Youxin Xing

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EDUCATION

Shandong University, Jinan, China   Sep. 2020 - current

Ph.D. student in Software Engineering

Shandong University of Science and Technology, Qingdao, China   Sep. 2016 - Jun. 2020

Bachelor of Digital Media Technology

RESEARCH INTERESTS

My research focuses on material appearance modeling and real-time rendering, with a current emphasis on inverse material modeling using deep learning. My goal is to develop advanced methods for high-fidelity material representation, bridging the gap between physical reality and virtual environments. I am particularly passionate about exploring real-world material properties and translating them into accurate, efficient digital models—a process I find both scientifically challenging and deeply rewarding.

SKILL SET

Real-time Rendering

Real-time All-frequency Global Illumination with Radiance Caching

Youxin Xing, Gaole Pan, Xiang Chen, Ji Wu, Lu Wang, Beibei Wang

Computation Visual Media 2023 (CVMJ)

Material Appearance

- A Tiny Example-Based Procedural Model for Real-Time Glinty Appearance Rendering

  Youxin Xing, Haowen Tan, Yanning Xu, Lu Wang

  Computation Visual Media 2024 (JCST)

- A Survey of Inverse Recovery Methods of Highly Realistic Surface Materials

  Youxin Xing, Chengrui Ou, Yanning Xu, Lu Wang

  JCAD&CG 2025

HONORS & AWARDS

National First Prize of National Digital Media Technology Work Competition   Nov. 2018

National Second Prize of Chinese Collegiate Computing Competition   Aug. 2018

Honorable Mention of Mathematical Contest in Modeling (International)   Feb. 2018

PROGRAMMING TOOLS

C++ & NVIDIA Falcor, Python & Pytorch