

J. Daniel Subias, Ph.D.

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🐦 @d_subias

in Daniel Subias

🌐 <https://dsubias.github.io/>



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.*
- 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. 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. 🔗 DOI: 10.1111/cgf.70182.
- 2 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.
- 3 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


- 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.
- 2025  **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.**