

Alexandre Chapiro

I am interested in perception and computer graphics, especially anything involving computational display and psychophysics. Prior work involved perceptual metrics, brightness and color, stereo 3D, and display topics like virtual and augmented reality, frame rate, high dynamic range and more.

Professional Experience

Staff Technical lead working on a range of product-oriented research projects. Perception-

Researcher first focus for hardware and algorithm design.

2020-2023 -

Senior Advance understanding of perception through targeted research and publications.

Researcher Apply learnings to product paths, work cross-functionally to support product needs

2018-2020 Apple Inc., Cupertino | Core Display Incubation Team

Senior Display Helped identify and cultivate new display technologies and associated experiences

Engineer to surprise and delight Apple product users

2017-2018 Dolby Laboratories | Applied Vision Science Group

Senior Conducted research and obtained experimental results on perceptual factors, mainly

Researcher focusing on cinema and home theater applications

2011-2016 Disney Research, Zurich | Stereo and Displays Group

Researcher In parallel with my doctoral studies, conducted research on display and perception

topics resulting in four patent applications and several publications

Education

2011-2015 PhD in Computer Science | Computer Graphics Laboratory

institution Federal Institute of Technology Zurich (ETHZ), Zurich, Switzerland

thesis title Perceptual Enhancements for Novel Displays

supervisors Prof. Markus Gross. Co-Advisor: Dr. Aljoša Smolić

2010-2011 Masters' Degree in Applied Mathematics | Visgraf Laboratory

institution Institute of Pure and Applied Mathematics (IMPA), Rio de Janeiro, Brazil

thesis title Improving Mobile Video

supervisors Prof. Paulo Cezar Pinto Carvalho. Co-Advisor: Prof. Luiz Velho

2007–2009 Undergraduate Degree in Mathematics

institution Federal University of Juiz de Fora (UFJF), Juiz de Fora, Brazil

thesis title An Introduction to Degree Theory

supervisors Prof. Luiz Faria, Marcelo Bernardes Vieira

2016-2016 Dolby Laboratories | Applied Vision Science Group

Intern Conducted research on the human visual system guided by business unit needs

Mentorship

2023 Intern manager for Kenneth Chen (New York University)

Resulting in a SIGGRAPH 2024 submission

2022 Intern manager for Taimoor Tariq (University of Lugano)

Resulting in a SIGGRAPH Asia 2023 paper

2021 Intern manager for Krzysztof Wolski (Max-Plank Institut)

Resulting in a SIGGRAPH Asia 2022 paper

Academic Service

2024 IS&T Human Vision Electronic Imaging, Perception of XR session co-chair

Organizing 2023 ACM Symposium on Applied Perception, conference program co-chair

2023 ACM Transactions on Applied Perception, journal special edition guest editor

2023 IS&T Human Vision Electronic Imaging, AR/VR special session co-chair

Committees 2024 Eurographics international program committee

2024 IS&T Human Vision Electronic Imaging international program committee

2023 IS&T Human Vision Electronic Imaging international program committee AR/VR special session co-chair

2021 SIBGRAPI Journal Track international program committee

2019 SIBGRAPI journal track international program committee

2018 SIBGRAPI international program committee

Reviewing SIGGRAPH (2024, 2023, 2022, 2021, 2019, 2017, 2015), SIGGRAPH Asia (2022, 2016, 2015), Transactions on Graphics (2023), Eurographics (2024, 2020, 2019, 2018), HVEI (2024, 2023), IEEE TIP (2020, 2019, 2017, 2016), SIBGRAPI (2021, 2019, 2018), Pacific Graphics (2017, 2014), Graphics Interface (2016), JOSA (2016), ICIP (2015), IEEE CG&A (2015), IEEE TVCG (2022, 2015), CG Forum (2014), 3DV (2012)

Invited Talks, Panels, and Presentations

invited talk: Visible Difference Predictors: Metrics Based on Perception Science.

Frontiers in Optics 2023, Tacoma/USA, invited by Kaan Akşit and Douglas Lanman

panel Best Practices for Assessing Quality in Near-Eye Displays.

discussion: SPIE Photonics West 2023, San Francisco/USA, hosted by Ryan Ong

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invited talk: Perceptual Modeling for AR/VR Applications.

