Daniel Lischinski
Curriculum Vitae

Education
Ph.D. in Computer Science, August 1994, Cornell University (Advisor: Donald P. Greenberg)
M.Sc. *summa cum laude* in Computer Science, June 1989, Hebrew University of Jerusalem, Israel
B.Sc. *summa cum laude* in Computer Science, June 1987, Hebrew University of Jerusalem, Israel

Experience
The Hebrew University of Jerusalem. Full Professor, October 2009 – present
The Hebrew University of Jerusalem. Associate Professor, October 2005 – September 2009
The Hebrew University of Jerusalem. Senior lecturer, October 2000 – September 2005
The Hebrew University of Jerusalem. Lecturer, September 1996 – September 2000
University of Washington. NSF postdoctoral research associate, 1994–1996

Honors and Awards
Eurographics Outstanding Technical Contributions Award, 2012
Golda Meir fellowship, 1996
Gutwirth scholarship, 1989
Graduate excellence scholarship, Hebrew University, 1987–89
Rector's award, Hebrew University, 1986 and 1987
Dean's list, Hebrew University, 1986 and 1987

Publications

Siggraph / ACM ToG Papers
O. Avrahami, O. Fried, and D. Lischinski. Blended Latent Diffusion. In *ACM Transactions on Graphics* 42(6), to appear.

J. Lyu, B. Wu, D. Lischinski, D. Cohen-Or, and H. Huang. Differentiable refraction-tracing for mesh reconstruction of transparent objects. In *ACM Transactions on Graphics* 39(6), Dec. 2020.

M. Shi, K. Aberman, A. Aristidou, T. Komura, D. Lischinski, D. Cohen-Or, and B. Chen. MotioNet: 3D Human Motion Reconstruction from Video with Skeleton Consistency. In *ACM Transactions on Graphics* 39(5), 2020.

O. Sendik, D. Lischinski, and D. Cohen-Or. Unsupervised K-modal Styled Content Generation. In *ACM Transactions on Graphics* 39(4), July 2020.

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Y. Zhou, Z. Zhu, D. Lischinski, D. Cohen-Or, and H Huang. Non-stationary Texture Synthesis by Adversarial Expansion. In *ACM Transactions on Graphics*, 37(4), Aug. 2018.

H. Huang, K. Xie, L. Ma, D. Lischinski, M. Gong, X. Tong, and D. Cohen-Or. Appearance Modeling via Proxy-to-Image Alignment. In *ACM Transactions on Graphics*, 37(1), Jan. 2018.

H. Zhao, L. Lu, Y. Wei, D. Lischinski, A. Sharf, D. Cohen-Or, and B. Chen. Printed Perforated Lampshades for Continuous Projective Images. In *ACM Transactions on Graphics*, 35(5), Sept. 2016.

Q. Fan, F. Zhong, D. Lischinski, D. Cohen-Or, and B. Chen. JumpCut: Non-successive mask transfer and interpolation for video cutout. *Proc. SIGGRAPH Asia 2015*. In *ACM Transactions on Graphics*, 34(6), Nov. 2015.

F. Zhong, S. Yang, X. Qin, D. Lischinski, D. Cohen-Or, and B. Chen. Slippage-free background replacement for hand-held video. *Proc. SIGGRAPH Asia 2014*. In *ACM Transactions on Graphics*, 33(6), Dec. 2014.

H. Huang, K. Yin, M. Gong, D. Lischinski, D. Cohen-Or, U. Ascher, and B. Chen. "Mind the Gap": Tele-registration for structure-driven image completion. *Proc. SIGGRAPH Asia 2013*. In *ACM Transactions on Graphics*, 32(5), Nov. 2013.

Y. HaCohen, E. Shechtman, D. Goldman, and D. Lischinski. Optimizing color consistency in photo collections. *Proc. SIGGRAPH 2013*. In *ACM Transactions on Graphics*, 32(4), July 2013.

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Z. Farbman, R. Fattal, and D. Lischinski. Convolution pyramids. *Proc. SIGGRAPH Asia 2011*. In *ACM Transactions on Graphics*, 30(5), December 2011.

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Z. Farbman, R. Fattal, and D. Lischinski. Diffusion maps for edge-aware image editing. *Proc. SIGGRAPH Asia 2010*. In *ACM Transactions on Graphics*, 29(5), December 2010.

