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Assistant Professor

Personal Information



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Research Interests

Computer Graphics

- Data Visualization
- Surfaces Parameterization and Manipulation
- Visual Media Retargeting
- Game development

Education

- 2005.09 - 2012.01 Ph.D. in Computer Science and Information Engineering,
National Cheng Kung University
Advisor: Professor Tong-Yee Lee
Phone (Office) : 886-6-275-7575 ext 62531
(Computer Graphics Group of Visual System Laboratory)
- 2004.09-2005.06 M.S. in Computer Science and Information Engineering,
National Cheng Kung University
Promote to pursue Ph.D. degree at 2005/09
Advisor: Professor Tong-Yee Lee
- 2000.09 - 2004.06 B.S. in Computer and Information Science,
National Chiao Tung University



交通大學

Professional Activities

Projects

- 2017.08 ~ 2019.07 針對網路論壇上用戶互動與角色變遷之時變視覺化
(主持人, MOST-106-2221-E-155-053-MY2, 174.3 萬元)
- 2017.07 ~ 2017.12 基於影像辨識與大數據分析技術之遊客參訪熱點與年齡分析系統先導研究
(共同主持人, 國立海洋科技博物館, 97.5 萬元)
- 2016.11 - 2017.10 基於使用者行為之巨量資料分析以提升企業資訊安全
(主持人, MOST-105-2634-F-155-002, 83.9 萬元)
- 2016.08 - 2017.07 針對角色模型誇張化之基於方塊控制的網格模型變形
(主持人, MOST-105-2218-E-155-005, 70.4 萬元)
- 2015.03 - 2015.11 拋光系統自動化模擬與路徑適應技術 (工研院, 50 萬元)

Publications

1. **YiJheng Huang, Wen-Chieh Lin, I-Cheng Yeh and Tong-Yee Lee**, "Geometric and Textural Blending for 3D Model Stylization," *IEEE Transactions on Visualization and Computer Graphics*, accepted to appear. (SCI, 13/105)
2. **Hsin-Yang Ho, I-Cheng Yeh, Yu-Chi Lai, Wen-Chieh Lin, and Fu-Yin Cherng**, "Evaluating 2D Flow Visualization Using Eye Tracking," *Computer Graphics Forum*, Vol.34, No.3. Page 501-510, (accepted by EuroVis 2015) (SCI/EI, ISI ranking: 21/105 = 20%)
3. **Shih-Syun Lin, I-Cheng Yeh, Chao-Hung Lin* and Tong-Yee Lee**, "Patch-based Image Warping for Content-aware Retargeting," *IEEE Transactions on Multimedia*, Vol.15, No.2. Page 359-368 (SCI/EI, ISI ranking: 7/104 = 6.7%@2011)
4. **I-Cheng Yeh, Wen-Chieh Lin, Tong-Yee Lee*, Hsin-Ju Han, Jehee Lee, Manmyung Kim**, "Social-Event-Driven Camera Control for Multi-Character Animations," *IEEE Transactions on Visualization and Computer Graphics*, Vol.18, No.9, September 2012 (Page 1496-1510) (SCI/EI, ISI ranking: 4/104 = 3.8%@2011)
5. **Hongchuan Yu, Tong-Yee Lee*, I-Cheng Yeh, Xiaosong Yang, Wenxi Li, and Jian J. Zhang**, "An RBF-based Reparameterization Method for Constrained Texture Mapping," *IEEE Transactions on Visualization and Computer Graphics*, Vol.18, No.7, July 2012 (Page 1115-1124) (SCI/EI, ISI ranking: 4/104 = 3.8%@2011)
6. **I-Cheng Yeh, Chao-Hung Lin, Olga Sorkine, Tong-Yee Lee***, "Template-based 3D Model Fitting Using Dual-domain Relaxation," *IEEE Transactions on Visualization and Computer*

Graphics, Vol.17, No.8, August 2011 (Page 382-395)

(SCI/EI, ISI ranking: 4/104 = 3.8%@2011)

