Hongrui Cai

Email: hrcai AT mail.ustc.edu.cn GitHub: github.com/RainbowRui Homepage: rainbowrui.github.io

Research Interests Computer Vision & Graphics: 3D reconstruction, structure-from-motion, ge-

ometry learning, image and video generation.

Education University of Science and Technology of China Hefei, China

Ph.D. in 3D Vision Sep. 2021 – Present

Mentors: Prof. Juyong Zhang.

University of Science and Technology of China Hefei, China

M.S. in Data Science Sep. 2019 – Jul. 2021

Mentors: Prof. Juyong Zhang. GPA: 3.85/4.3

South China University of TechnologyB.S. in Mathematics and Applied Mathematics
Sep. 2015 – Jun. 2019

Ranking: 1/46. GPA: 92.15/100

Papers Wanquan Feng, Hongrui Cai, Junhui Hou, Bailin Deng, Juyong Zhang. Dif-

ferentiable Deformation Graph based Neural Non-rigid Registration. Under

Review, 2022.

Hongrui Cai, Wanquan Feng, Xuetao Feng, Yan Wang, Juyong Zhang. Neural Surface Reconstruction of Dynamic Scenes with Monocular RGB-D Camera.

NeurIPS, 2022 (Spotlight).

Xin Huang, Dong Liang, **Hongrui Cai**, Juyong Zhang, Jinyuan Jia. Cari-

Painter: Sketch Guided Interactive Caricature Generation. ACM MM, 2022.

Wanquan Feng, Jin Li, **Hongrui Cai**, Xiaonan Luo, Juyong Zhang. Neural Points: Point Cloud Representation with Neural Fields for Arbitrary Upsam-

pling. CVPR, 2022.

Hongrui Cai, Yudong Guo, Zhuang Peng, Juyong Zhang. Landmark Detection and 3D Face Reconstruction for Caricature using a Nonlinear Parametric

Model. Graphical Models (GMOD), 2021.

Wanquan Feng, Juyong Zhang, **Hongrui Cai**, Haofei Xu, Junhui Hou, Hujun Bao. Recurrent Multi-view Alignment Network for Unsupervised Surface Reg-

istration. CVPR, 2021.

Yudong Guo, Juyong Zhang, Yihua Chen, **Hongrui Cai**, Zhangjin Huang, Bailin Deng. Real-time Face View Correction for Front-facing Cameras. *Computational Visual Media (CVM)*, 2021.

Projects

Monocular RGB-D based Wound Surface Modeling

Horizontal research project May. 2022 – Jun. 2022 Based on monocular RGB-D video sequences, proposing a highly automatic algorithm to reconstruct high-fidelity wound surface and then measure the area and depth of the wound.

Audio driven Talking Head Synthesis

Horizontal research project Aug. 2020 – Nov. 2020 Developing a deep learning based head reconstruction baseline (via RGB, RGB-D or video input) which utilizes a differentiable rendering technology.

Real-time Face View Correction for Front-facing Cameras

Horizontal research project Sep. 2019 – Oct. 2020 Proposing a fully automatic face view correction system based on a single RGB(-D) camera to solve video problems of "upward nose" and "big face" caused by the disparity between camera location and face orientation.

Journals: IEEE Transactions on Multimedia, Computers & Graphics

| Academic Talks | Spotlight presentation in NeurIPS 2022 | Dec. 2022 |
|----------------|--|-----------|
| | Invited talk in Jiqizhixin | Nov. 2022 |
| | Oral presentation in CVM 2021 | Apr. 2021 |

| Sele | cted Honors | First-class | Acad | lemic Scho | larsl | hips f | for Postgr | aduates, | by USTC | 2019 - 2022 |
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Excellent Undergraduate Thesis Award, by SCUT 2019
Excellent Undergraduate Student, by SCUT 2019