IS&T Imaging for XR workshop 2023, San Francisco/USA, hosted by Bennett Wilburn

panel XR Display Visual Quality.

discussion: IS&T Imaging for XR workshop 2023, San Francisco/USA, hosted by Abhijit Sarkar

panel Special session on AR/VR.

discussion: IS&T HVEI 2023, San Francisco/USA, hosted by Nicko Caluya

paper talk: Critical Flicker Frequency (CFF) at high luminance levels.

IS&T HVEI 2023, San Francisco/USA (featured in El 2023 highlights)

paper talk: Realistic Luminance in VR.

SIGGRAPH Asia 2022, Daegu/South Korea

invited talk: **VR-HDR**.

Frontiers in Optics 2022, Rochester/USA, invited by Kaan Akşit and Douglas Lanman

invited talk: Echoes of SIGGRAPH'20.

IMPA 2020, Rio de Janeiro/Brazil, hosted by Luiz Velho

paper talk: A Luminance-Aware Model of Judder Perception.

SIGGRAPH 2020, online conference

invited talk: Perceptual Enhancements for Novel Displays.

TU Delft 2019, Delft/Netherlands, hosted by Elmar Eisemann

invited talk: Cinematic Motion.

NAB show 2018, Las Vegas/USA, invited by Jaclyn Pytlarz

invited talk: Perceptual Enhancements for Novel Displays.

IBM 2017, Rio de Janeiro/Brazil, hosted by Emilio Vital Brazil

invited talk: **Computer Graphics**, (popular lecture).

IF Sudeste MG 2017, Juiz de Fora/Brazil, hosted by Elena Konstantinova

invited talk: **Computer Graphics**, (popular lecture).

IF Sudeste MG 2016, Rio Pomba/Brazil, hosted by Lucas Lattari

invited talk: Perceptual Enhancements for Novel Displays.

Dolby Laboratories 2016, Sunnyvale/USA, hosted by Timo Kunkel

invited talk: Perceptual Enhancements for Novel Displays.

Technicolor 2015, Rennes/France, hosted by Erik Reinhard

invited talk: Perceptual Enhancements for 3D Displays.

Max Planck Institut 2015, Saarbrucken/Germany, hosted by Piotr Didyk

paper talk: Stereo from Shading.

EGSR 2015, Darmstadt/Germany

paper talk: Perceptual Evaluation of Cardboarding in 3D Content Visualization.

SAP 2015, Vancouver/Canada

paper talk: Optimizing Stereo-to-Multiview Conv. for Autostereo. Displays.

Eurographics 2015, Strasbourg/France

Papers

castleCSF - A Contrast Sensitivity Function of Color, Area, Spatio-Temporal frequency, Luminance and Eccentricity

Journal of Vision, 2024, Ashraf, Mantiuk, Chapiro, Wuerger

Perceptually Adaptive Real-Time Tone Mapping

SIGGRAPH Asia, 2023, conference track Tariq, Matsuda, Penner, Jia, Lanman, Ninan, Chapiro

Skin-Screen: A Computational Fabrication Framework for Color Tattoos

SIGGRAPH 2023, journal track Piovarci, Chapiro, Bickel

Critical Flicker Frequency (CFF) at High Luminance Levels

IST Human Vision and Electronic Imaging (HVEI), 2022 Chapiro, Matsuda, Ashraf, Mantiuk

Modelling Contrast Sensitivity of Discs

IST Human Vision and Electronic Imaging (HVEI), 2022 Ashraf, Mantiuk, Chapiro

Geo-metric: A Perceptual Dataset of Distortions on Faces

SIGGRAPH Asia 2022, journal track Wolski, Trutoiu, Dong, Shen, MacKenzie, Chapiro

Realistic Luminance in VR,

SIGGRAPH Asia 2022, conference track Matsuda*, Chapiro*, Zhao, Smith, Bachy, Lanman (* = equal contribution)

stelaCSF-A Unified Model of Contrast Sensitivity as the Function of Spatio-Temporal Frequency, Eccentricity, Luminance and Area,

