

Feilin Han

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Summary

My research focuses on AI, Computer Vision, Virtual Reality and Human-AI Interaction in Digital Film Production. I am also interested in Cinematic Virtual Reality (Cinematography in VR, VR filmmaking, VR storytelling), VFX in Filmmaking (Motion Capture, Digital Double, Digital Asset Management), and AI-Generated Content (AIGC) in Digital Art.

Experience

- Nanyang Technological University**, Visiting Scholar Singapore
Since Nov. 2023
- School of Art, Design and Media.
 - **Research Topic:** Virtual Reality and Stereo3D Production.
 - **FYP Co-Supervisor:** 3D Animation and Interactive Art in VR.
 - **Guest Lecture:** VR 360° Video Editing, Virtual Production in Filmmaking.
- Beijing Film Academy**, Assistant Professor Beijing, China
Since Jan. 2020
- **M.A. Supervisor:** Digital Film Technology and Generative AI in Film Production..
 - Department of Film and TV Technology.
 - **Teaching:** Virtual Reality, Advanced Technology and Application in Film Production.

Education

- Zhejiang University**, Ph.D. in Computer Science and Technology Sept. 2014 to Dec. 2019
- School of Computer Science and Technology
 - Major in Digital Art and Design
 - **Research Interests:** Motion Capture, 3D Pose Estimation, Multimedia.
- National Centre for Computer Animation**, Marie Curie Research Scholar Aug. 2016 to July 2017
- Bournemouth University.
 - **Project:** 3D Animation and Motion Capture.
- Shandong University**, B.Eng. in Software Engineering Sept. 2010 to Jun. 2014
- School of Software Engineering
 - Major in Digital Media Technology
 - Courses: Human-Computer Interaction, Image Processing, 3D Animation, Games.
- National Tsing Hua University**, Research Intern July. 2013 to Sept. 2013
- Department of Computer Science
 - **Project:** Data Visualization and Interactive Design.
- University of California, Los Angeles**, Summer School July. 2011 to Sept. 2011
- School of Theater, Film, and Television
 - **Courses:** Introduction to Theater, Cinematography.

Publications

- The Correlation Analysis Between Cybersickness and Postural Behavior in Immersive VR Experience** July 2024
Ying Zhong, Ke-Ao Zhao, Leping Zhang, Fangming Zhao, Wentao Wei, **Feilin Han***.
2024 IEEE International Conference on Multimedia and Expo (ICME, Accepted)

Dance2MIDI: Dance-driven Multi-instruments Music Generation	April 2024
Bo Han, Yuheng Li, Yixuan Shen, Yi Ren, and Feilin Han *. <i>Computational Visual Media Journal</i>	
An Analytical Study of Visual Attention Behavior in Viewing Panoramic Video	Nov. 2023
Feilin Han , Ying Zhong, Ke-Ao Zhao. <i>ACM Multimedia 2023, The 4th International Workshop on Human-centric Multimedia Analysis</i>	
A Metadata Generation System with Semantic Understanding for Video Retrieval in Film Production	Nov. 2022
Feilin Han , Zhaoxu Meng. <i>2022 IEEE International Conference on Virtual Reality and Visualization (ICVRV), BEST PAPER</i>	
Evaluating the Effect of Cinematography on the Viewing Experience in Immersive Environment	July 2022
Feilin Han , Ying Zhong, Minxi Zhou. <i>2022 IEEE International Conference on Multimedia and Expo (ICME)</i>	
Fine-Grained Grocery Product Recognition by One-Shot Learning	Oct. 2018
Weidong Geng, Feilin Han , Jiangke Lin, Liuyi Zhu, Jieming Bai, Suzhen Wang, Lin He, Qiang Xiao, Zhangjiong Lai. <i>2018 ACM International Conference on Multimedia (ACM MM)</i>	
Marker-less 3D human motion capture with monocular image sequence and height-maps	Oct. 2016
Yu Du, Yongkang Wong, Yonghao Liu, Feilin Han , Yilin Gui, Zhen Wang, Mohan Kankanhalli, Weidong Geng. <i>2016 European Conference on Computer Vision (ECCV)</i>	

Awards

the Young Elite Scientist Sponsorship Program by BAST	Jan. 2024
• To support young scientific talents under the age of 32 with excellent innovation ability.	
Committee of 100 Scholars Program Award	Dec. 2018
• For Leadership, qualities, academic excellence, and community service.	
Marie Curie International Incoming Fellowship	July 2016
• ERC 7th Framework Programme.	

Skills

Languages: Native in Chinese (Mandarin), Professional in English, Intermediate in Korean

Software: Unreal Engine, Final Cut Pro, Adobe Master Collection, Motion Builder, Maya. etc