

Ying Zhong

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

Research Focus: Immersive Environment, Human-Computer Interaction, User Experience

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 Viewing Experience. " 2024 IEEE International Conference on Multimedia and Expo (ICME). IEEE, 2024. (Accepted)
- [2] 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.
- [3] **Zhong, Ying**, Feilin Han. "Application Evaluation of Sketch-based Modeling in Film Previs." *Advanced Motion Picture Technology* 05(2023):29-34+23.
- [4] 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

Users' postural behavior when experiencing cybersickness

Leader, Supervised by Dr. Feilin Han

Apr.2023-present

- 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.

The impact of editing techniques on user experience in immersive 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' preference and behavior pattern when viewing 360-degree videos applied with different editing techniques.
- Analyzed the collecting data with statistical methods.

Developing pipeline with sketch-based modeling for Film Previz

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

Sep.2021-May.2022

- 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

Core Member, 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.

EXTRACURRICULUM EXPERIENCE

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-Mar2022

- 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.

HONORS & AWARDS

Academic Postgraduate Scholarship , Beijing Film Academy	2022
First Prize , China Competition on Virtual Reality (CCVR)	2021
First Class Academic Scholarship , Beijing Film Academy	2021
Third Class Academic Scholarship , Beijing Film Academy	2019&2020

SKILLS

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

Programming: Matlab, Python and C++

Tools and Packages: SPSS, Origin, Unreal Engine, Unity, Adobe Premiere, Open XR and Steam VR

Others: Photography