

Seungyong Lee

Curriculum Vitae

Professor

Dept. of Computer Science and Engineering

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Education

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| Ph.D. | 1995 | Computer Science, KAIST
Thesis: <i>Image morphing using scattered feature interpolations</i>
Advisor: Kyung-Yong Chwa / Sung Yong Shin |
| M.S. | 1990 | Computer Science, KAIST
Thesis: <i>Characterization of planar graphs having rectangular duals</i>
Advisor: Kyung-Yong Chwa |
| B.S. | 1988 | Computer Science and Statistics, Seoul National University (with honors) |

Professional Experience

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| 2009.3 ~ | Professor, POSTECH |
| 2010.9 ~ 2011.8 | Visiting professor, Adobe Research, Seattle
(working at Creative Technologies Lab (CTL) led by Dr. David Salesin) |
| 2003.3 ~ 2009.2 | Associate professor, POSTECH |
| 2003.8 ~ 2004.8 | Visiting professor, MPI Informatik, Germany
(working with Prof. Dr. Hans-Peter Seidel) |
| 1996.10 ~ 2003.2 | Assistant professor, POSTECH |
| 1995.3 ~ 1996.9 | Post-doctoral research associate, City College of New York / CUNY
(working with Prof. George Wolberg) |
| 1993.9 ~ 1994.8 | Part-time lecturer, Chungnam National University |
| 1990.3 ~ 1994.2 | Teaching and research assistant, KAIST |

Research Interests

Computer graphics, Image processing;
Image and video processing, 3D surface reconstruction, Non-photorealistic rendering (NPR),
3D geometry processing, Graphics applications.

Media Exposure

Image Processing Technologies for Next-generation Intelligent Cameras,
MBC News, May 19, 2015

Camera: A Magical Device with Light, YTN Science Note, March 7, 2012

Deblurring CCTV Images in Three Seconds: Evolution of 'Computational Photography',
Dong-A Ilbo, December 18, 2009

Revival of Corrupted Photographs, Korean Child Science Magazine (Science-Guru), February 2010

Honors and Awards

Gahun Academic Award, KIISE, 2014

Best Paper Award, Pacific Graphics, 2014

Best Paper Awards, Grand Prize, KCGS Conference, 2014

Samsung HumanTech Thesis Prize, Honor Prize, 2014 (PhD student: Minjung Son)

Samsung HumanTech Thesis Prize, Gold Prize, 2013 (PhD student: Yongjin Kim)

ACCV 2012 Special Session Best Kinect-Application Award, 2012

KIISE Paper Competition in Computer Science, Honor Prize, 2012 (PhD student: Minjung Son)

Commendation, Ministry of Culture, Sports and Tourism, 2011

Best Science and Engineering Paper Award, KOFST, 2011

Samsung HumanTech Thesis Prize, Bronze Prize, 2010 (PhD student: Minjung Son)

Best Paper Awards, Grand Prize, HCI Korea Conference, 2009

Samsung HumanTech Thesis Prize, Bronze Prize, 2009 (PhD student: Mincheol Yoon)

Frontispiece Image of Conference Proceedings, ACM Siggraph Asia, 2008

Microsoft Research Asia, Fellow, 2008 (PhD student: Sunghyun Cho)

KIISE Paper Competition in Computer Science, Honor Prize, 2007 (MS student: Minjung Son)

Ph.D. Thesis Award, Dept. of Computer Sci. & Eng., POSTECH, 2007 (PhD student: Minsu Ahn)

Samsung HumanTech Thesis Prize, Honor Prize, 2001 (PhD student: Junho Kim)

Professional Activities

Eurographics Korean Chapter Chair (2007 ~)

Steering Committee:

Pacific Graphics Conference Series (2008 ~)

Journal Special Issue Co-editor:

The Visual Computer (2004)

Journal Editorial Board:

IEEE Computer Graphics and Applications (2013 ~)

The Visual Computer (2011 ~)

Journal of Computing Science and Engineering (2007 ~)

Computer Graphics Forum (2008 ~ 2011)

Conference Co-chair:

Pacific Graphics (2014)

