# Qi Sun

#### **EDUCATION**

Doctor of Philosophy

Computer Science, Stony Brook University, Stony Brook, NY

Advisor: Distinguished Professor Arie Kaufman

Dissertation: Computational Methods for Immersive Perception

Q IEEE VR 2019 Best Dissertation Award

Bachelor of Science2013/08Mathematics, Taishan Honors College, Shandong University, China2010/10 - 2013/08Computer Science, Shandong University, China2009/09 - 2010/10

#### **EMPLOYMENT**

Research Scientist 2018/06 - Now

Adobe Research, San Jose, CA

**Research Intern** 2017/07 - 2017/09

Adobe Research, Procedural Imaging Group, San Jose, CA

With by Paul Asente, Cynthia Lu and Li-Yi Wei

**Research Intern** 2017/04 - 2017/07

**NVIDIA Research**, New Experiences Group, Redmond, WA

With Anjul Patney, Morgan McGuire, Omer Shapira, Aaron Lefohn and David Luebke

**Research Intern** 2016/06 - 2016/08

NVIDIA Research, New Experiences Group, Santa Clara, CA

With Fu-Chung Huang, Joohwan Kim and David Luebke

**Research Intern** 2012/11 - 2013/02

Microsoft Research Asia, Hardware Computing Group, Beijing, China

#### RESEARCH INTERESTS

My research bridges computer graphics, human-computer interaction, VR/AR, and human visual optics. Beyond academic publications, my research has also been demonstrated to hundreds of users, attracted major media (e.g., BBC) reports, won an IEEE VR best dissertation award, and transferred to commercial systems reaching 40,000+ customers.

## **PUBLICATIONS**

## **Top-Tier Journal/Conference Full Papers:**

7 Eccentricity Effects on Blur and Depth Perception

**Qi Sun**, Fu-Chung Huang, Li-Yi Wei, David Luebke, Arie Kaufman, Joohwan Kim Optics Express Vol. 28 No. 5, 2020

## 6 DiffTaichi: Differentiable Programming for Physical Simulation

Yuanming Hu, Luke Anderson, Tzu-Mao Li, **Qi Sun**, Nathan Carr, Jonathan Ragan-Kelley, Frédo Durand

International Conference on Learning Representations (ICLR) 2020

## 5 Learning to Reconstruct 3D Manhattan Wireframes from a Single Image

Yichao Zhou, Haozhi Qi, Simon Zhai, **Qi Sun**, Zhili Chen, Li-Yi Wei, Yi Ma ICCV 2019 (Oral Presentation, 4.3% acceptance rate)

## 4 Reducing Simulator Sickness with Perceptual Camera Control

Ping Hu, **Qi Sun**, Piotr Didyk, Li-Yi Wei, Arie Kaufman ACM Transactions on Graphics (SIGGRAPH Asia 2019)

#### 3 Towards Virtual Reality Infinite Walking: Dynamic Saccadic Redirection

**Qi Sun**, Anjul Patney, Li-Yi Wei, Omer Shapira, Jingwan Lu, Paul Asente, Suwen Zhu, Morgan McGuire, David Luebke, Arie Kaufman

ACM Transactions on Graphics (SIGGRAPH 2018) [BBC interview]

#### 2 Perceptually-Guided Foveation for Light Field Displays

**Qi Sun**, Fu-Chung Huang, Joohwan Kim, Li-Yi Wei, David Luebke, Arie Kaufman ACM Transactions on Graphics (SIGGRAPH Asia 2017)

#### 1 Mapping Virtual and Physical Reality

**Qi Sun**, Li-Yi Wei, Arie Kaufman ACM Transactions on Graphics (SIGGRAPH 2016)

## Other Papers & Posters

#### 7 A Transparent Display with Per-Pixel Color and Opacity Control

TJ Rhodes, Gavin Miller, **Qi Sun**, Daichi Ito, Li-Yi Wei SIGGRAPH 2019 Emerging Technologies

#### 6 Benefits of 3D Immersion for Virtual Colonoscopy

Koosha Mirhosseini, **Qi Sun**, Krishna Gurijala, Bireswar Laha, Arie Kaufman IEEE Visualization Workshop on 3DVis 2014

#### 5 Data-Driven Human Motion Synthesis Based on Angular Momentum Analysis

Ping Hu, **Qi Sun**, Xiangxu Meng, and Jingliang Peng IEEE International Symposium on Circuits and Systems, ISCAS 2013

#### 4 Modeling 3D Faces from Samplings via Compressive Sensing

**Qi Sun**, Yanlong Tang, and Ping Hu International Conference on Digital Image Processing, 2013

#### 3 Kinect-Based Automatic 3D High-Resolution Face Modeling

**Qi Sun**, Yanlong Tang, Ping Hu, and Jingliang Peng International Conference on Image Analysis and Signal Processing 2012

#### 2 Has Half the Time Passed? Investigating Time Perception at Long Scales

Sandra Malpica, Belen Masia, Laura Herman, Gordon Wetzstein, David Eagleman, Diego Gutierrez, Zoya Bylinskii, **Qi Sun** 

Vision Science Society 2020

## 1 Buyers Satisfaction in A Virtual Fitting Room Scenario Based on Realism of Avatar

**Qi Sun**, Seyedkoosha Mirhosseini, Ievgeniia Gutenko, Ji Hwan Park, Charilaos Papadopoulos, Bireswar Laha, Arie Kaufman

IEEE Symposium on 3D User Interfaces, 3DUI 2015

#### **Books:**

## 1 Real VR: Digital Immersive Reality

Springer Lecture Notes in Computer Science 2020 (Dagstuhl Book Chapter)

# SELECTED PRESS/MEDIA

#### Adobe Glasswing Transparent Display.

The Verge, CNET, Axios, Next Reality, Printed Electronics World, TechHQ etc.

