

Jingyuan Liu

Computer Vision & Graphics and HCI

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I am dedicated to interactive visual computing, creating intelligent systems that let people guide and personalize visual media. My research spans two connected areas:

- **Intelligent User Interfaces:** designing interaction techniques and algorithms that translate sparse user input into substantial computational effect, augmenting algorithmic capabilities while foster user creativity.
- **Task-shaped Human Representation:** developing computational representations of the human body that adapt to task demands, with applications ranging from healthcare and garment design to human motion analysis.

Education

- 2017.9-2022.6** **PhD in Computer Science and Engineering**
Hong Kong University of Science and Technology
Research interest: interactive visual computing
Supervisor: Professor [Chiew-Lan Tai](mailto:taicl@cse.ust.hk) [taicl@cse.ust.hk]
- 2014.9-2017.3** **MPhil in Pattern Recognition and Machine Learning**
School of Astronautics, Beijing University of Aeronautics and Astronautics
GPA: 3.9/4.0
Supervisor: Dr. [Bindang Xue](mailto:xuebd@buaa.edu.cn) [xuebd@buaa.edu.cn]
- 2010.9-2014.7** **BEng in Measuring and Controlling Technology and Instrument Specialty**
BA in English Literature (Dual Degree)
University of Science and Technology Beijing

Experiences

- 2025.6-current** **Postdoctoral Research Fellow @ The University of Hong Kong**
Research topic: interactive character animation.
- 2024.12-2025.2** **Visiting Researcher @ MBZUAI**
Research topic: AI-generated video editing and virtual try-on.
- 2024.4-2025.4** **Project Assistant Professor @ The University of Tokyo**
- 2022.10-2024.3** **Postdoctoral Researcher @ The University of Tokyo**
Research topic: Human-in-the-Loop AI and virtual try-on.
- 2021.3-2022.3** **(Remote) Internship @ Adobe Research**
Led a research project on customizable data analytics.
- 2020.12-2021.3** **Visiting student @ CUHK MMLab**
Assisted research on scene-aware human motion synthesis.
- 2016.9-2016.12** **Internship @ Sony China Research Lab**
Assisted research on applying one-shot learning to hand gesture recognition.
- 2012.9-2012.11** **Internship @ Tsinghua University State Key Lab of Tribology**
Assisted with printed circuit boards assembly for multi-frequency instrument analysis.

Publications

- [1] Nobuhiro Takahashi, Yechen Li, Zaiqiang Wu, **Jingyuan Liu**, Takeo Igarashi. "Body-Band Suit: Controlled Physical Body-Shape Variation for Per-Garment Virtual Try-On." VRST 2026.
- [2] Cong Cao, Xianhang Cheng, **Jingyuan Liu**, Yujian Zheng, Ren Li, Zhenhui Lin, Meriem Chkir, Hao Li. "LUIVITON: Learned Universal Interoperable Virtual Try-ON." Siggraph 2026 journal track.
- [3] **Jingyuan Liu**, Zaiqiang Wu, Yechen Li, Takeo Igarashi. "Capturing Size-aware Draping via Per-Garment 2D Try-On." Siggraph Asia 2025 Poster.
- [4] Zaiqiang Wu, Yechen Li, **Jingyuan Liu**, Yuki Shibata, Takayuki Hori, I-Chao Shen, Takeo Igarashi. "Low-Barrier Dataset Collection with Real Human Body for Interactive Per-Garment Virtual Try-On." IEEE Computer Graphics and Applications 2025.
- [5] **Jingyuan Liu**, Li-Yi Wei, Ariel Shamir, Takeo Igarashi. "*iPose*: Interactive Human Pose Reconstruction from Video." CHI 2024.
- [6] Zaiqiang Wu*, **Jingyuan Liu*** (joint first author), Toby Chong, I-Chao Shen, Takeo Igarashi. Virtual Measurement Garment for Per-Garment Virtual Try-On. In Graphical Interface 2024.
- [7] **Jingyuan Liu**, Nazmus Saquib, Zhutian Chen, Rubaiat Habib Kazi, Li-Yi Wei, Hongbo Fu, Chiew-Lan Tai. "*PoseCoach*: A Customizable Visualization and Analysis System for Video-based Running Coaching." In TVCG 2022.
- [8] Jingbo Wang, Yu Rong, **Jingyuan Liu**, Sijie Yan, Dahua Lin, Bo Dai. "Towards Diverse and Natural Scene-aware 3D Human Motion Synthesis." CVPR 2022.
- [9] **Jingyuan Liu**, Mingyi Shi, Qifeng Chen, Hongbo Fu, Chiew-Lan Tai. "Normalized Human Pose Features for Human Action Video Alignment." ICCV 2021 (Oral).
- [10] **Jingyuan Liu**, Hongbo Fu, Chiew-Lan Tai. "*PoseTween*: Pose-driven Tween Animation." UIST 2020.
- [11] **Jingyuan Liu**, Xuren Zhou, Hongbo Fu, Chiew-Lan Tai. "*TAVE*: template-based augmentation of visual effects to human actions in videos." Pacific Graphics 2018 Poster.
- [12] **Jingyuan Liu**, Bindang Xue, Linyan Cui. "Analysis of statistical properties of atmospheric turbulence-induced image dancing based on Hilbert transform and dense optical flow." IEEE International Conference on Signal Processing 2016.

Awards

- 2021 Nomination for the Professor Samuel Chanson Best Teaching Assistant Awards
- 2017 HKUST Research Postgraduate Studentship
- 2015 National Postgraduate Scholarship
- 2013 Champion of Worldwide Freescale Cup Intelligent Car Race
- 2013 ARM Special Award
- 2013 2nd Runner-up in National Undergraduate Electronic Design Contest (Beijing Division)
- 2012 1st Runner-up in Mathematical Contest in Modeling
- 2011 1st Runner-up in National English Contest for College Students

Teaching

2018.9-2021.6 Teaching Assistant @ HKUST

COMP2711 Discrete Mathematical for Computer Science
COMP2611 Computer Organization

2018Spring, 2019Fall
2020Spring, 2021Spring

Review

CG SIGGRAPH 2026, Eurographics 2026, CG&A SI 2025 2026, Pacific Graphics 2023.
CV CVPR 2023-2026, ECCV 2024 2026, BMVC 2026, AAAI 2025-2027, ICCV 2023 2025.
HCI CHI 2024 2026, UIST 2025.

Program Committee

Pacific Graphics 2025 TPC
NicoGraphIntl2025 Workshop co-organizer
Siggraph Asia 2025 Local Program Committee

Talks

2025.3 Asiagraphics Workshop. Topic: Human-centric Creativity.
2026.8 Kanazawa University. Topic: Interactive visual computing.