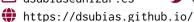
J. Daniel Subias, Ph.D.

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in Daniel Subias



Employment History

2025 **Research Intern,** Adobe, France.

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.

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

- J. D. Subias, S. Daniel-Soriano, D. Gutierrez, and A. Serrano, "Artist-inator: Text-based, gloss-aware non-photorealistic stylization," *Computer Graphics Forum, Eurographics Symposium on Rendering*, vol. 44, no. 4, 2025. ODI: 10.1111/cgf.70182.
- 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. ODI: 10.1111/cgf.15037.
- J. D. Subias and M. Lagunas, "In-the-wild Material Appearance Editing using Perceptual Attributes," Computer Graphics Forum, Eurographics, 2023, ISSN: 1467-8659. ODI: 10.1111/cgf.14765.

Posters

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. ODOI: 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

- 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

- 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.
- 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.
- Artist-Inator: Text-based, Gloss-aware Non-photorealistic Stylization, Full-paper presentation at Eurographics Symposium on Rendering 2025.

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.