Program Co-chair:

Pacific Graphics (2009)

The 4th Israel-Korea Bi-National Conference on Geometric Modeling
and Computer Graphics (2003)

Keynote Speaker:

Computational Visual Media (2015)

Korea Graphics World (2014)

Program Committee:

SIGGRAPH (2013, 2014)

SIGGRAPH Asia (2010, 2011, 2014, 2015)

Eurographics (2007, 2008, 2011, 2016, 2017)

Pacific Graphics (1999-2001, 2003-2008, 2010-2013, 2015-2017)

Non-Photorealistic Animation and Rendering (2007, 2009, 2011-2016)

Symposium on Geometry Processing (2008, 2010)

Symposium of Solid & Physical Modeling (2010-2011)

Shape Modeling International (2003, 2005-2012)

Computer Graphics International (2006)

Symposium on Computer Animation (2005)

Computer Animation and Social Agents (2001-2003, 2008)

Geometric Modeling and Processing (2006, 2008, 2010)

3D Data Processing, Visualization and Transmission (2008, 2010)

Entertainment Computing (2007, 2008)

Visual Computing (2007, 2008)

Israel-Korea Bi-National Conference (2004, 2005, 2007)

China-Korea Geometric and Visual Computing Conference (2006-2008)

Organizing Committee:

Japan Korea Computer Graphics Conference (2002)

Visiting Professor:

Shenzhen Institute of Advanced Technology (SIAT) (Summer 2008)

Microsoft Research Asia (MSRA) (Summer 2002, Summer 2007)

Journal review:

IEEE TVCG, IEEE CG & A, ACM TOG, Computer Graphics Forum,
CAD, CAGD, Graphical Models, Visual Computer, Computers & Graphics

Domestic Journal Editor-in-chief:

The Journal of KCGS (Korea Computer Graphics Society) (2007 ~ 2009)

Domestic Conference Conference Chair:

KCGS Summer Conference (2006)

Professional Membership

ACM SIGGRAPH, IEEE Computer Society, Eurographics

Korean Institute of Information Scientists and Engineers (KIISE)

Korea Computer Graphics Society (KCGS)

Courses Taught

Computer Graphics, Advanced Computer Graphics, GPU-based Graphics, Real-Time Graphics;
Computational Photography, 3D Model Reconstruction, Digital Image Synthesis,
Computer Animation, Image and Volume Graphics, Multiresolution Graphics Techniques;
Computer Algorithm, Object-Oriented Programming, Introduction to Programming;
Computer Organization, Computer Architecture

PhD Theses Supervised

Hojin Cho, *Image Quality Enhancement Using Domain-Specific Priors*,
POSTECH, February 2013.

Hyunjoon Lee, *Perspective Analysis of Photographs and Its Applications*,
POSTECH, August 2014.

Minjung Son, *Structural Field Synthesis and Rendering for Artistic Image Effects*,
POSTECH, February 2014.

Yongjin Kim, *Indirect Illumination and Stereoscopy in Non-photorealistic Rendering*,
POSTECH, February 2013.

Sunhyun Cho, *Motion Blur Removal of Digital Photographs*,
POSTECH, February 2012.

Mincheol Yoon, *Analysis and Processing of 3D Scanned Point Sets Using Statistical Methods*,
POSTECH, August 2010.

Sungyul Choe, *Random Accessible Mesh Compression for Large Meshes*,
POSTECH, August 2009.

Minsu Ahn, *3D Mesh Processing Using Connectivity Transformations*,
POSTECH, February 2007.

Kyuman Jeong, *Detail Control in Non-Photorealistic Rendering*,
POSTECH, February 2007.

Yunjin Lee, *Mesh Scissoring: Contour-Based Mesh Segmentation*,

POSTECH, August 2005.

Junho Kim, *Theoretical Analysis and Applications of Selective Refinement of Progressive Meshes*,
POSTECH, February 2005.

