

# Previous Projects (main contribution)

## Tencent America:



- UE5 plugin
- Snow rendering
- Multiple scattering



- Photogrammetry
- Texture delighting
- Shadow removal



- Image generation
- Diffusion models
- Relighting



- Cartoon stylization
- Stable Diffusion
- Video stabilization

## During PhD:



- Forward rendering
- Layered BSDF
- PBRT-v4



- Volume rendering
- Wave optics

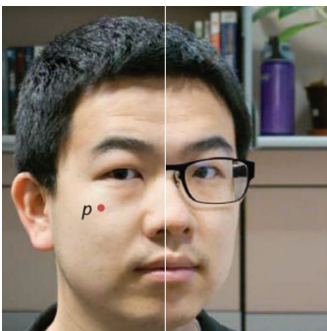


- Inverse-rendering
- SVBRDF
- MaterialGAN

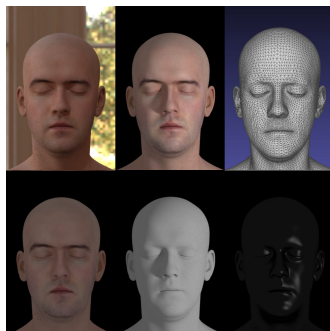


- Procedural material
- Bayesian theory
- MCMC sampling

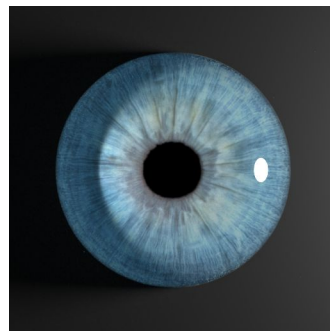
## Human face related:



- Virtual try-on
- Prescription glasses



- Face relighting
- Face rendering



- Eye rendering
- Eye reconstruction