Ying Zhong (Wing Chung)

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Research Focus: VR, Immersive Environment, Human-Computer Interaction

EDUCATION

Beijing Film Academy	Beijing, China
Master of Digital Film Technology	Sept.2022-Jun.2025 (Expected)

Beijing Film Academy	Beijing, China
Bachelor of Digital Media Technology	Sept.2018-Jun.2022

PUBLICATIONS

- **Zhong, Ying**, Ke-Ao Zhao, Leping Zhang, Fangming Zhao, Wentao Wei, and Feilin Han." The Correlation Analysis between Cybersickness and Postural Behavior in Immersive Viewing Experience. " 2024 IEEE International Conference on Multimedia and Expo (Accepted)
- Han, Feilin, **Ying Zhong**, and Ke-Ao Zhao. "An Analytical Study of Visual Attention Behavior in Viewing Panoramic Video." Proceedings of the 4th International Workshop on Human-centric Multimedia Analysis. 2023.
- **Zhong, Ying**, Feilin Han. "Application Evaluation of Sketch-based Modeling in Film Previs." *Advanced Motion Picture Technology* 05(2023):29-34+23.
- Han, Feilin, **Ying Zhong**, and Minxi Zhou. "Evaluating the Effect of Cinematography on the Viewing Experience in Immersive Environment." 2022 IEEE International Conference on Multimedia and Expo (ICME). IEEE, 2022.

RESEARCH EXPERIENCE

Studying cinematography design in immersive video

Department of Film and TV Technology   Supervisor: Dr. Feilin Han   March.2021-January.2022

- Applied cinematography technique in traditional filmmaking to immersive videos and tested the results.
- Conducted user experiment to evaluate the effect of using common cinematography technique in immersive video: cybersickness, understanding to the plot, etc.

Studying user experience to the editing techniques in immersive video

China Film High Tech Research Institute   Supervisor: Dr. Feilin Han   Sept.2022-March.2023

- Produced a panoramic video with 4 shots.
- Conducted user experiment to determine users' preference and behavior pattern to editing techniques applied in immersive video.

Studying users' postural behavior when experiencing cybersickness

China Film High Tech Research Institute   Supervisor: Dr. Feilin Han   April.2023-present

- Studied sEMG data processing with Matlab.
- Conducted user experiment to collected data of hand and forearm movements during experiencing immersive video.
- Analysed the collecting data and evaluated the relationship between hand postures and cybersickness severity.

ADDITIONAL EXPERIENCE

VR Filmmaking Project (unpublicized)	Technical Artist	February.2023-present

- Developed interactive content based on Unreal Engine 5.
- Packaging testing.

Interactive 3D Stereo Film: Out-of-Plane	Director	June.2021-July.2021

- CCVR 2021 First Prize.
- Wrote the plot, shot the panoramic video using Insta 360 Titan and designed the interactive content.

HONORS & AWARDS

Academic Postgraduate Scholarship, Beijing Film Academy	2022
First Class Academic Scholarship, Beijing Film Academy	2021