Publications

International Journal Papers:

- [1] Hui-Jin Lee, Ki-Sang Hong, Henry Kang, Seungyong Lee, “Photo Aesthetics Analysis via DCNN Feature Encoding,” *IEEE Trans. Multimedia*, vol. 19, no. 8, 2017.
- [2] Jinwoong Jung, Beomseok Kim, Joon-Young Lee, Byungmoon Kim, Seungyong Lee, “Robust Upright Adjustment of 360 Spherical Panoramas,” *The Visual Computer (CGI 2017)*, vol. 33, no. 6-8, 2017.
- [3] Junho Jeon, Hyunjoon Lee, Henry Kang, Seungyong Lee, “Scale-aware Structure-Preserving Texture Filtering,” *Computer Graphics Forum (Pacific Graphics 2016)*, vol. 35, no. 7, 2016.
- [4] Hyunjoon Lee, Junho Jeon, Junho Kim, Seungyong Lee, “Structure-Texture Decomposition of Images with Interval Gradient,” *Computer Graphics Forum*, 2016.
- [5] Junho Jeon, Yeongyu Jung, Haejoon Kim, Seungyong Lee, “Texture Map Generation for Large-scale 3D Reconstructed Scenes,” *The Visual Computer (CGI 2016)*, vol. 32, no. 6, 2016.
- [6] Min-Joon Yoo, In-Kwon Lee, Seungyong Lee, “Color Sequence Preserving Decolorization,” *Computer Graphics Forum (Eurographics 2015)*, vol. 34, no. 2, 2015.
- [7] Hojin Cho, Seon Joo Kim, Seungyong Lee, “Single-shot High Dynamic Range Imaging Using Coded Electronic Shutter,” *Computer Graphics Forum (Pacific Graphics 2014)*, vol. 33, no. 7, 2014.
- [8] Yongjin Kim, Holger Winnemöller, Seungyong Lee, “WYSIWYG Stereo Painting with Usability Enhancements,” *IEEE Trans. Visualization and Computer Graphics*, vol. 20, no. 7, 2014.
- [9] Hojin Cho, Hyunjoon Lee, Henry Kang, Seungyong Lee, “Bilateral Texture Filtering,” *ACM Transactions on Graphics (SIGGRAPH 2014)*, vol. 33, no. 4, 2014.
- [10] Hyunjoon Lee, Eli Shechtman, Jue Wang, Seungyong Lee, “Automatic Upright Adjustment of Photographs with Robust Camera Calibration,” *IEEE Trans. Pattern Analysis and Machine Intelligence*, vol. 36, no. 5, 2014.
- [11] Minjung Son, Yunjin Lee, Henry Kang, Seungyong Lee, “Art-Photographic Detail Enhancement,” *Computer Graphics Forum (Eurographics 2014)*, vol. 33, no. 2, 2014.
- [12] Minjung Son, Byungmoon Kim, Gregg Wilensky, Seungyong Lee, “Still-Frame Simulation for Fire Effects of Images,” *Computer Graphics Forum (Pacific Graphics 2013)*, vol. 32, no. 7, 2013.