SIGGRAPH 2022, journal track Mantiuk, Ashraf, <u>Chapiro</u>

FovVideoVDP: A visible difference predictor for wide field-of-view video

SIGGRAPH 2021, journal track

Mantiuk, Denes, Chapiro, Kaplanyan, Rufo, Bachy, Lian, Patney

A Luminance-Aware Model of Judder Perception,

ACM Transactions on Graphics, Presented at SIGGRAPH 2020 Chapiro, Atkins, Daly

Influence of Screen Size and Field of View on Perceived Brightness

ACM Transactions on Applied Perception (TAP) , 2018 Chapiro, Kunkel, Atkins, Daly

Unfolding the 8-bit Era,

European Conference on Visual Media Production 2015 Zund, Berard, Chapiro, Schmid, Ryffel, Bermano, Gross, Sumner

Art-Directable Continuous Dynamic Range Video

Compters & Graphics, Elsevier, 2015 Chapiro, Aydin, Stefanoski, Croci, Smolic, Gross

Video Content and Structure Description Based on Keyframes, Clusters and Storyboards

IEEE International Workshop on Multimedia Signal Processing, Xiamen-China, 2015 Junyent, Beltran, Farre, Pont-Tuset, Chapiro, Smolic

Stereo from Shading

Eurographics Symposium on Rendering, Darmstadt-Germany, 2015, E&I track Chapiro, O'Sullivan, Jarosz, Gross, Smolic

Perceptual Evaluation of Cardboarding in 3D Content Visualization,

ACM Symposium on Applied Perception, Vancouver-Canada, 2014, short paper Chapiro, Diamanti, Poulakos, O'Sullivan, Smolic, Gross

Optimizing Stereo-to-Multiview Conversion for Autostereoscopic Displays

Eurographics, Strasbourg-France, 2014 Chapiro, Heinzle, Aydin, Poulakos, Zwicker, Smolic, Gross

Towards Mobile HDR Video,

Eurographics, Llandudno-UK, 2011. (Extended abstract) Castro, Chapiro, Cicconet, Velho

Detection of High Frequency Regions in Multiresolution

International Conference on Image Processing, Cairo-Egypt, 2009 Mota, Perez, Castro, Chapiro, Vieira

High Frequency Assessment from Multiresolution Analysis

International Conference on Computational Science, Baton Rouge-USA, 2009 Castro, Perez, Mota, Chapiro, Vieira, Freire

Patents

Eyewear with display-optimized lenses

US Patent US11803060 B1, 2023 Wilburn, Moisant-Thompson, Chapiro, Hunter, Lyngnes, Bonnier

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Electronic devices with color sampling sensors

US Patent US11735126 B1, 2023

Roland, Bonnier, Chapiro, Doyle, Lestoquoy, Moisant-Thompson

Peripheral luminance or color remapping for power saving

US Patent US0011858 A1, 2022

Yang, Chapiro, Agaoglu, Bonnier, Huang, Wang, Watson, Mascarenhas

Frame rate conversion metadata

US Patent US11019302 B2, 2020

Pytlarz, Atkins, Pieri, Chapiro, Daly

Luminance adaption to minimize discomfort and improve visibility

US Patent US 20200202814 A1, 2020

Chapiro, Atkins, Daly

Virtual reality cinema-immersive movie watching for headmounted displays

US Patent US10769754 B2, 2020

Chapiro, Atluru, Chun, Haricharan, Rozzi, Ruggieri, Ninan

Systems and methods for automatic key frame extraction and storyboard interface generation for video

US Patent US9552520 B1, 2017 (Related to our 2015 paper)

Smolic, Martin, Pont-Tuset, Chapiro, Guiu

Methods for creating and distributing art-directable continuous dynamic range video

US20160353164 A1, 2016 (Related to our 2015 paper)

Smolic, Chapiro, Croci, Aydin, Stefanoski, Gross

Visual salience of online video as a predictor of success

US20170061235 A1, 2015 (Related to our 2015 poster)

