Inseo Jang

isjang0807@gmail.com github

Great Day! I study and research Computer Graphics.

Currently, I am a Ph.D student at VML KAIST in South Korea, advised by Prof. Junyong Noh. My research area is motion retargeting in character animation. Especially, I focus on retargeting interaction motions between multiple characters of various shapes that animators can use!

During my master's degree, I was in GML advised by Prof. Hyeong-Seok Ko. I studied cloth simulation and conducted research on improving the simulation speed. I am grateful for the opportunity to learn new things and look forward to experiencing new challenges.

Research Topic. Character animation, Motion retargeting, Cloth simulation

Education

KAIST **2019-current**

• Ph.D. in Graduate School of Culture Technology

• Supervisor: Junyong Noh

• Thesis: Geometry-aware motion retargeting

Seoul National University **2016-2019**

• MS in Department of Electrical and Computer Engineering

• Supervisor: Hyeongseok Ko

• Thesis: Pattern mirroring method for Fast cloth simulation

Konkuk University **2012-2016**

• BS in Department of Electronics Engineering

Work Experience

AI development team, KAI studio **May. 2024 –June. 2024**

• Topic**:** Motion retargeting for different character

Mixed-Signal Electronics Lab, Konkuk University **Feb. 2015 – Mar. 2015**

• Topic**:** Hardware Description Language (HDL) and Verilog

Publication

Geometry-aware motion retargeting for two-character interaction **In submission**

Inseo Jang, Soojin Choi, Seokhyeon Hong, Chaelin Kim, Junyong Noh

Pattern mirroring method for fast cloth simulation **KCGS 2018**

Inseo Jang, Sangbin Lee, Hyeongseok Ko

Project

KOCCA Development of self-evolving AI creation platform **2020 - 2022**

Develop user-friendly tool for a single creator that generates a three-dimensional character and virtual scene from a single image and easy motion editing tool by sketch.

IITP 3D Cinemagraph for AR Contents Creation **2020 - 2022**

Develop user-friendly content production technology that enables general users to easily transform a single image into immersive AR contents where background and characters within the image move and interact with real-world objects.

SAMSUNG **2019**

SAMSUNG AR Project

Academic Service

TA Introduction of programming and computer graphics 2018

Skills

Programming Skils

C++, Python, Pytorch

3D Software

Unity, Unreal, Maya