A. Rosenberger, D. Cohen-Or, and D. Lischinski. Layered shape synthesis: automatic generation of control maps for non-stationary textures, *Proc. SIGGRAPH Asia 2009*. In *ACM Transactions on Graphics*, 28(5), December 2009.

Z. Farbman, G. Hoffer, D. Cohen-Or, Y. Lipman, and D. Lischinski. Coordinates for instant image cloning. *Proc. SIGGRAPH 2009*. In *ACM Transactions on Graphics*, 28(3), August 2009.

J. Kopf, B. Neubert, B. Chen, M. Cohen, D. Cohen-Or, O. Deussen, M. Uyttendaele, and D. Lischinski. Deep Photo: model-based photograph enhancement and viewing, *Proc. SIGGRAPH Asia 2008*. In *ACM Transactions on Graphics*, 27(5), December 2008.

Zeev Farbman, Raanan Fattal, Dani Lischinski, and Rick Szeliski. Edge-preserving decompositions for multi-scale tone and detail manipulation. *Proc. SIGGRAPH 2008*. In *ACM Transactions on Graphics*, 27(3), August 2008.

Tommer Leyvand, Daniel Cohen-Or, Gideon Dror, and Dani Lischinski. Data-driven enhancement of facial attractiveness. *Proc. SIGGRAPH 2008*. In *ACM Transactions on Graphics*, 27(3), August 2008.

Johannes Kopf, Michael Cohen, Dani Lischinski, and Matt Uyttendaele. Joint bilateral upsampling. *Proc. SIGGRAPH 2007*. In *ACM Transactions on Graphics*, 26(3), July 2007.

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Wong. Solid texture synthesis from 2D exemplars. *Proc. SIGGRAPH 2007*. In *ACM Transactions on Graphics*, 26(3), July 2007.

Dani Lischinski, Zeev Farbman, Matt Uyttendaele, and Rick Szeliski. Interactive local manipulation of tonal values. *Proc. SIGGRAPH 2006*. In *ACM Transactions on Graphics*, 25(3), July 2006.

Johannes Kopf, Daniel Cohen-Or, Oliver Deussen, and Dani Lischinski. Recursive Wang tiles for real-time blue noise. *Proc. SIGGRAPH 2006*. In *ACM Transactions on Graphics*, 25(3), July 2006.

Raanan Fattal and Dani Lischinski. Target-driven smoke animation. *Proc. SIGGRAPH 2004*. In *ACM Transactions on Graphics*, 23(3), August 2004, pp. 441–448.

Anat Levin, Dani Lischinski, and Yair Weiss. Colorization using optimization. *Proc. SIGGRAPH 2004*. In *ACM Transactions on Graphics*, 23(3), July 2004, pp. 689–694.

Raanan Fattal, Dani Lischinski, and Michael Werman. Gradient domain high dynamic range compression. *Proc. SIGGRAPH 2002*. In *ACM Transactions on Graphics*, 21(3), July 2002, pp. 249–256.

Frédéric Pighin, Jamie Hecker, Dani Lischinski, Richard Szeliski, and David H. Salesin. Synthesizing realistic facial expressions from photographs. *Proc. SIGGRAPH 98*. In *Computer Graphics* Proceedings, Annual Conference Series, July 1998, pp. 75–84.

Per Christensen, Dani Lischinski, Eric Stollnitz, and David H. Salesin. Clustering for glossy global illumination. *ACM Transaction on Graphics*, 16(1), 1997, pp. 3–33.

Jonathan Shade, Dani Lischinski, David H. Salesin, Tony DeRose, and John Snyder. Hierarchical image caching for accelerated walkthroughs of complex environments. *Proc. SIGGRAPH 96*. In *Computer Graphics* Proceedings, Annual Conference Series, 1996, pp. 75–82.

Mike Salisbury, Corie Anderson, Dani Lischinski, and David H. Salesin. Scale-dependent reproduction of pen-and-ink illustrations. *Proc. SIGGRAPH 96*. In *Computer Graphics* Proceedings, Annual Conference Series, 1996, pp. 461–468.

