# J. Daniel Subias, Ph.D.

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🌐 https://dsubias.github.io/

## Employment History

2022    🚩 **Researcher Assistant,** Graphics & Imaging Lab, University of Zaragoza.

2021    🚩 **Researcher Assistant,** Endomapper, University of Zaragoza .

2020    🚩 **Software Engineering,** Bitbrain, Zaragoza.

## Education

2022 – Present    🚩 **Ph.D. Computer Graphics**, University of Zaragoza.
Thesis title: *Intuitive Perception, Modeling, and Editing of Appearance.*

2021 – 2022    🚩 **M.Sc. Applied and Theoretical Mathematics**, Polytechnic University of Valencia.
Thesis title: *In-the-wild Material Appearance Editing using Perceptual Attributes.*

2017 – 2021    🚩 **B.Sc. Computer Science**, University of Zaragoza.
Thesis title: *3D Modeling of the Colon from Real Colonoscopies using Multi-view Geometry.*

## Research Publications

### Journal Articles

**1**   J. Guerrero-Viu*, J. D. Subias*, A. Serrano, *et al.*, "Predicting Perceived Gloss: Do Weak Labels Suffice?" *Computer Graphics Forum, Eurographics*, 2024, ISSN: 1467-8659. 🔗 DOI: 10.1111/cgf.15037.

**2**   J. D. Subias and M. Lagunas, "In-the-wild Material Appearance Editing using Perceptual Attributes," *Computer Graphics Forum, Eurographics*, 2023, ISSN: 1467-8659. 🔗 DOI: 10.1111/cgf.14765.

### Posters

**1**   J. D. Subías Sarrato and M. Lagunas, "In-the-wild material appearance editing using perceptual attributes," in *Jornada de Jóvenes Investigadores del I3A*, vol. 11, Jul. 2023. 🔗 DOI: 10.26754/jjii3a.20239043.

## Teaching

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|---|---|---|
| Bachelor Level (Fall 2023/24) | 🚩 | Computer Graphics. |
| Master Level (Spring 2023/24) | 🚩 | Virtual Reality. |
| Bachelor Level (Fall 2024/25) | 🚩 | Computer Graphics. |
| Master Level (Spring 2024/25) | 🚩 | Virtual Reality. |

## Supervision

2023    🚩 **Assessing Uncertainty in Generative Adversarial Networks for Material Editing**, Bachelor Thesis - Pablo Lacueva

🚩 **Stylized Image Browser Based on the CLIP Latent Space**, Bachelor Thesis - Saúl Daniel

# Dissemination

2023    **In-the-wild Material Appearance Editing using Perceptual Attributes**, Full-paper presentation at Eurographics 2023.

**Computer graphics? What is that? (Dissemination Talk)**, IES Hermanos Argensola.

2024    **Predicting Perceived Gloss: Do Weak Labels Suffice?**, Full-paper presentation at Eurographics 2024.

**Intuitive Perception, Modeling, and Editing of Appearance**, Doctoral Consortium at Eurographics 2024.

**Behind the Digital Curtain: We See Life Through Screens (Dissemination Talk)**, Salas Altas, Huesca.

# Miscellaneous Experience

## Awards and Achievements

2022    **Spanish Protectoral Grant**, Government of Aragon.

2024    **Doctoral Consortium**, Eurographics 2024.

# Professional Services

Review Services    Computers & Graphics and ACM Transactions on Applied Perception.