教师登录　　English

学院概况　　机构设置　　人才培养　　科学研究　　招生就业　　学生工作　　党群工作

我的位置在：　首页　＞　学院概况　＞　师资力量　＞　周世哲

周世哲

教师介绍

湖南长沙人,浙江大学2011年博士毕业,2012年在法国INRIA研究院做博士后,2010年在香港城市助理,2012年到2015年在中国科技大学做副研究员，2017年在香港城市大学做ResearchFellow前沿的计算机图形学研究。目前正主持国家自然科学基金项目。近三年来承担数门计算机的本科程,同时培养硕士研究生并指导本科生毕业设计.

望招收勤于动手或者数学功底优良的学生（只看能力，其余一视同仁）攻读我的研究生。如果你Geek，我们将为你提供你所需的硬件和软件要求，让你充分施展才华。985高校的推免直博生∽制。欢迎联系！--非常欢迎你的加入！
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所属机构：	**信息工程系**			

short bio

I am an associate professor in [College of Computer Science,Hunan Univerisity](). I focus my interests in computer graphics, computational geometrics and GPU-based algorithms. I love solving problems by programming, especially when visually cool&new stuff being created on screen.
I did a postdoc in the [School of Math, USTC]() in 2012-2015. I did another postdoc at [INRIA France](), working with [Dr.Sylvain Lefebvre's]() on digital content synthesis in 2011-2012. I obtained a PH.D of Applied Mathematics from [Zhejiang Univ.]() in 2011. I worked on a research project in [City Univ. of Hong Kong]() in 2010.

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Topics: Computer graphics related algorithm, Network Optimization(continuous or discrete),Synthesis(Vector or pixel, both a lot of fun:)), Image, Physical Simulation. Also i am open minded to other topics .
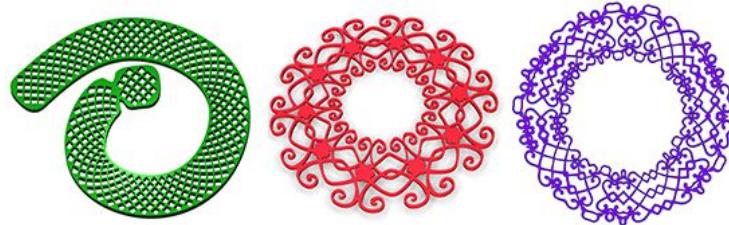
研究方向

我们长期坚持在计算机图形学顶级期刊([ACM Transactions on Graphics]())上发表最新研究成果.

较熟悉的方向包括：

基础算法(not easy but if you have any new idea it may be ground-breaking.)，

计算机图形学，图像处理，计算几何，优化，机器学习，利用GPU或其他体系的加速技术.

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representative publications

New paper:
1.Interactive Sketch-Based Normal Map Generation with Deep Neural Networks. Wanchao Su, Dong Du, Xin Yang, Shizhe Zhou Hongbo Fu.i3D,Montreal,Canada, 2018 (paper, video)

2.PatchSwapper: A novel real-time single-image editing technique by region-swapping. Shizhe Zhou, Chengfeng Zhou, Yi Xiao, Guanghua Tan. Computers & Graphics, 2018, 47(9). (webpage)

3.Automatic Image Style Transfer Using Emotion-Palette. Jing Huang, Shizhe Zhou*, Xianyi Zhu, Yiwen Li, Chengfeng Zhou.International Conference on Digital Image Processing, 2018. (paper)

4.Face sorting and stripe texture mapping of triangle mesh based on spectral decomposition(in Chinese). Yan Li, Shizhe Zhou*Jiansong Deng. Journal of Univ.of Sci.& Tech.,2017, 47(9). (paper)

5.Efficient Simulation of Water Puddle(in Chinese). Jianfang Li, Shizhe Zhou*, Yan Li, Ligang Liu.Journal of Computer-Aided Design & Computer Graphics, 2016, 23(11)(paper, demo)

6.Adaptive Tearing of Crumpled Thin Sheet(in Chinese). Qiqi Jiang, Shizhe Zhou*, Liqiang Shi.Journal of Univ. of Sciene and Technology, 2016, 46(11). (paper)

7.Topology-constrained Synthesis of Vector Patterns. Shizhe Zhou, Changyun Jiang, Sylvain Lefebvre. *ACM SIGGRAPH Asia 2014. ACM Transactions on Graphics(ISBN 0730-0301),*Volume 33 Issue 6, November 2014,Article No**.** 215 ACM New York, NY, USA   doi>10.1145/2661229.2661238[webpage]

8.Real-time dynamic and pressure-sensitive brush rendering. Liqiang Shi, Shizhe Zhou. *The 4th International Conference on Electronics,Communications and Networks,*2014. [paper]

9.By-Example synthesis of curvilinear structured patterns. Shizhe Zhou, Anass Lasram, Sylvain Lefebvre. *Computer Graphics Forum(*ISSN:0167-7055), 32(2), 2013. (Proc.of Eurographics 2013). DOI: 10.1111/cgf.12055 [paper, overlapping avoidance, video, more results]

10.Animated Construction of Line Drawings. Hongbo Fu, Shizhe Zhou*, Ligang Liu, Niloy Mitra. ACM SIGGRAPH Asia 2011. *ACM Transactions on Graphics,*30(6), Article No.133:1-10,2011. [video, Viewer's *software and code*, webpage]

11.Parametric Reshaping of Human Bodies in Images. Shizhe Zhou, Hongbo Fu, Ligang Liu*, Daniel Cohen-Or, Xiaoguang Han. *ACM SIGGRAPH 2010. ACM Transactions on Graphics,*

29(4), Article No.126:1-10,2010. [software, webpage]

12.Realtime Digital Bas-Relief Modeling *(in Chinese)*. Shizhe Zhou, Ligang Liu*. *Journal of Computer-Aided Design & Computer Graphics*, 2010, 22(3). (paper, Editing session: 1, 2)

13.Feature-Aligned Shape Texturing. Kai Xu*, Daniel Cohen-Or, Tao Ju, Ligang Liu*, Hao Zhang, Shizhe Zhou and Yueshan Xiong. *ACM SIGGRAPH Aisa 2009. ACM Transactions on Graphics (TOG)* ,2009. (webpage)

14.Realtime Fluid Simulation Based on Multigrid Method *(in Chinese)*.Shizhe Zhou, Jiaju Man*. *Journal of Computer-Aided Design & Computer Graphics*, 2007,19(7). (paper, video)

My Master Degree Thesis: Research on Deformation Algorithm of 3D Mesh Models.   pdf

My PHD Thesis: : Modeling via Feature Transfer across Dimensions   Phd.Thesis-ShizheZhou .pdf

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发明专利
发明名称: 拓扑可控的矢量纹理图案生成方法 (已通过已授权)

专利号 201410835565.1

申请日: 2014.12.29

公开（公告）日: 2015.05.13

授权通过日: 2017.09.05

IPC分类号: G06T17/00

发明人: 周世哲.

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软件全称：实时数字浮雕建模软件

登记号：2010SR029049 分类号：63000-0000 版本号：V1.0

SERVICE

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