- [13] Yongjin Kim, Yunjin Lee, Henry Kang, Seungyong Lee, “Steroscopic 3D Line Drawing,” *ACM Trans. Graphics (SIGGRAPH 2013)*, vol. 32, no. 4, article 57, 2013.
- [14] Sunghyun Cho, Hojin Cho, Yu-Wing Tai, Seungyong Lee, “Registration Based Non-uniform Motion Deblurring,” *Computer Graphics Forum (Pacific Graphics 2012)*, vol. 31, no. 7, pp. 2183-2192, 2012.
- [15] Sunghyun Cho, Jue Wang and Seungyong Lee, “Video Deblurring for Hand-held Cameras Using Patch-based Synthesis,” *ACM Trans. Graphics*, vol. 31, no. 4, pp. 64:1-64:9, 2012.
- [16] Hyunjun Lee, Minsu Ahn, and Seungyong Lee, “Displaced Subdivision Surfaces of Animated Meshes,” *Computers & Graphics*, vol. 35, no. 3, pp. 532-541, 2011.
- [17] Minjung Son, Yunjin Lee, Henry Kang, and Seungyong Lee, “Structure Grid for Directional Stippling,” *Graphical Models*, vol. 73, no. 3, pp. 74-87, 2011.
- [18] Jongseok Lee, Sungyul Choe, and Seungyong Lee, “Compression of 3D Mesh Geometry and Vertex Attributes for Mobile Graphics,” *Journal of Computing Science and Engineering (JCSE)*, vol. 4, no. 3, 2010.
- [19] Tae-Joon Kim, Yongyoung Byun, Yongjin Kim, Bochang Moon, Seungyong Lee, and Sung-eui Yoon, “HCCMeshes: Hierarchical-Culling oriented Compact Meshes,” *Computer Graphics Forum (Eurographics 2010)*, vol. 29, no. 2, 2010.
- [20] Yongjin Kim, Cheolhun Jang, Julien Demouth, and Seungyong Lee, “Robust Color-to-gray via Nonlinear Global Mapping,” *ACM Trans. Graphics (SIGGRAPH ASIA 2009)*, vol. 28, no. 5, article 161, 2009.
- [21] Sunghyun Cho and Seungyong Lee, “Fast Motion Deblurring,” *ACM Trans. Graphics (SIGGRAPH ASIA 2009)*, vol. 28, no. 5, article 145, 2009.
- [22] Mincheol Yoon, Ioannis Ivrissimtzis, and Seungyong Lee, “Variational Bayesian Noise Estimation of Point Sets,” *Computers & Graphics (Shape Modeling International 2009)*, vol. 33, no. 3, pp. 226-234, 2009.
- [23] Sungyul Choe, Junho Kim, Haeyoung Lee, and Seungyong Lee, “Random accessible mesh compression using mesh chartification,” *IEEE Trans. Visualization and Computer Graphics*, vol. 15, no. 1, pp. 160-173, 2009.
- [24] Henry Kang, Seungyong Lee, and Charles K. Chui, “Flow-based image abstraction,” *IEEE Trans. Visualization and Computer Graphics*, vol. 15, no. 1, pp. 62-76, 2009.
- [25] Yongjin Kim, Jingyi Yu, Xuan Yu, and Seungyong Lee, “Line-art illustration of dynamic and specular surfaces,” *ACM Trans. Graphics (ACM SIGGRAPH Asia 2008)*, vol. 27, no. 5, article 156, 2008.
- [26] Henry Kang and Seungyong Lee, “Shape-simplifying image abstraction,” *Computer Graphics Forum (Pacific Graphics 2008)*, vol. 27, no. 7, 2008.