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Oren Katzir, Dani Lischinski, Daniel Cohen-Or. Shape-Pose Disentanglement using SE(3)-equivariant Vector Neurons. *Proc. ECCV 2022* (oral), Oct 2022.

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O. Avrahami, D. Lischinski, and O. Fried. Blended Diffusion for Text-driven Editing of Natural Images. *Proc. CVPR 2022*, June 2022.

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O. Patashnik, Z. Wu, E. Shechtman, D. Cohen-Or, and D. Lischinski. StyleCLIP: Text-Driven Manipulation of StyleGAN Imagery. *Proc. ICCV 2021* (oral), Sept. 2021.

Z. Wu, D. Lischinski, and E. Shechtman. StyleSpace Analysis: Disentangled Controls for

StyleGAN Image Generation. *Proc. CVPR 2021* (oral), June 2021.

Z. Wu, D. Lischinski, and E. Shechtman. Fine-grained Foreground Retrieval via Teacher-Student Learning. *Proc. WACV 2021*.

O. Katzir, D. Lischinski, and D. Cohen-Or. Cross-Domain Cascaded Deep Feature Translation. *Proc. ECCV 2020* (oral), August 2020.

D. Lin, D. Shen, S. Shen, Y. Ji, D. Lischinski, D. Cohen-Or, and H. Huang. ZigZagNet: Fusing Top-Down and Bottom-Up Context for Object Segmentation. *Proc. CVPR 2019*, June 2019.

D. Lin, Y. Ji, D. Lischinski, D. Cohen-Or, H. Huang. Multi-Scale Context Intertwining for Semantic Segmentation. *Proc. ECCV 2018*, Sept. 2018.

L. Zhu, C.-W. Fu, D. Lischinski, P.-A. Heng. Joint Bi-Layer Optimization for Single-Image Rain Streak Removal. Proc. ICCV 2017.

E. Aharoni-Mack, Y. Shambik, and D. Lischinski. Pigment-Based Recoloring of Watercolor Paintings. Proc. NPAR'17, July 2017.

H. Xu, Y. Li, W. Chen, D. Lischinski, D. Cohen-Or, and B. Chen A Holistic Approach for Data-Driven Object Cutout. Proc. ACCV 2016.

W. Chen, H. Wang, Y. Li, H. Su, Z. Wang, C. Tu, D. Lischinski, D. Cohen-Or, and B. Chen. Synthesizing Training Images for Boosting Human 3D Pose Estimation. Proc. 3D Vision (3DV) 2016.

V. Prinet, D. Lischinski, and M. Werman. Illuminant chromaticity from image sequences. *Proc. ICCV 2013*, December 2013.

Y. HaCohen, E. Shechtman, and D. Lischinski. Deblurring by example using dense correspondence. *Proc. ICCV 2013*, December 2013.

V. Prinet, M. Werman, and D. Lischinski. Specular highlight enhancement from video sequences. *Proc. ICIP 2013*, September 2013.

S.-B. Kang, A. Kapoor, and D. Lischinski. Personalization of image enhancement. *Proc. IEEE CVPR 2010*. June 2010.

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Y. HaCohen, R. Fattal, and D. Lischinski. Image upsampling via texture hallucination. *Proc. ICCP 2010*. April 2010.

O. Cooper, M. Freiman, L. Joskowicz, and D. Lischinski. Affinity-based constraint optimization for nearly-automatic vessel segmentation. *Proc. SPIE Symposium on Medical Imaging*, February 2010.

M. Freiman, L. Joskowicz, D. Lischinski, and J. Sosna. A feature-based transfer function for liver visualization. *Proc. 21th Int. Conf. on Computer Assisted Radiology and Surgery (CARS'2007)*. Elsevier, 2007.

A. Levin, A. Rav-Acha, and D. Lischinski. Spectral Matting. *Proc. IEEE CVPR 2007*, June 2007.

A. Levin, D. Lischinski, and Y. Weiss. A Closed Form Solution to Natural Image Matting. *Proc. IEEE CVPR 2006*, June 2006.

Y. Schnitman, Y. Caspi, D. Cohen-Or, and D. Lischinski. Inducing semantic segmentation from an example. *Proc. ACCV 2006*, Jan. 2006.

