduction*, Proc. IEEE Virtual Reality (2018.3)
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TUTORIALS

[Shohei Mori](#) and Richard Skarbez, *A Beginner's Guide to Neural Rendering*, IEEE ISMAR 2023 (2023.10.20)

Denis Kalkofen, [Shohei Mori](#), and Markus Tatzgern, *Rendering and Visualization in Mixed Reality*, EG 2021 (2021.5.4)

[Shohei Mori](#), *Diminished Reality Tutorial*, IEEE ISMAR 2014 (2014.9.9)

INVITED TALKS

[Shohei Mori](#), *How Far Can We Go for Diminished Reality Without Neural Networks?*, Workshop on Inpainting techniques for Object Removal in Indoor Scenes (IEEE ISMAR 2022 Workshop) (2022.10.21)

[Shohei Mori](#) and Hideo Saito, *Augmented Visualization: Observing as Desire*, Asia-Pacific Signal and Information Processing Association Annual Summit and Conf. (APSIPA ASC) 2017 (2017.12.13)

[Shohei Mori](#), *Augmented and Diminished Reality: Computational Imaging of Existence and Non-Existence*, Int. Display Workshop (IDW) 2017 (2017.12.8)