

# J. Daniel Subias, Ph.D.

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🌐 José Daniel Subías Sarrato

🌐 <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






- 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



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- 2023     **In-the-wild Material Appearance Editing using Perceptual Attributes**, Full-paper presentation at Eurographics 2023.
- 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.
- 2024     **Intuitive Perception, Modeling, and Editing of Appearance**, Doctoral Consortium at Eurographics 2024.
- 2024     **Behind the Digital Curtain: We See Life Through Screens (Dissemination Talk)**, Salas Altas, Huesca.

## Miscellaneous Experience


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### Awards and Achievements

- 2022     **Spanish Protectoral Grant**, Government of Aragon.
- 2024     **Doctoral Consortium**, Eurographics 2024.

## Professional Services

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