- [27] Dongyeon Kim, Minjung Son, Yunjin Lee, Henry Kang, and Seungyong Lee, "Feature-guided image stippling," *Computer Graphics Forum (Eurographics Symposium on Rendering 2008)*, vol. 27, no. 4, pp. 1209-1216, 2008.
- [28] Kyuman Jeong, Dongyeon Kim, Soon-Yong Park, and Seungyong Lee, "Digital shallow depth-of-field adapter for photographs," *The Visual Computer*, vol.24, no.4, pp. 281-294, 2008.
- [29] Yunjin Lee, Lee Markosian, Seungyong Lee, and John F. Hughes, "Line drawings via abstracted shading," *ACM Trans. Graphics (ACM SIGGRAPH 2007)*, vol. 26, no. 3, article no. 18, 2007.
- [30] Mincheol Yoon, Yunjin Lee, Seungyong Lee, Ioannis Ivrisstziz, and Hans-Peter Seidel, "Surface and normal ensembles for surface reconstruction," *Computer-Aided Design*, vol. 39, no. 5, pp. 408-420, 2007.
- [31] Yunjin Lee, Jong-Guk Im, Seungyong Lee, "Progressive images: Applying mesh processing to images," *International Journal of Shape Modeling*, vol. 12, no. 2, pp. 193-212, 2006.
- [32] Minsu Ahn, Igor Guskov, and Seungyong Lee, "Out-of-core remeshing of large polygonal meshes," *IEEE Trans. Visualization and Computer Graphics (IEEE Visualization 2006)*, vol. 12, no. 5, pp. 1221-1228, 2006.
- [33] Junho Kim, Sungyul Choe, and Seungyong Lee, "Multiresolution random accessible mesh compression," *Computer Graphics Forum (Eurographics 2006)*, vol. 25, no. 3, pp. 323-332, 2006.
- [34] Kyuman Jeong, Alex Ni, Seungyong Lee, and Lee Markosian, "Detail control in line drawings of 3D meshes," *The Visual Computer (Pacific Graphics 2005)*, vol. 21, no. 8, pp. 698-706, 2005.
- [35] Yunjin Lee, Seungyong Lee, Ariel Shamir, Daniel Cohen-Or, and Hans-Peter Seidel, "Mesh scissoring with minima rule and part salience," *Computer Aided Geometric Design*, vol. 22, no. 5, pp. 444-465, 2005.
- [36] Junho Kim, Seungyong Lee, and Leif Kobbelt, "View-dependent mesh streaming with minimal latency," *International Journal of Shape Modeling*, vol. 11, no. 1, pp. 63-89, 2005.
- [37] Lifeng Wang, Steve Lin, Seungyong Lee, Baining Guo, and Heung-Yeung Shum, "Light field morphing using 2D features," *IEEE Trans. Visualization and Computer Graphics*, vol. 11, no. 1, pp. 25-34, 2005.
- [38] Junho Kim and Seungyong Lee, "Transitive mesh space of a progressive mesh," *IEEE Trans. Visualization and Computer Graphics*, vol. 9, no. 4, pp. 463-480, 2003.
- [39] Sungmin Baek, Seungyong Lee, and Gerard Jounghyun Kim, "Motion retargeting and evaluation for VR-based training of free motions," *The Visual Computer*, vol. 19, no. 4, pp. 222-242, 2003.

- [40] Yunjin Lee, Hyung Seok Kim, and Seungyong Lee, “Mesh parameterization with a virtual boundary,” *Computers & Graphics (Special Issue of the 3rd Israel-Korea Binational Conference on Geometric Modeling and Computer Graphics)*, vol. 26, no. 5, pp. 677-686, 2002.
- [41] Yunjin Lee and Seungyong Lee, “Geometric snakes for triangular meshes,” *Computer Graphics Forum (Eurographics 2002)*, vol. 21, no. 3, pp. 229-238, 2002.
- [42] Gyuhwan Oh and Seungyong Lee, “Motif analysis of noisy regular textures,” *Pattern Recognition Letters*, vol. 23, no. 10, pp. 1179-1190, 2002.
- [43] Yongchoel Choi and Seungyong Lee, “Injectivity conditions of 2D and 3D uniform cubic B-spline functions,” *Graphical Models*, vol. 62, no. 6, pp. 411-427, 2000.
- [44] Seungyong Lee, “Interactive multiresolution editing of arbitrary meshes,” *Computer Graphics Forum (Eurographics 1999)*, vol. 18, no. 3, pp. 73-82, 1999.
- [45] Gyuhwan Oh, Seungyong Lee, and Sung Yong Shin, “Fast determination of textural periodicity using distance matching function,” *Pattern Recognition Letters*, vol. 20, no. 2, pp. 191-197, 1999.
- [46] Tae-Joon Park, Seungyong Lee, and Sung Yong Shin, “Optical flow rendering,” *Computer Graphics Forum (Eurographics 1998)*, vol. 17, no. 3, pp. 75-85, 1998.
- [47] Seungyong Lee, George Wolberg, and Sung Yong Shin, “Polymorph: Morphing among multiple images,” *IEEE Computer Graphics and Applications*, vol. 18, no. 1, pp. 60-73, 1998.
- [48] Seungyong Lee, George Wolberg, and Sung Yong Shin, “Scattered data interpolation with multilevel B-splines,” *IEEE Trans. Visualization and Computer Graphics*, vol. 3, no. 3, pp. 228-244, 1997. **(Cited 913 times according to Google Scholar as of April 2017.)**
- [49] Seungyong Lee, George Wolberg, Kyung-Yong Chwa, and Sung Yong Shin, “Image metamorphosis with scattered feature constraints,” *IEEE Trans. Visualization and Computer Graphics*, vol. 2, no. 4, pp. 337-354, 1996.
- [50] Seungyong Lee, Kyung-Yong Chwa, James Hahn, and Sung Yong Shin, “Image morphing using deformation techniques,” *The Journal of Visualization and Computer Animation*, vol. 7, no. 1, pp. 3-23, 1996.
- [51] Seungyong Lee, Kyung-Yong Chwa, Sung Yong Shin, and George Wolberg, “Image metamorphosis using snakes and free-form deformations,” *Computer Graphics (ACM SIGGRAPH 1995)*, pp. 439-448, 1995.

