Dong Du



Research Interests

Sketch-based Modeling, 3D/4D Reconstruction, 3D Shape/Scene Analysis, Image Processing

Education

- 2014–2021 **Ph.D. in Computational Mathematics**, *University of Science and Technology of China*, China. Supervisor: Prof. Ligang Liu, Advisors: Prof. Xiaoguang Han, Prof. Hongbo Fu.
- 2010–2014 **B.Sc. in Applied Mathematics**, *Nanjing University of Science and Technology*, China. Advisor: Prof. Ligang Liu.

Research Experience

- 2023–2024 **Postdoctoral Fellow**, *City University of Hong Kong*, Supervisor: Prof. Junhui Hou.
- 2021–2023 **Research Fellow**, *The Chinese University of Hong Kong, Shenzhen*, Supervisor: Prof. Xiaoguang Han.
- 2018–2021 **Research Associate**, *The Chinese University of Hong Kong, Shenzhen*, Supervisor: Prof. Xiaoguang Han.
- 2017–2018 Research Associate, City University of Hong Kong, Supervisor: Prof. Hongbo Fu.

Publications

- CVPR 2023 Xiangyu Zhu*, **Dong Du***, Weikai Chen, Zhiyou Zhao, Yinyu Nie, Xiaoguang Han. **NerVE: Neural Volumetric Edges for Parametric Curve Extraction from Point Cloud**. IEEE Conference on Computer Vision and Pattern Recognition, 2023.
- UIST 2021 Zhongjin Luo, Jie Zhou, Heming Zhu, **Dong Du**, Xiaoguang Han, Hongbo Fu. **SimpModeling: Sketching Implicit Field to Guide Mesh Modeling for 3D Animalmorphic Head Design**. The 34th Annual ACM Symposium on User Interface Software and Technology, 2021.
- TVCG 2020 **Dong Du**, Xiaoguang Han, Hongbo Fu, Feiyang Wu, Yizhou Yu, Shuguang Cui, and Ligang Liu. **SAniHead: Sketching Animal-like 3D Character Heads Using a View-surface Collaborative Mesh Generative Network**. IEEE Transactions on Visualization and Computer Graphics, 2020.
 - CGF 2020 **Dong Du**, Heming Zhu, Yinyu Nie, Xiaoguang Han, Shuguang Cui, Yizhou Yu, Ligang Liu. **Learning Part Generation and Assembly for Sketching Man-made Objects**. Computer Graphics Forum, 2020.
- 3DV 2020 **Dong Du**, Zhiyi Zhang, Xiaoguang Han, Shuguang Cui, Ligang Liu. **VIPNet: A Fast and Accurate Single-View Volumetric Reconstruction by Learning Sparse Implicit Point Guidance**. International Conference on 3D Vision, 2020.
- ECCV 2020 Heming Zhu, Yu Cao, Hang Jin, Weikai Chen, **Dong Du**, Zhangye Wang, Shuguang Cui, Xiaoguang Han. **Deep Fashion3D: A Dataset and Benchmark for 3D Garment Reconstruction from Single Images**. European Conference on Computer Vision, 2020 (Oral).

- CVPR 2020 Yiqun Lin, Zizheng Yan, Haibin Huang, **Dong Du**, Ligang Liu, Shuguang Cui, Xiaoguang Han. **FPConv: Learning Local Flattening for Point Convolution**. IEEE Conference on Computer Vision and Pattern Recognition, 2020.
- CVPR 2019 Xiaoguang Han, Zhaoxuan Zhang, **Dong Du**, Mingdai Yang, Jingming Yu, Pan Pan, Xin Yang, Ligang Liu, Zixiang Xiong, Shuguang Cui. **Deep Reinforcement Learning of Volume-Guided Progressive View Inpainting for 3D Point Scene Completion from a Single Depth Image**. IEEE Conference on Computer Vision and Pattern Recognition, 2019 (Oral).
- TVCG 2018 Xiaoguang Han, Kangcheng Hou, **Dong Du**, Yuda Qiu, Shuguang Cui, Kun Zhou, Yizhou Yu. **CaricatureShop: Personalized and Photorealistic Caricature Sketching**. IEEE Transactions on Visualization and Computer Graphics, 2018.
 - i3D 2018 Wanchao Su, **Dong Du**, Xin Yang, Shizhe Zhou, Hongbo Fu. **Interactive Sketch-Based Normal Map Generation with Deep Neural Networks**. ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, 2018.
- JUSTC 2017 Dong Du, Shiwei Wang, Ligang Liu. The Research and Development of Dynamic Creatures Design Based on Mechanics. Journal of University of Science and Technology of China, 2017.

Selected Projects

- 2022 SketchMetaFace: A Learning-based Sketching Interface for Free-style and High-fidelity 3D Character Face Modeling, Submitted to TVCG 2022.
 - An easy-to-use sketching system designed for amateur users to create free-style and high-fidelity 3D character faces in minutes using 2D curvature-aware strokes.
- 2022 PIFu for the Real World: A Self-supervised Framework to Reconstruct Dressed Human from Single-view Images, Submitted to TIP.
 - An end-to-end self-supervised network using depth-guided volume-/surface-aware SDF learning to improve the generalization of PIFu(HD) by utilizing abundant and diverse in-the-wild images.
- 2022 **3D Keypoint Estimation using Implicit Representation Learning**, Submitted to TVCG.
 - An implicit representation for unfixed 3D keypoint estimation of general objects with various topology and geometry, which is robust to diverse inputs, e.g., complete/partial point clouds, single-view images.
- 2020 Portrait-IDE: Implicit-guided accurate single-view Depth Estimation for human portraits.
 - A learning-based method is proposed to integrate implicit shape learning into the depth generation on image space, and achieves high-fidelity and efficient single-view depth estimation for human portraits.
- 2017 Sketch2Model: Volumetric Modeling and Segmentation with Single View Sketching.
 - A local-to-global/coarse-to-fine solution is proposed for inferring 3D volumetric shapes from single-view sketch input by learning part generation and part assembly simultaneously.

Academic Services

2020-2023 Journal Reviewer of C&G, TVCJ.

Conference Reviewer of CVPR, ECCV, IJCAI, BMVC, VR, 3DV.

Skills

Language Chinese, English.

Coding Familiar with C++, Python.

Framework Familiar with deep learning frameworks, such as PyTorch, TensorFlow, and Caffe.

References

- **Ligang Liu** Full Professor at University of Science and Technology of China, my Ph.D. supervisor. Email: lgliu@ustc.edu.cn
- **Hongbo Fu** Full Professor at City University of Hong Kong, my academic advisor in 2017-2018. Email: hongbofu@cityu.edu.hk

Xiaoguang Assistant Professor at the Chinese University of Hong Kong, Shenzhen, my academic advisor in

Han 2018-2023. Email: hanxiaoguang@cuhk.edu.cn

Junhui Hou Associate Professor at City University of Hong Kong, my postdoc advisor in 2023-2024. Email:

jh.hou@cityu.edu.hk