

# GAURAV CHAURASIA

OCULUS, ZURICH, SWITZERLAND

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## RESEARCH INTERESTS

Computer vision and machine learning for VR and related applications.  
3D reconstruction and fitting to RGB-D data.  
Neural networks for 2D/3D synthesis.  
Hardware acceleration – compilers, GPGPU, ARM-optimisation.

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## EXPERIENCE

2018–till date	<b>OCULUS</b> <i>Computer Vision</i>	<i>Zurich, Switzerland</i>
2015–2017	<b>DISNEY RESEARCH ZURICH</b> <i>Associate Research Scientist (computer vision)</i>	<i>Zurich, Switzerland</i>
2014–2015	<b>MASSACHUSETTS INSTITUTE OF TECHNOLOGY</b> <i>Postdoctoral Associate (Adviser: Prof. Frédo Durand)</i>	<i>Cambridge MA, USA</i>

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## EDUCATION

2010–2014	<b>INRIA</b> <i>Ph.D in Computer Science (Adviser: Dr. George Drettakis)</i> Algorithms and perceptual analysis for interactive free viewpoint image-based navigation	<i>Sophia Antipolis, France</i>
2009–2010	<b>ENSIMAG</b> <i>M.Sc in Computer Science</i>	<i>Grenoble, France</i>
2005–2009	<b>INDIAN INSTITUTE OF TECHNOLOGY DELHI</b> <i>B.Tech in Computer Science (Adviser: Prof. Subodh Kumar)</i> Real time traffic simulation	<i>New Delhi, India</i>

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## VISITING POSITIONS

Aug 2013	<b>MASSACHUSETTS INSTITUTE OF TECHNOLOGY</b> <i>Visiting student (Adviser: Prof. Frédo Durand)</i> Parallel execution of non-parallel recursive filters.	<i>Cambridge MA, USA</i>
Aug 2012	<b>UNIVERSITY OF CALIFORNIA BERKELEY</b> <i>Visiting student (Adviser: Prof. Ravi Ramamoorthi)</i> Procedural noise functions for synthesizing non-Gaussian textures.	<i>Berkeley CA, USA</i>
Feb–Jun 2010	<b>INRIA</b> <i>Research intern (Adviser: Dr. George Drettakis)</i> Image-based rendering for urban scenes.	<i>Sophia Antipolis, France</i>
Summer 2008	<b>NVIDIA</b> <i>Intern (Embedded graphics group)</i> OpenGL-ES extensions for GPU driver for embedded systems, OpenGL-ES 2.0 conformance test suite bugs.	<i>Bangalore, India</i>

Research intern (Adviser: Dr. Derek Molloy)

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

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## PUBLICATIONS

- 2018 **RNN-based generative model for fine-grained sketching**  
A. Jenal, N. Savinov, T. Sattler, G. Chaurasia  
*European Conference on Computer Vision (under review)*
- 2017 **Editable parametric dense foliage from 3D capture**  
G. Chaurasia, P. Beardsley  
*IEEE International Conference on Computer Vision (ICCV)* [www] [doi]
- 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. Duchene, C. Riant, G. Chaurasia, 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, G. Chaurasia, 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, G. Chaurasia, P. Robert, G. Drettakis  
*IEEE Virtual Reality* [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, EA Cooper, G. Chaurasia, MS 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 (EGSR)* [www] [doi]

## Perception of visual artifacts in image-based rendering of facades

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

*Computer Graphics Forum (EGSR)* [www] [doi]

## A multimode immersive conceptual design system for architectural modeling and lighting

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

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

## 2010 Virtual chaotic traffic simulation

G. Chaurasia, BR Selvamani, N. Gupta, S. Kumar

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

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### SUPERVISED THESES

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

Andrin Jenal

*Master's thesis, ETH Zurich*

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### TEACHING

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

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### PROFESSIONAL ACTIVITIES

Grant proposal National Science Foundation (USA).....2017  
reviews Agence Nationale de la Recherche (France)..... 2018

Journal reviews ACM Transactions on Graphics.....2016, 2017, 2018  
ACM Transactions on Applied Perception.....2014  
IEEE Transactions on Image Processing..... 2018  
IEEE Transactions on Visualization and Computer Graphics ..... 2015, 2016  
Computer Graphics Forum ..... 2015  
The Visual Computer.....2016, 2017  
Computers and Graphics ..... 2015, 2017  
IEEE Signal Processing Letters ..... 2015  
Journal of Signal Image and Video Processing.....2013

Conference reviews CVPR ..... 2018  
ACCV.....2018  
SIGGRAPH.....2012, 2016  
SIGGRAPH Asia ..... 2013, 2016, 2017, 2018  
Eurographics..... 2012, 2016  
Pacific Graphics..... 2014, 2015, 2016  
High Performance Graphics ..... 2016  
Virtual Reality Science and Technology (VRST).....2016

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### 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.

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**TECHNICAL SKILLS**

C++, Matlab, Python, OpenGL, GLSL, CUDA, OpenCV, LaTeX, Git, SVN, Bash, Vim, Java, Visual Studio

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**REFERENCES** Available on request