Refereed International Conference Papers:

- [1] Hyeongseok Son, Seungyong Lee, “Fast Non-blind Deconvolution via Regularized Residual Networks with Long/Short Skip-Connections,” In *Proc. IEEE International Conference on Computational Photography (ICCP) 2017*, Stanford, USA, May 2017.
- [2] Junho Jeon, Sunghyun Cho, Xin Tong, Seungyong Lee, “Intrinsic Image Decomposition using Structure-Texture Separation and Surface Normals,” In *Proc. European Conference on Computer Vision (ECCV) 2014*, Zurich, Switzerland, September 2014.

- [3] Hojin Cho, Hyunjoon Lee, Seungyong Lee, “Radial Bright Channel Prior for Single Image Vignetting Correction,” In *Proc. European Conference on Computer Vision (ECCV) 2014*, Zurich, Switzerland, September 2014.
- [4] Yunjin Lee, Yongjin Kim, Henry Kang, Seungyong Lee, “Binocular Depth Perception of Stereoscopic 3D Line Drawings,” In *Proc. ACM Symposium on Applied Perception*, Dublin, Ireland, August 2013.
- [5] Yongjin Kim, Holger Winnemöller, Seungyong Lee, “WYSIWYG Stereo Painting,” In *Proc. ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D)*, Orlando, USA, March 2013.
- [6] Hojin Cho, Jue Wang and Seungyong Lee, “Text Image Deblurring Using Text-specific Properties,” In *Proc. European Conference on Computer Vision (ECCV) 2012*, Firenze, Italy, October 2012.
- [7] Hyunjoon Lee, Eli Shechtman, Jue Wang and Seungyong Lee, “Automatic Upright Adjustment of Photographs,” In *Proc. IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2012*, Providence, USA, June 2012.
- [8] Sunghyun Cho, Hojin Cho, Yu-Wing Tai, Young Su Moon, Junguk Cho, Shihwa Lee and Seungyong Lee, “Lucas-Kanade image registration using camera motions,” In *Proc. IS&T/SPIE Electronic Imaging*, San Francisco, USA, January 2012.
- [9] Hojin Cho, Sunghyun Cho, Young Su Moon, Junguk Cho, Shihwa Lee and Seungyong Lee, “Analysis of Practical Coverage of Uniform Motions for Approximating Real Camera Shakes,” In *Proc. IS&T/SPIE Electronic Imaging*, San Francisco, USA, January 2012.
- [10] Sunghyun Cho, Jue Wang, and Seungyong Lee, “Handling Outliers in Non-blind Image Deconvolution,” In *Proc. IEEE International Conference on Computer Vision (ICCV) 2011*, Barcelona, Spain, November 2011 (Oral Presentation).
- [11] Sunghyun Cho, Hyunjun Lee, and Seungyong Lee, “Image Decomposition Using Deconvolution,” In *Proc. Int’l Conf. Image Processing (ICIP)*, Hong Kong, September 2010.
- [12] Jongseok Lee, Sungyul Choe, and Seungyong Lee, “Mesh Geometry Compression for Mobile Graphics,” In *Proc. The 7th Annual IEEE Consumer Communications and Networking Conference (CCNC 2010)*, Las Vegas, January 2010.
- [13] Sunghyun Cho, Hanul Choi, Yasuyuki Matsushita, and Seungyong Lee, “Image Retargeting Using Importance Diffusion,” In *Proc. Int’l Conf. Image Processing (ICIP)*, Cairo, Egypt, November 2009.
- [14] Mincheol Yoon, Ioannis Ivrissimtzis, and Seungyong Lee, “Self-organising maps for implicit surface reconstruction,” In *Proc. Theory and Practice of Computer Graphics 2008*, Manchester, UK, June 2008.
- [15] Minjung Son, Henry Kang, Yunjin Lee, and Seungyong Lee, “Abstract line drawings from 2D images,” In *Proc. Pacific Graphics 2007*, pp. 333-342, Maui, USA, October 2007.