7. **I-Cheng Yeh, Chao-Hung Lin, Hung-Jen Chien, Tong-Yee Lee***, "Efficient Camera Path Planning Algorithm for Human Motion Overview," *Computer Animation and Virtual World, Vol.22, Issue 2-3, April-May 2011 (Page 239-250)*
(accepted by CASA 2011) (SCI/EI)
8. **Jackie Assa, Daniel Cohen-Or, I-Cheng Yeh, Tong-Yee Lee***, "Motion overview of human actions," *ACM Transactions on Graphics (TOG), Vol.27, No.5, December 2008*
(accepted by SIGGRAPH Asia 2008) (SCI/EI, ISI ranking: 3/86 = 3%@2008)
9. **Tong-YeeLee*, Shao-Wei Yen, I-Cheng Yeh**, "Texture Mapping with Hard Constraints Using Warping Scheme," *IEEE Transactions on Visualization and Computer Graphics, Vol.14, No.2, March/April 2008 (Page 382-395)*
(SCI/EI, ISI ranking: 8/86 = 9%@2008)

Ph.D. Dissertation

- **I-Cheng Yeh**, "Human Activity Visualization," *Ph.D. dissertation, National Cheng Kung University, 2011.*

Awards

2017.12	2017 開源天下-全國大專校院開源軟體程式創意設計競賽, 最佳產學應用價值獎 (林毓宸、姚雅馨)
2017.10	2017 TSOC 軟體創作人暑期成長營, 特優 (蘇冠宇、陳奕帆、何依麗)
2017.6	CGW Best Paper Award (基於幾何上和材質上混和的三維模型風格化)
2017.6	ACM NCPU 2017, Honorable Mention, 4 th place (邱佳震、林子恆、呂宜叡)
2017.5	2017 全國大專校院軟體創作競賽 (Honorable Mention) (羅濟威、黃志仁、陳崧源)
2016.5	玉山銀行黑客松 銅牌 (莊秉倫、林秉橙、黃章晏、林子皓、李思悅)
2015.9	2015 年 Hami APP 軟體開發暨供應商大賞 人氣獎 (羅佑鈞、張偉哲)
2014.7	CGW Best Paper Award
2012.8	IPPR Doctoral Dissertation Award - Honorable Mention
2011.7	CGW Best Paper Award

Conference Presentations

2016.7	Computer Graphics Workshop, Chiayi, Taiwan
2011.7	Computer Graphics Workshop, Taipei, Taiwan
2011.5	Computer Animation and Social Agents, Chengdu, China
2010.06	Computer Graphics Workshop, HsinChu, Taiwan
2008.12	ACM Siggraph Asia Conference, Singapore (Assistance)

Work Experience

2013.02 - now	Assistant professor @ Dept. of Computer Science and Information Engineering, Yuan Ze University.
2012.02 - 2013.01	Private @ R.O.C. Marine Corps (mandatory military service)
2007.10 - 2010.09	Administrant Assistant @ CSIE office in National Cheng Kung University
2005.10 - 2011.06	Teaching Assistant of Computer Graphics and Optimization Design related course in National Cheng Kung University
2001.03 - 2004.06	System Administrator @ Center for SF studies in National Chiao Tung University

General Skills and Records

Extracurricular Experience at School

2001.03 - 2004.06	Charter President / Member @ SciSci Club in National Chiao Tung University
2001.09 - 2004.06	Instructor / Member @ Campus Computer Communication Association in National Chiao Tung University

Computer Skills

Programming	C++(Advanced), C#/.NET framework(Advanced), C(Intermediate), javascript(Intermediate), python(Intermediate), PHP(Intermediate), Matlab(Beginning)
Develop kits	Visual Studio(Intermediate), Xcode(Intermediate), Subversion/Git(Intermediate), Eclipse(Beginning)
Applications	Adobe Premiere(Advanced), Adobe Illustrator(Intermediate) , Adobe Photoshop(Intermediate), Power Point(Advanced), Excel(Intermediate), Word(Intermediate), LATEX(Advanced)
System Administration	FreeBSD (Intermediate), Ubuntu (Intermediate), Windows Server (Beginning)

Language Skills

Chinese	Proficient (Native Speaker)
English	Moderate
Taiwanese	Limited