## Towards Virtual Reality Infinite Walking.

BBC News (personal interview), SIGGRAPH blog, IEEE, Adobe News, NVIDIA Blog, Two Minute Papers, Stony Brook News, Road to VR, Hackaday, VR Focus, VR World, Inverse, ScienceDaily, eurekAlert, newsAtlas, Sohu.com (Chinese), RedShark News, VR Soldier, Stylus, InAVate, 4gamer (Japanese) Virtual Reality Magazine (German), Microsiervos (Spanish) etc.

## Mapping Virtual and Physical Reality.

SIGGRAPH Technical Papers Preview, Business Wire, Seamless Virtual Reality News (Japanese), leiphone.com/sina.cn etc. (Chinese), Tencent gameinstitute, Game II DOOSAN Gallery New York.

## Perceptually-Guided Foveation for Light Field Displays.

Road to VR, Seamless Virtual Reality News (Japanese).

# **TEACHING/ADVISING**

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CSE 564: Visualization, Stony Brook University
Frontiers of Computing Studies, Peking University
GAMES-CN Webinar

2018 Spring 2019 Summer 2017

#### **Teaching Assistant**

CSE 214: Computer Science II, Stony Brook University

2013 Fall

#### **Graduate Mentor**

CSE 593: Independent Study in Computer Science, Stony Brook University 2013 Fall, 2014 Spring

#### **Advisees**

Yuanming Hu, PhD student at MIT

Sandra Malpica, PhD student at University of Zaragoza

Yichao Zhou, PhD student at UC Berkeley

Dushyant Goyal, Master at SBU. Now machine learning research engineer at Element Inc.

#### **INVITED TALKS**

Human Learning: Understanding and Computing the Eyes and Brain in VR				
Schloss Dagstuhl, Wadern, Germany	2019			
Max-Planck-Institut für Informatik, Saarbrücken, Germany	2019			
Microsoft Research Asia, Beijing, China	2019			

Industrial Innovations in the Age of VR/AR Wayfair Inc., Boston, MA	2019
Towards Virtual Reality Infinite Walking, Talk & Live Demo Adobe Tech Summit, San Francisco, CA	2019
GPU Technology Conference (GTC), San Jose, CA	2018
Computational Methods for Immersive Perception	
Harvard University, Cambridge, MA	2018
University of Florida, Gainesville, FL	2018
Adobe Research, San Jose, CA	2017

#### **SERVICE**

Conference Program Committee	
Grace Hopper Celebration (GHC)	2020
ACM ETRA Short Papers	2020
ACM CHI Late-Breaking Works	2020
ACM SIGGRAPH Asia Technical Briefs and Posters	2019
ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D)	2019-2020

#### Reviewer

ACM SIGGRAPH, Nature Scientific Reports, ACM CHI, IEEE Visualization, Computer Graphics Forum (CGF), ACM Transaction on Graphics (TOG), ACM User Interface Software and Technology (UIST), ACM i3D, IEEE 3D User Interfaces (3DUI), IEEE VR [both Conference and Journal tracks], IEEE ISMAR, ACM Symposium on Applied Perception (SAP), ACM ETRA, IEEE Access, Wiley Computer Animation and Virtual Worlds, IEEE Consumer Electronics Magazine, IEEE Transactions on Emerging Topics in Computing

#### Other

Adobe Research PhD fellowship committee	2018 - 2019
Adobe Research Women-in-Technology Scholarship committee	2019

# **AWARDS**

IEEE VR 2019 Best Dissertation Award	2020
Stony Brook Computer Science Special Chair Fellowship	2013 - 2014
Outstanding Bachelor Thesis Award of Shandong Province, China	2013

#### **GRANTED PATENTS**

# Saccadic redirection for virtual reality locomotion

**Qi Sun**, Anjul Patney, Omer Shapira, Morgan McGuire, Aaron Lefohn, David Luebke US10573061B2, granted 2020-02-25

## Path planning for virtual reality locomotion

**Qi Sun**, Anjul Patney, Omer Shapira, Morgan McGuire, Aaron Lefohn, David Luebke US10573071B2, granted 2020-02-25

#### Adjusting an Angular Sampling Rate during Rendering Utilizing Gaze Information

**Qi Sun**, Fu-Chung Huang, Joohwan Kim and David Luebke US10395624B2, granted 2019-08-27

System and Method for Generating a Progressive Representation Associated with Surjectively Mapped Virtual and Physical Reality Image Data

Arie Kaufman, **Qi Sun** and Li-Yi Wei US10403043B2, granted 2019-09-03