- [16] Sunghyun Cho, Yasuyuki Matsushita, and Seungyong Lee, "Removing non-uniform motion blur from images," In *Proc. IEEE International Conference on Computer Vision (ICCV) 2007*, Rio de Janeiro, Brazil, October, 2007.
- [17] Henry Kang, Seungyong Lee, and Charles K. Chui, "Coherent line drawing," In *Proc. The 5th Int'l Symposium on Non-Photorealistic Animation and Rendering (NPAR)*, pp. 43-50, San Diego, USA, August 2007.
- [18] Kyuman Jeong, Dongyeon Kim, Soon-Yong Park, and Seungyong Lee, "Digital shallow depth-of-field adapter," In *Proc. The 7th Israel-Korea Binational Conference on Geometric Modeling and Computer Graphics*, pp. 135-142, Seoul, Korea, January 2007.
- [19] Mincheol Yoon, Yunjin Lee, Seungyong Lee, Ioannis Ivrissimtzis, and Hans-Peter Seidel, "Ensembles for normal and surface reconstructions," *Springer Lecture Note in Computer Science (Geometric Modeling and Processing 2006)*, pp. 17-33, Boston, USA, July 2006.
- [20] Sungyul Choe, Minsu Ahn, and Seungyong Lee, "Feature sensitive out-of-core chartification of large polygonal meshes," *Springer Lecture Note in Computer Science (Computer Graphics International 2006)*, pp. 518-529, Hangzhou, China, June 2006.
- [21] Yunjin Lee, Seungyong Lee, Ioannis Ivrissimtzis, and Hans-Peter Seidel, "Overfitting control for surface reconstruction," In *Proc. The 4th Eurographics Symposium on Geometry Processing (SGP) 2006*, pp. 231-235, Sardinia, Italy, June 2006.
- [22] Hyunjun Lee, Sungtae Kwon, and Seungyong Lee, "Real-time pencil rendering," In *Proc. The 4th Int'l Symposium on Non-Photorealistic Animation and Rendering (NPAR)*, pp. 37-45, Annecy, France, June 2006.
- [23] Alex Ni, Kyuman Jeong, Seungyong Lee, and Lee Markosian, "Multi-scale line drawings from 3D meshes," In *Proc. The 2006 Symposium on Interactive 3D Graphics and Games (I3D)*, pp. 133-137, Redwood City, USA, March 2006.
- [24] Yunjin Lee, Jong-Guk Im, Seungyong Lee, "Progressive images: Applying mesh processing to images," In *Proc. The 6th Israel-Korea Binational Conference on New Technologies and Visualization Methods for Product Development*, pp. 73-77, Haifa, Israel, November 2005.
- [25] Yunjin Lee, Mincheol Yoon, Seungyong Lee, Ioannis Ivrissimtzis, and Hans-Peter Seidel, "Ensembles for surface reconstruction," In *Proc. Pacific Graphics 2005*, pp. 115-117, Macao, China, October 2005.
- [26] Hitoshi Yamauchi, Seungyong Lee, Yunjin Lee, Yutaka Ohtake, Alexander Belyaev, and Hans-Peter Seidel, "Feature sensitive mesh segmentation with mean shift," In *Proc. Int'l Conference on Shape Modeling and Applications (SMI) 2005*, pp. 236-243, Cambridge, USA, June 2005.
- [27] Sungyul Choe, Junho Kim, Haeyoung Lee, Seungyong Lee, and Hans-Peter Seidel, "Mesh compression with random accessibility," In *Proc. The 5th Israel-Korea Binational Conference on Geometric Modeling and Computer Graphics*, pp. 81-86, Seoul, Korea, October 2004.

