

Ying Zhong

Email: zhongyingcw@mail.bfa.edu.cn | Website: <https://zhongyingkc.github.io/newest/>

Research Interest: Human-Computer Interaction, User Experience, XR

EDUCATION

Beijing Film Academy

M.A., Digital Film Technology

Beijing, China

Sep.2022-Jun.2025 (Expected)

Beijing Film Academy

B.Eng., Digital Media Technology

Beijing, China

Sep.2018-Jun.2022

PUBLICATIONS

- [1] **Zhong, Ying**, Ke-Ao Zhao, Leping Zhang, Fangming Zhao, Wentao Wei, and Feilin Han. "The Correlation Analysis between Cybersickness and Postural Behavior in Immersive Experience." 2024 IEEE International Conference on Multimedia and Expo (ICME). IEEE, 2024.
- [2] Han, Feilin, Leping Zhang, Xin Wang, Ke-Ao Zhao, **Ying Zhong**, Ziyi Su, Tongtong Feng, Wenwu Zhu. "SimUAVs - A UAV Telepresence Simulation Platform with Multi-agent Sensing and Dynamic Environment." Proceedings of the 32nd ACM International Conference on Multimedia. 2024. (Accepted)
- [3] 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.
- [4] **Zhong, Ying**, Feilin Han. "Application Evaluation of Sketch-based Modeling in Film Previs." *Advanced Motion Picture Technology* 05(2023):29-34+23.
- [5] 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

Designing Customized Embodied Interaction for ICH in VR

Leader, Supervised by Dr. Feilin Han

Aug.2024-present

- Conducted field study of a Chinese intangible cultural heritage.
- Designed interaction and developed the system.
- Still in progress

Users' postural behavior when experiencing cybersickness

Leader, Supervised by Dr. Feilin Han

Apr.2023-Dec.2024 (Expected)

- Conducted user experiment to collected data of hand and forearm movements during experiencing immersive video.
- Used Matlab for sEMG data processing and analyzed the collecting data and evaluated the relationship between hand postures and cybersickness severity.
- Applied deep learning network to detect cybersickness severity with sEMG data. (work on the progress)

Quadcopter aircraft simulation system with virtual environment

Member, Led by Dr. Feilin Han

Sep.2023-Jun.2023

- Designed and produced virtual environment for simulation using Unreal Engine 5.
- Designed and produced user interface for the simulation system.

User's Attention Behaviour Analysis in panoramic video

Core Member, Led by Dr. Feilin Han

Sep.2022-Mar.2023

- Produced a panoramic video with 4 shots.
- Conducted user experiment to collect data of users' attention behavior pattern when viewing 360-degree videos.
- Analyzed the collecting data with statistical methods.
- Concluded advice for immersive content creator.

Developing pipeline with sketch-based modeling for Film Previs

Leader, Supervised by Prof. Lue Sun and Dr. Feilin Han

Sep.2021-May.2022

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- Bachelor graduation design.
 - Designed a previz production pipeline using sketch-based modeling methods to generate simple 3D models.
 - Conducted user experiment to collect user overall experience and produced three previz video using the pipeline.

Cinematography design in immersive video

Research Assistant, Led by Dr. Feilin Han

Mar.2021-Jan.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.
- Analyzed the collecting data with statistical methods.

EXTRACURRICULAR EXPERIENCE

Group Leader

Embodied Media Design Workshop (The Future Lab, Tsinghua University)

Jul.2024-Jul.2024

- Led the group discussion.
- Designed a VR horticulture application demo for intergenerational communication.
- Designed and produced the interacting function in the demo.

Teaching Assistant

Virtual Reality Technology Course

May.2024-Jul.2024

- Conducted VR project development tutorials based on Unreal Engine 5.
- Conducted 360-video shooting tutorials.
- Assisted students to develop VR content projects.

Technical Artist

VR Filmmaking Project (unpublished)

Feb.2023-present

- Developed interactive content and visual special effect based on Unreal Engine 5.
- Conducted packaging test.

Professional Photography Volunteer

2022 Beijing Winter Olympics and Paralympics

Jan.2022-Mar.2022

- Provided help and guidance for photography journalists.
- Office work in the National Stadium.

Director

Interactive 3D Stereo Film: Out-of-Plane

Jun.2021-Jul.2021

- Shot and edited the panoramic video using Insta 360 Titan and designed the interactive content.
- China Competition on Virtual Reality (CCVR) 2021 First Prize.

Technical Volunteer

2019 & 2020 International Student Film and Video Festival (ISFVF)

May.2019-Dec.2020

- Member of Technical Department (Special Screening section) in 2019 and Leader in 2020.
- Subtitled and produced digital cinema package (DCP) for films in the section.

HONORS & AWARDS

Academic Postgraduate Scholarship, Beijing Film Academy

2022

First Prize, China Competition on Virtual Reality (CCVR)

2021

Academic Scholarship, Beijing Film Academy

2019-2021

SKILLS

Language: Mandarin (Native), Cantonese (Native) and English (IELTS 7.5)

Tools and Packages: Unreal Engine, Unity, Open XR, Steam VR, Matlab, Python, C++, SPSS, Origin, Motive and Adobe full package

GRE: 160 (V), 168 (Q), 4 (A)