Shaoyu Cai

Email: shaoyu.cai@my.cityu.edu.hk Person Webpage: https://shaoyuca.github.io/mypage/

Research interests Human-Computer Interaction, Cross-modal Learning, Texture Modelling and

Rendering, Tactile Signal Processing, Haptic Interface, Virtual Reality

Education City University of Hong Kong Hong Kong SAR, China

Doctor of Philosophy 09/2019 – Present

Supervisor: Prof. Kening Zhu

Huazhong Agricultural University Wuhan, China

Bachelor of Engineering 09/2014 - 06/2018

Thesis: Designing of Automatic Flatness Detection System Based on PLC

Publications

[j3] GAN-based image-to-friction generation for tactile simulation of fabric material

Shaoyu Cai, Lu Zhao, Yuki Ban, Takuji Narumi, Yue Liu and Kening Zhu. *In Computers & Graphics*, 2021.

[c6] Weighted Walking: Propeller-based On-leg Force Simulation of Walking in Fluid Materials in VR

Pingchuan Ke, Shaoyu Cai, Lantian Xu, Kening Zhu

In SIGGRAPH Asia 2021 Emerging Technologies, December 14-17, 2021. ACM, New York, NY, USA, 2 pages.

[j2] Visual-Tactile Cross-Modal Data Generation using Residue-Fusion GAN with Feature-Matching and Perceptual Losses

Shaoyu Cai, Kening Zhu, Yuki Ban, and Takuji Narumi.

In IEEE Robotics and Automation Letters (RA-L), vol. 6, no. 4, pp. 7525-7532 with IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS 2021).

[c5] FrictGAN: Frictional Signal Generation from Fabric Texture Images using Generative Adversarial Network

Shaoyu Cai, Yuki Ban, Takuji Narumi, and Kening Zhu.

In ICAT-EGVE 2020: International Conference on Artificial Reality and Telexistence & Eurographics Symposium on Virtual Environments, pp. 11-15. The Eurographics Association, 2020. (Best Paper Audience Choice Award)

[c4] ThermAirGlove: A pneumatic glove for thermal perception and material identification in virtual reality

Shaoyu Cai, Pingchuan Ke, Takuji Narumi, and Kening Zhu.

In 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), pp. 248-257. IEEE VR, 2020.

[c3] Demonstration of thermairglove: A pneumatic glove for material perception in virtual reality through thermal and force feedback Shaoyu Cai, Pingchuan Ke, Shanshan Jiang, Takuji Narumi, and Kening Zhu. In SIGGRAPH Asia 2019 Emerging Technologies, pp. 11-12. 2019.

[j1] A sense of ice and fire: Exploring thermal feedback with multiple thermoelectric-cooling elements on a smart ring

Kening Zhu, Simon Perrault, Taizhou Chen, **Shaoyu Cai**, and Roshan Lalintha Peiris.

International Journal of Human-Computer Studies 130 (2019): 234-247.

[c2] Embodied Weather: Promoting Public Understanding of Extreme Weather Through Immersive Multi-Sensory Virtual Reality

Pingchuan Ke, Kai-Ning Keng, Shanshan Jiang, **Shaoyu Cai**, Zhiyi Rong, and Kening Zhu.

In The 17th International Conference on Virtual-Reality Continuum and its Applications in Industry, pp. 1-2. 2019.

[c1] HapTwist: creating interactive haptic proxies in virtual reality using low-cost twistable artefacts

Kening Zhu, Taizhou Chen, **Shaoyu Cai**, Feng Han, and Yi-Shiun Wu. *In SIGGRAPH Asia 2018 Virtual & Augmented Reality, pp. 1-2. 2018.*

Research experience

The University of Tokyo

Tokyo, Japan

Graduate School of Information Science and Technology Visiting Researcher Cyber Interface Lab 01/2020-03/2020

Mentors: Prof. Takuji Narumi and Prof. Yuki Ban

City University of Hong Kong

Hong Kong SAR, China

School of Creative Media Research Assistant Multimodal and Embodied Interaction (MEI) Lab 09/2018 - 08/2019

Mentor: Prof. Kening Zhu

National Taipei University

Taipei, China Taiwan

Department of Electrical Engineering Exchanging Student
Artificial Intelligence & Robotics Technology Lab 09/2016 - 01/2017

Mentor: Prof. Hooman Samani

Teaching experience

SM1103A: Introduction to Media Computing

Teaching Assistant

School of Creative Media, City University of Hong Kong

Fall 2020 & 2021

SM2715: Creative Coding Teaching Assistant

School of Creative Media, City University of Hong Kong Spring 2021

Industry experience WISfur Thermal Technology Wuhan, China

Intern Summer 2017

YTO Group Corporation Luoyang, China

Student Intern Summer 2016

Talks and tutorials IROS 2021 09/2021

Online oral presentation for RA-L paper

ICAT-EGVE 2020 12/2020

Online presentation for *FrictGAN* published in ICAT-EGVE 2020

The Night of IEEE VR, China VR 2020 workshop 09/2020

Online presentation for *ThermAirGlove* published in IEEE VR

IEEE Virtual Reality 2020 03/2020

Online oral presentation for the full paper of *ThermAirGlove*

SIGGRAPH Asia 2019, Emerging Technologies 11/2019

Oral presentation and real-time demo for *ThermAirGlove*

Honors Best Paper Audience Choice Award ICAT-EGVE 2020

Research Tuition Scholarship 2020/21 City University of Hong Kong Special Thanks for Speakers China VR 2020 Outstanding Graduate Certificate HZAU

Skills **Programming**

Proficient in: Python, TensorFlow, PyTorch, Keras, MATLAB.

Familiar with: C, JavaScript, HTML.

Prototyping

Proficient in: Arduino, Processing, 3D Printing & Laser cutting.

Familiar with: AutoCAD, PCB, Circuit design.

Languages

Mandarin Chinese (Native), English (Fluent), Cantonese (Competent), Japanese

(Basic).

Service and outreach Paper Reviewing

ISS 2021 Journal Papers

CHI 2021 Papers

VRST 2021 Papers

ICMI 2021 Papers

ISMAR 2021 Posters

UbiComp/ISWC 2021 Posters and Demos

CHI 2020 Papers (Special Recognitions)

VRST 2020 Papers

MobileHCI 2020 Papers (Special Recognitions)

SUI 2020 Papers

SIGGRAPH Asia 2019 & 2020 & 2021 Emerging Technologies

CHI 2019 Late-Breaking Work

Committee Member

CHI 2021 Late-Breaking Work CHI 2020 Late-Breaking Work

Memberships

ACM student member

2019.10-present

References

Prof. Kening Zhu

PhD supervisor

Associate Professor at the School of Creative Media & Department of Computer Science, City University of Hong Kong

Email: keninzhu@cityu.edu.hk

Prof. Takuji Narumi

Research mentor

Associate Professor at the Graduate School of Information Science and Technology, The University of Tokyo

Email: narumi@cyber.t.u-tokyo.ac.jp