- [28] Yunjin Lee, Seungyong Lee, Ariel Shamir, Daniel Cohen-Or, and Hans-Peter Seidel, "Intelligent mesh scissoring using 3D snakes," In *Proc. Pacific Graphics 2004*, pp. 279-287, Seoul, Korea, October 2004.
- [29] Ioannis Ivrisimtzis, Yunjin Lee, Seungyong Lee, Won-Ki Jeong, and Hans-Peter Seidel, "Neural mesh ensembles," In *Proc. Int'l Symposium on 3D Data Processing, Visualization & Transmission (3DPVT)*, Thessaloniki, Greece, September 2004.
- [30] Minsu Ahn, Seungyong Lee, and Hans-Peter Seidel, "Connectivity transformation for mesh metamorphosis," In *Proc. Symposium on Geometry Processing (SGP) 2004*, pp. 77-84, Nice, France, July 2004.
- [31] Ioannis Ivrisimtzis, Won-Ki Jeong, Seungyong Lee, Yunjin Lee, and Hans-Peter Seidel, "Surface reconstruction based on neural meshes," In *Proc. Mathematical Methods for Curves and Surfaces 2004*, pp. 223-242, Tromso, Norway, July 2004.
- [32] Junho Kim, Seungyong Lee, and Leif Kobbelt, "View-dependent streaming of progressive meshes," In *Proc. Int'l Conference on Shape Modeling and Applications (SMI) 2004*, pp. 209-220, Genova, Italy, IEEE Computer Society Press, June 2004.
- [33] Eunhee Jeong, Minchoel Yoon, Yunjin Lee, Minsu Ahn, Seungyong Lee, and Baining Guo, "Feature-based surface light field morphing," In *Proc. Pacific Graphics 2003*, pp. 215-223, Canmore, Canada, IEEE Computer Society Press, October 2003.
- [34] Dongsik Cho, Jihe Park, Gerard Junghyun Kim, Sangwoo Hong, Sungho Han, Seungyong Lee, "Dichotomy of presence elements: Where and What," In *Proc. 2003 IEEE VR Conference*, pp. 273-274, LA, USA, March 2003.
- [35] Junho Kim, Sungyul Choe, and Seungyong Lee, "Shape interpolation with multiresolution analysis," In *Proc. The 4th Israel-Korea Binational Conference on Geometric Modeling and Computer Graphics*, pp. 51-56, Tel-Aviv, Israel, February 2003.
- [36] Minsu Ahn and Seungyong Lee, "Mesh metamorphosis with topology transformation," In *Proc. Pacific Graphics 2002*, pp. 481-482, Beijing, China, October 2002.
- [37] Yunjin Lee, Hyoung Seok Kim, and Seungyong Lee, "Parameterization of triangular meshes with virtual boundaries," In *Proc. The 3rd Israel-Korea Binational Conference on Geometric Modeling and Computer Graphics*, pp. 105-113, Seoul, Korea, October 2001.
- [38] Junho Kim and Seungyong Lee, "Truly selective refinement of progressive meshes," In *Proc. Graphics Interface 2001*, pp. 101-110, Ottawa, Canada, 2001.
- [39] Kyuman Jeong and Seungyong Lee, "Motion adaptation with self-intersection avoidance," In *Proc. Int'l Workshop on Human Modeling and Animation 2000*, pp. 77-85, Seoul, Korea, 2000.
- [40] Yongcheol Choi and Seungyong Lee, "Local injectivity conditions of 2D and 3D uniform cubic B-spline functions," In *Proc. Pacific Graphics '99*, pp. 302-311, Seoul, Korea, IEEE Computer Society Press, 1999.

- [41] Seugnyong Lee, Kyung-Yong Chwa, James Hahn, and Sung Yong Shin, "Image morphing using deformable surfaces," In *Proc. The 7th Int'l Conference on Computer Animation*, pp. 31-39, Geneva, Switzerland, IEEE Computer Society Press, 1994.