GAURAV CHAURASIA

DISNEY RESEARCH ZURICH, STAMPFENBACHSTRASSE 48, ZURICH 8006, SWITZERLAND

RESEARCH INTERESTS

Image-based rendering

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 (exploratory)

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

- Deep joint demosaicking and denoising

 ACM Trans. Graph. 35(6) (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]
- M. Gharbi, Y. Shih, <u>G. Chaurasia</u>, J. Ragan-Kelley, S. Paris, F. Durand Transform recipes for efficient cloud photo enhancement *ACM Trans. Graph.* 34(6) (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 Trans. Graph. 34(5) [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* [www] [DOI]
- On Sorkine-Hornung, G. Drettakis Depth synthesis and local warps for plausible image-based navigation *ACM Trans. Graph. 32(3)* [www] [DOI]
- P. Vangorp, C. Richardt, E.A. Cooper, <u>G. Chaurasia</u>, M.S. Banks, G. Drettakis Perception of perspective distortions in image-based rendering *ACM Trans. Graph. 32(4) (SIGGRAPH)* [www] [DOI]
- G. Chaurasia, O. Sorkine, G. Drettakis
 Silhouette-aware warping for image-based rendering
 Comput. Graph. Forum 30(4) (EGSR) [www] [DOI]
- P. Vangorp, <u>G. Chaurasia</u>, PY Laffont, R. Fleming, G. Drettakis Perception of visual artifacts in image-based rendering of façades *Comput. Graph. Forum 30(4) (EGSR)* [www] [DOI]
- M. Cabral, P. Vangorp, <u>G. Chaurasia</u>, 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
Journal reviews	ACM Transactions on Graphics 2016 ACM Transactions on Applied Perception 2014 Computer Graphics Forum 2015 IEEE Transactions on Visualization and Computer Graphics 2015, 2016 The Visual Computer 2016, 2017 Computers and Graphics 2015, 2017 IEEE Signal Processing Letters 2015 Journal of Signal Image and Video Processing 2013
	SIGGRAPH2012, 2016SIGGRAPH Asia2013, 2016Eurographics2012, 2016High Performance Graphics2016Pacific Graphics2014, 2015, 2016Virtual Reality Science & Technology2016
	SUPERVISION
Spring 2013	Andrin Jenal (master 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	PhD fellowship (<i>Allocation de Recherche</i>) by the French ministry for PhD studies. Scholarship of Excellence (<i>Bourse d'Excellence</i>) by ENSIMAG for Master's studies. Scholarship for 12 week research internship 'ODCSSS-07' in Dublin by Science Foundation of Ireland. 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

↑ http://people.csail.mit.edu/sparis/ ■ sparis@adobe.com