Frey, Accardo, Sumner, Huber, Chapiro

Depth modification for display applications

US20150348273 A1, 2015 (Related to our 2014 paper)

Chapiro, Aydin, Poulakos, Heinzle, Smolic

Five additional patents currently in review

Book Chapters

Discrete Wavelets on Edges

InTech open publisher, 2011

Chapiro, Knop, Mota, Perez, Bernardes, Freire

Posters

The Influence of Visual Salience on Video Consumption Behavior A Survival Analysis Approach,

ACM Web Science, Oxford-United Kingdom, 2015 Huber, Scheibehenne, Chapiro, Frey, Sumner

Filter Based Deghosting for Exposure Fusion Video

SIGGRAPH, Vancouver-Canada, 2011. Student Research Competition Semi-Finalist Chapiro, Cicconet, Velho

Towards Mobile HDR Video

International Conference on Computational Photography, Pittsburg-USA, 2011 Castro, Chapiro, Cicconet, Velho

Mountain's Pass Theorem

Minas-Gerais Meeting of Partial Diferential Equations, Itajuba-Brazil, 2009 Chapiro, Pereira

Other

HDR VR

E-tech demo, SIGGRAPH 2022 [Best-in-show award] Matsuda, Zhao, Chapiro, Smith, Lanman

Image Domain Warping for Advanced 3D Video Applications

IEEE COMSOC MMTC E - Letter, 2014, invited letter Smolic, Wang, Lang, Stefanoski, Farre, Greisen, Heinzle, Schaffner, Chapiro, Sorkine-Hornung, Gross

Computational Photography

IMPA, Rio de Janeiro-Brazil, 2011, technical report Castro, Chapiro, Velho

Languages

Portuguese Fluent
Russian Fluent
Russian Fluent
English Fluent
TOEFL iBT 117/120, Cambridge FCE and CAE exams with A grades
Spanish Fluent
3 years of school in Spain
French Advanced
Alliance Française DELF diplome - 2005

Teaching

Feb.2014 **Teaching assistant**, *Math. Foundations of Computer Graphics and Vision*, ETHZ. to Jun.2014 Graduate class teaching mathematical techniques in visual computing

Feb.2015 to Jun.2015	Teaching assistant , Math. Foundations of Computer Graphics and Vision, ETHZ.
Feb.2012	Teaching assistant, Informatik 1, ETHZ.
to Jun.2012	Undergradute class teaching fundaments of informatics to engineering students
Feb.2013	Teaching assistant, Informatik 1, ETHZ.
to Jun.2013	
	Academic Honors As a Student
2015	Second youngest PhD to ever graduate from the CS department at ETH Zurich
2011	Finished 2-year Master's program at the National Institute of Pure and Applied Mathematics in 18 months
2009	Finished 4-year undergraduate program in Mathematics at the Federal University of Juiz de Fora in 3 years with the highest GPA in the graduating class
2007	Ranked 1st in admission examinations, Federal University of Juiz de Fora
2006	Gold Medalist, Brazilian Astronomy Olympiad
2006	Gold Medalist, Brazilian Mathematics Olympiad for Public School Students. 95th place among approximately 5.3 million students
2005	Gold Medalist, Brazilian Mathematics Olympiad for Public School Students. 9th place among approximately 3.8 million students
	Scholarships and Grants
Oct.2011	Participant, European Commission Program FP7.
to Oct.2013	
Mar.2010 to Jul.2011	Awarded, Master program fellowship, CNPq.
Jan.2009 to Dec.2009	Awarded, Undergraduate research scholarship, FAPEMIG.
Jan.2008 to Dec.2008	Awarded, Undergraduate research scholarship, CNPq.
Mar.2007 to Jan.2008	Awarded , Scholarship for winners OBMEP 2006 mathematics olympics, CNPq.
Mar.2006	Awarded, Scholarship for winners OBMEP 2005 mathematics olympics, CNPq.

 \circ Obs.: CNPq is the Brazilian national funding agency. FAPEMIG is the funding agency for the state of Minas Gerais, Brazil

Jan.2005 Awarded, High-school research scholarship, CNPq.

to Jan.2007

to Dec.2005