GAURAV CHAURASIA

DISNEY RESEARCH ZURICH, STAMPFENBACHSTRASSE 48, ZURICH 8006, SWITZERLAND

RESEARCH INTERESTS

Image-based rendering and 3D reconstruction

Model extraction from RGB-D data

Compilers and GPU acceleration for image synthesis

Convolutional Neural networks for computational photography

Neural networks for 2D/3D synthesis

EXPERIENCE

2015- DISNEY RESEARCH ZURICH

Zurich, Switzerland

Postdoctoral Associate (computer vision)

2014-2015 MASSACHUSETTS INSTITUTE OF TECHNOLOGY

Cambridge MA, USA

Postdoctoral Associate (Advisor: Prof. Frédo Durand)

EDUCATION

2010-2014 INRIA Sophia Antipolis, France

Ph.D in Computer Science (Advisor: Dr. George Drettakis)

Dissertation: Algorithms and perceptual analysis for interactive free viewpoint image-

based navigation

2009-2010 ENSIMAG Grenoble, France

M.Sc in Computer Science

2005-2009 Indian Institute of Technology Delhi New Delhi, India

B.Tech in Computer Science (Advisor: Prof. Subodh Kumar)

DISSERTATION: Real time traffic simulation

VISITING POSITIONS

Aug 2013 MASSACHUSETTS INSTITUTE OF TECHNOLOGY Cambridge MA, USA

Visiting student (Advisor: Prof. Frédo Durand)
Parallel execution of non-parallel recursive filters.

Aug 2012 University of California Berkeley Berkeley CA, USA

Visiting student (Advisor: Prof. Ravi Ramamoorthi)

Procedural noise functions for synthesizing non-Gaussian textures.

Feb-Jun 2010 INRIA Sophia Antipolis, France

Research intern (Advisor: Dr. George Drettakis) Image-based rendering for urban scenes.

Summer 2008 NVIDIA Bangalore, India

Intern (Embedded graphics group)

OpenGL-ES extensions for GPU driver for embedded systems, OpenGL-ES 2.0 confor-

mance test suite bugs.

Summer 2007 DUBLIN CITY UNIVERSITY

Dublin, Ireland

Research intern (Advisor: Dr. Derek Molloy)

Memory exercises as 3D games and user studies to test effect of 3D user interfaces on human recall.

PUBLICATIONS

2016 M. Gharbi, G. Chaurasia, S. Paris, F. Durand

Deep joint demosaicking and denoising

ACM Transactions on Graphics (SIGGRAPH Asia) [www] [DOI]

ST Digumarti, G. Chaurasia, A. Taneja, A. Thomas, R. Siegwart, P. Beardsley

Underwater 3D capture using a low-cost commercial depth camera

IEEE Winter Conference on Applications of Computer Vision (WACV) [www] [DOI]

2015 M. Gharbi, Y. Shih, G. Chaurasia, J. Ragan-Kelley, S. Paris, F. Durand

Transform recipes for efficient cloud photo enhancement

ACM Transactions on Graphics (SIGGRAPH Asia) [www] [DOI]

S. Duchêne, C. Riant, <u>G. Chaurasia</u>, J. Lopez-Moreno, PY Laffont, S. Popov, A. Bousseau, G. Drettakis

Multi view intrinsic decomposition and relighting

ACM Transactions on Graphics (presented at SIGGRAPH) [www] [DOI]

G. Chaurasia, J. Ragan-Kelley, S. Paris, G. Drettakis, F. Durand

Compiling high performance recursive filters

High Performance Graphics [www] [DOI]

M. Benoit, R. Guerchouche, PD Petit, E. Chapoulie, V. Manera, <u>G. Chaurasia</u>, G. Drettakis, P. Robert

Is it possible to use highly realistic virtual reality in the elderly? A feasibility study with image-based rendering

Journal of Neuropsychiatric Disease and Treatment [www] [DOI]

E. Chapoulie, R. Guerchouche, PD Petit, <u>G. Chaurasia</u>, P. Robert, G. Drettakis Reminiscence therapy using image-based rendering in VR

IEEE Virtual Reality (IEEE VR) [www] [DOI]

2013 G. Chaurasia, S. Duchene, O. Sorkine-Hornung, G. Drettakis

Depth synthesis and local warps for plausible image-based navigation

ACM Transactions on Graphics (presented at SIGGRAPH) [www] [DOI]

P. Vangorp, C. Richardt, E.A. Cooper, G. Chaurasia, M.S. Banks, G. Drettakis

Perception of perspective distortions in image-based rendering

ACM Transactions on Graphics (SIGGRAPH) [www] [DOI]

2011 G. Chaurasia, O. Sorkine, G. Drettakis

Silhouette-aware warping for image-based rendering

Computer Graphics Forum (Eurographics Symposium on Rendering) [www] [DOI]

P. Vangorp, G. Chaurasia, PY Laffont, R. Fleming, G. Drettakis

Perception of visual artifacts in image-based rendering of façades

Computer Graphics Forum (Eurographics Symposium on Rendering) [www] [DOI]

M. Cabral, P. Vangorp, G. Chaurasia, E. Chapoulie, M. Hachet, G. Drettakis

A multimode immersive conceptual design system for architectural modeling and lighting *IEEE Symposium on 3D User Interfaces (IEEE 3DUI)* [www] [DOI]

2010 <u>G. Chaurasia</u>, B.R. Selvamani, N. Gupta, S. Kumar

Virtual chaotic traffic simulation

Indian Conference on Computer Vision, Graphics and Image Processing (ICVGIP) [www] [DOI]

	PROFESSIONAL ACTIVITIES
	ACM Transactions on Graphics
	SIGGRAPH
	SUPERVISION
Spring 2013	Andrin Jenal (masters thesis)
	TEACHING
Spring 2016	Advanced Topics in Computer Graphics & Vision Seminar 252-570I-00L ETH Zurich Advanced Topics in Computer Graphics Seminar 252-5704-00L ETH Zurich TA: Digital & Computational Photography 6.815/6.865 MIT
	SCHOLARSHIPS AND AWARDS
Aug 2009 May 2007	Scholarship for 12 week research internship 'ODCSSS-07' in Dublin by Science Foundation of Ireland.
Jun 2005	All India Rank 54 in IIT-JEE 2005 (entrance examination for Indian Institutes of Technology) amongst nearly 300,000 aspirants.
	TECHNICAL SKILLS
	C++, MATLAB, Python, OpenGL, GLSL, CUDA, OpenCV, Java, LATEX, SVN, Git, Bash, Vim, Visual Studio

REFERENCES

Dr. George Drettakis

Director of Research, INRIA Sophia Antipolis, France

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Prof. Frédo Durand

Dr. Sylvain Paris

Senior Researcher, Adobe Research, Cambridge MA, USA

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