

Feilin Han

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Summary

My research interests mainly lie in Film PreViz and Virtual Production under virtual Environments, especially in Cinematic Virtual Reality (Virtual Cinematography, VR Previz, interactive VR filmmaking) and Digital Media Technology (Motion Capture, 3D Human Digitalization, Digital Asset Management), exploring immersion, interaction, and perception.

Education

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| Zhejiang University , Ph.D. in Digital Art and Design | Sept. 2014 to Dec. 2019 |
| <ul style="list-style-type: none">• Department of Digital Media Technology• Research Interests: Motion Capture, Digital Human, 3D Animation. | |
| Shandong University , B.S. in Digital Media Technology | Sept. 2010 to Jun. 2014 |
| <ul style="list-style-type: none">• School of Software Engineering• GPA: 3.8/4.0. | |
| University of California, Los Angeles , Summer School | July. 2011 to Sept. 2011 |
| <ul style="list-style-type: none">• School of Theater, Film, and Television• Courses: Introduction to Theater, Cinematography. | |

Experience

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| Nanyang Technological University , Visiting Lecturer | Singapore |
| <ul style="list-style-type: none">• The School of Art, Design and Media.• Teaching: Virtual Reality and Stereo3D Production.• FYP Supervisor: 3D Animation and Games in VR. | Nov. 2023 to Now |
| Beijing Film Academy , Lecturer | Beijing, China |
| <ul style="list-style-type: none">• Department of Film and TV Technology.• Teaching: Virtual Reality Technology, Virtual Production.• M.A./MFA Supervisor: Advanced Technology and Application in Film Production. | Jan. 2020 to Nov. 2023 |
| Bournemouth University , Visiting Scholar | Bournemouth, UK |
| <ul style="list-style-type: none">• National Centre for Computer Animation.• Marie Curie Research Fellow.• Project: 3D Animation and Motion Capture. | Aug. 2016 to July 2017 |

Publications

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| An Analytical Study of Visual Attention Behavior in Viewing Panoramic Video | Nov. 2023 |
| Feilin Han , Ying Zhong, Ke-Ao Zhao.
<i>The 4th International Workshop on Human-centric Multimedia Analysis</i> | |
| A Metadata Generation System with Semantic Understanding for Video Retrieval in Film Production | Nov. 2022 |
| Feilin Han , Zhaoxu Meng.
<i>IEEE International Conference on Virtual Reality and Visualization (ICVRV)</i> | |

Evaluating the Effect of Cinematography on the Viewing Experience in Immersive Environment

July 2022

Feilin Han, Ying Zhong, Minxi Zhou.

IEEE International Conference on Multimedia and Expo (ICME)

Projects

Austria Culture Heritage Digitization

Aug. 2023 to Now

- 360-degree panorama and Stereo3D video production.
- Supported by European Capitals of Culture

Advanced Technology in Digital Film-making

Jan. 2021 to Dec. 2022

- Supported by National Social Science Fund of China.

Awards

Committee of 100 Scholars Program Award.

For Leadership, qualities, academic excellence, and community service
Dec. 2018

Marie Curie International Incoming Fellowship

ERC 7th Framework Programme.
July 2016

Skills

Languages: Native in Chinese (Mandarin), Professional in English, Intermediate in Korean

Software: Adobe Master Collection, Unreal Engine, Final Cut Pro, DaVinci Resolve