Ying Zhong

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

EDUCATION

Beijing Film Academy Beijing, China
M.A., Digital Film Technology Sep.2022-Jun.2025 (Expected)

Beijing Film Academy Beijing, China
B.Eng., Digital Media Technology 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

Quadcopter aircraft simulation system with virtual environment
Member, Led by Dr. Feilin Han Sep.2023-present

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

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)

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 thesis.
- 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

VR Filmmaking Project (unpublished)

Technical Artist Feb.2023-present

- Developed interactive content and Visual Special Effect based on Unreal Engine 5.
- Conducted packaging test.

2022 Beijing Winter Olympics and Paralympics

Professional Photography Volunteer Jan.2022-Mar2022

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

Interactive 3D Stereo Film: Out-of-Plane

Director 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