

Sihun Cha Ph.D. student, KAIST
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Education

Korea Advanced Institute of Science and Technology (KAIST) Ph.D. in Graduate School of Culture Technology - Supervisor: Junyong Noh	Daejeon, Korea Aug 2022 - 2026 (expected)
Korea Advanced Institute of Science and Technology (KAIST) Master in Graduate School of Culture Technology - Supervisor: Junyong Noh	Daejeon, Korea Aug 2020 - Aug 2022
Korea National University of Arts (K-Arts) Bachelor of Fine Arts	Seoul, Korea Feb 2013 - Feb 2020

Experience

Visual Media Lab Research Assistant - Topic: 3D Facial Animation, 3D Human Generation, Texture Generation - Supervisor: Junyong Noh	Daejeon, Korea Jan 2021 - Present
Mandatory Military Service ROK Army sergeant, honorable discharge	Uljin, Korea June 2015 - Mar 2017

Publication

(* denotes equal contribution)

LAFa: Leveraging Local Segment for Mesh-agnostic Audio-driven 3D Facial Animation Sihun Cha, Kwanggyoon Seo, Junyong Noh	(Under review)
Mesh Agnostic Audio-Driven 3D Facial Animation Kwanggyoon Seo*, Sihun Cha*, Hyunho Nah, Inyup Lee, Junyong Noh	(Under review)
Deep Learning-Based Facial Retargeting Using Local Patches Inyup Lee*, Yeonsoo Choi*, Sihun Cha, Seonghyeon Kim, Sunjin Jung, Junyong Noh	(Under review)
NeRFFaceSpeech: One-shot Audio-driven 3D Talking Head Synthesis via Generative Prior Gihoon Kim, Kwanggyoon Seo, Sihun Cha, Junyong Noh	CVPRW 2024
LeGO: Leveraging a Surface Deformation Network for Animatable Stylized Face Generation with One Example Soyeon Yoon, Kwan Yun, Kwanggyoon Seo, Sihun Cha, Jung Eun Yoo, Junyong Noh	CVPR 2024
Generating Texture for 3D Human Avatar from a Single Image using Sampling and Refinement Networks Sihun Cha, Kwanggyoon Seo, Amirsaman Ashtari, Junyong Noh	Eurographics 2023
Reference Based Sketch Extraction via Attention Mechanism Amirsaman Ashtari*, Chang Wook Seo*, Cholmin Kang, Sihun Cha, and Junyong Noh	SIGGRAPH Asia 2022
Generating 3D Human Texture from a Single Image with Sampling and Refinement Sihun Cha, Kwanggyoon Seo, Amirsaman Ashtari, Junyong Noh	SIGGRAPH 2022 Posters
"Anyway,": Two-player Defense Game via Voice Conversation Minki Hong*, YoungJun Choi*, Sihun Cha*	CHI Play 2021

Tech Transfer

eNgin Visual Wave

2022

- Method and apparatus for refining 3D texture

Patent

Apparatus and method for generating 3d object texture map, and recording medium storing instructions to perform method for generating 3d object texture map

2024

- US Patent App. 18/170,589

Project

Development of Universal Fashion Creation Platform Technology for Avatar Personality

Expression (KOCCA)

June 2023 – Present

- Project Manager
- Development of universal fashion creation technology and creative platform that enables general user's self-expression through intuitive avatar creation

Development of Core SW Technology for Realistic 3D Facial Animation Generation

Aug 2022 – Jan 2024

- Software Developer
- Developing the AI model for 3D facial animation and research on motion retargeting techniques between human and character

3D Cinemagraph for AR Contents Creation (IITP)

June 2021 – Dec 2022

- Software Developer
- Development of user-friendly content production technology that enables general users to easily transform a single image into immersive AR content where the background and characters within the image move and interact with real-world objects

Development of self-evolving AI Creation Platform (KOCCA)

June 2021 – Dec 2022

- Software Developer
- Development of a user-friendly animation creation platform through analysis of user input keywords and images for single creators

Teaching Assistant

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|---|-------------|
| • Sep -2023 TA, GCT522 Computer Graphics Theory and Application | KAIST, GSCT |
| • Mar-2023 TA, KAIST Cultural Festival | KAIST, GSCT |
| • Sep -2022 TA, KAIST Cultural Festival | KAIST, GSCT |
| • Sep -2021 TA, GCT576 Social Computing | KAIST, GSCT |