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-till date DISNEY RESEARCH ZURICH

Zurich, Switzerland

Postdoctoral Associate (computer vision)

2014-2015 MASSACHUSETTS INSTITUTE OF TECHNOLOGY

Cambridge MA, USA

Postdoctoral Associate (Adviser: Prof. Frédo Durand)

EDUCATION

2010-2014 INRIA Sophia Antipolis, France

Ph.D in Computer Science (Adviser: 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 (Adviser: Prof. Subodh Kumar)

DISSERTATION: Real time traffic simulation

VISITING POSITIONS

Aug 2013 MASSACHUSETTS INSTITUTE OF TECHNOLOGY Cambridge MA, USA

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

Aug 2012 University of California Berkeley Berkeley CA, USA

Visiting student (Adviser: Prof. Ravi Ramamoorthi)

Procedural noise functions for synthesizing non-Gaussian textures.

Feb-Jun 2010 INRIA Sophia Antipolis, France

Research intern (Adviser: 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 (Adviser: Dr. Derek Molloy)

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

recall.

PUBLICATIONS

2016 Deep joint demosaicking and denoising

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

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

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

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

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

2015 Transform recipes for efficient cloud photo enhancement

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

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

Multi view intrinsic decomposition and relighting

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

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

Compiling high performance recursive filters

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

High Performance Graphics [www] [DOI]

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

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

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

2014 Reminiscence therapy using image-based rendering in VR

E. Chapoulie, R. Guerchouche, PD Petit, <u>G. Chaurasia</u>, P. Robert, G. Drettakis *IEEE Virtual Reality (IEEE VR)* [www] [DOI]

2013 Depth synthesis and local warps for plausible image-based navigation

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

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

Perception of perspective distortions in image-based rendering

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

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

2011 Silhouette-aware warping for image-based rendering

G. Chaurasia, O. Sorkine, G. Drettakis

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

Perception of visual artifacts in image-based rendering of façades

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

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

A multimode immersive conceptual design system for architectural modeling and lighting

M. Cabral, P. Vangorp, <u>G. Chaurasia</u>, E. Chapoulie, M. Hachet, G. Drettakis

IEEE Symposium on 3D User Interfaces (IEEE 3DUI) [www] [DOI]

2010 Virtual chaotic traffic simulation

G. Chaurasia, B.R. Selvamani, N. Gupta, S. Kumar

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

SUPERVISED THESES

Spring 2017 RNN-based generative model for learning and synthesis of tree skeletons

Andrin Jenal

Master's thesis, ETH Zurich

TEACHING

Autumn 2016	Advanced Topics in Computer Graphics & Vision Seminar 252-5701-00L ETH Zurich
Spring 2016	Advanced Topics in Computer Graphics Seminar 252-5704-00L ETH Zurich
Spring 2015	TA: Digital & Computational Photography 6.815/6.865

PROFESSIONAL ACTIVITIES

Journal reviews	ACM Transactions on Graphics
	SIGGRAPH 2012, 2016 SIGGRAPH Asia 2013, 2016, 2017 Eurographics 2012, 2016 High Performance Graphics 2016 Pacific Graphics 2014, 2015, 2016 Virtual Reality Science & Technology 2016

SCHOLARSHIPS AND AWARDS

- Aug 2010 PhD fellowship (Allocation de Recherche) by the French ministry for PhD studies.
- Aug 2009 Scholarship of Excellence (Bourse d'Excellence) by ENSIMAG for Master's studies.
- 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

Available on request.