Kaizhang Kang

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Education

Sep. 2018 - June 2023 (expected) **Zhejiang University**
Ph.D. in Computer Science

Sep. 2014 - June 2018 **Zhejiang University**
B.S. in Computer Science
Honors Degree from Chu Kochen Honors College

Research Interests

My research interests include appearance/geometry acquisition & modeling. Based on the proposed differentiable acquisition framework, the published works mainly focus on how to efficiently and accurately digitize real objects.

Publications

- **Neural Reflectance Capture in the View-Illumination Domain**
  Kaizhang Kang, *Minyi Gu, Cihui Xie, Xuanda Yang, Hongzhi Wu and Kun Zhou*
  accepted by ***TVCG***
- **Learning Efficient Photometric Feature Transform for Multi-view Stereo**
  Kaizhang Kang, *Cihui Xie, Ruisheng Zhu, Xiaohe Ma, Ping Tan, Hongzhi Wu and Kun Zhou*
  Proc. ***ICCV 2021****, pp. 5956-5965*
- **Free-form Scanning of Non-planar Appearance with Neural Trace Photography**
  Xiaohe Ma, ***Kaizhang Kang****, Ruisheng Zhu, Hongzhi Wu and Kun Zhou*
  ACM Trans. Graph. (Proc. ***SIGGRAPH 2021****), 40, 4 (Aug. 2021), 124.*
- **Learning Efficient Illumination Multiplexing for Joint Capture of Reflectance and Shape**
  Kaizhang Kang*, Cihui Xie, Chengan He, Mingqi Yi, Minyi Gu, Zimin Chen, Kun Zhou and Hongzhi Wu*
  ACM Trans. Graph. (Proc. ***SIGGRAPH Asia 2019****), 38, 6 (Nov. 2019), 165.*
- **Efficient Reflectance Capture Using an Autoencoder**
  Kaizhang Kang*, Zimin Chen, Jiaping Wang, Kun Zhou and Hongzhi Wu*
  ACM Trans. on Graphics (Proc. ***SIGGRAPH 2018****), 37, 4 (Aug. 2018), 127.*

Honors & Awards

ACM SIGGRAPH Student Research Competition (2nd Place, Undergraduate Category) 2018

Microsoft Research Asia Fellowship 2021

Lu Zengyong CAD&CG High Technology Award (2nd Place) 2019

Skills

- **Deep learning.** I used deep learning in previous works to solve 3D modeling problems for both geometry and appearance, and the implementations are done with Pytorch and Tensorflow.
- **Computer vision & graphics.** My research in the past 4 years mainly focuses on Computer vision & graphics about how to digitize 3D objects in both high efficiency and high quality manner.
- **Hardware design.** I built hardware prototypes of lightstage and hand-held scanner from scratch, including PCB design, FPGA programming.

Languages

English	Proficient
Mandarin	Native
Japanese	Competent

Referees

Name	Hongzhi Wu
Lab	State Key Lab of CAD&CG, Zhejiang University
Position	Professor
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Name	Kun Zhou
Lab	State Key Lab of CAD&CG, Zhejiang University
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