A. Rav-Acha, Y. Pritch, D. Lischinski, and S. Peleg. Dynamosaics: Video Mosaics with Non-Chronological Time. *Proc. IEEE CVPR 2005*, June 2005.

R. Irony, D. Cohen-Or, and D. Lischinski. Colorization by example. *Rendering Techniques 2005 (Proc. Eurographics Symposium on Rendering)*, June 2005.

O. Engolz, R. Goldenthal, D. Lischinski, and D. Cohen-Or. An Algebraic Multi-grid Approach for High-Pass Quantization. *The 5th Israel-Korea Bi-National Conference on Geometric Modeling and Computer Graphics*, Oct. 2004.

S. Moradoff and D. Lischinski. Synthesis of textural motion with hard constraints. *The 4th*

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O. Sorkine, D. Cohen-Or, R. Goldenthal, and D. Lischinski. Bounded-distortion parameterization and mesh partitioning. *Proc. IEEE Visualization 2002*, Sept. 2002.

R. Fattal and D. Lischinski. Variational classification for visualization of 3D ultrasound data. *Proc. IEEE Visualization 2001*, Oct. 2001, pp. 403–410.

T.-J. Park, S. Fleishman, D. Cohen-Or, and D. Lischinski. Compression of indoor video sequences using homography-based segmentation. *Proc. Pacific Graphics 2000*, Oct. 2000.

I. Drori and D. Lischinski. Wavelet warping. *Rendering Techniques 2000*, June 2000, pp. 113–124.

S. Fleishman, D. Cohen-Or, and D. Lischinski. Automatic camera placement for image-based modeling. *Proc. Pacific Graphics '99*, Oct. 1999, 12–20.

D. Lischinski and A. Rappoport. Simulating reflections in image-based rendering of synthetic scenes. *Proc. Korea-Israel Bi-National Conference on Geometrical Modeling and Computer Graphics in the World WIde Web Era*, Sept. 1999, 53–64.

Z. Bar-Joseph, S. Dubnov, R. El-Yaniv, D. Lischinski, and M. Werman. Granular synthesis of sound textures using statistical learning. *Proc. International Computer Music Conference '99*, Oct. 1999.

D. Lischinski and A. Rappoport. Image-based rendering for non-diffuse synthetic scenes. *Rendering Techniques '99*, June 1998, pp. 301–314.

Y. Chrysanthou, D. Cohen-Or, and D. Lischinski. Fast approximate quantitative visibility for complex scenes. *Proc. Computer Graphics International 98*.

F. Pighin, D. Lischinski, and D. Salesin. Progressive previewing of ray-traced images using image-plane discontinuity meshing. *Rendering Techniques '97*, June 1997, pp. 115–126.

B. Chamberlain, T. DeRose, D. Lischinski, D. Salesin, and J. Snyder. Fast rendering of complex environments using a spatial hierarchy. *Proc. Graphics Interface '96*, May 1996, pp. 132–141.

D. Salesin, D. Lischinski, and T. DeRose. Reconstructing illumination functions with selected discontinuities. *Proc. Third Eurographics Workshop on Rendering*, 1992, pp. 99–112.

F. Tampieri and D. Lischinski. The constant radiosity assumption syndrome. In *Photorealistic rendering in computer graphics*, P. Brunet and F. W. Jansen, editors, Springer-Verlag, 1994.

Other Journal Papers

Eric Ming Chen, Jin Sun, Apoorv Khandelwal, Dani Lischinski, Noah Snavely, Hadar Averbuch-Elor. What's in a Decade? Transforming Faces Through Time. In *Computer Graphics Forum*, 42(2) (Proc. Eurographics 2023), 281-291.

P. Tu, D. Lischinski, and H. Huang. Point Pattern Synthesis via Irregular Convolution. In *Computer Graphics Forum*, 38(5), 109-122, 2019.

K. Aberman, M. Shi, J. Liao, D. Lischinski, B. Chen, and D. Cohen-Or. Deep Video-Based Performance Cloning. In *Computer Graphics Forum*, 38(2) (Proc. Eurographics 2019).

O. Sendik, D. Lischinski, and D. Cohen-Or. What's in a Face? Metric Learning for Face Characterization. In *Computer Graphics Forum*, 38(2) (Proc. Eurographics 2019).

D. Nirel, D. Lischinski. Fast Penetration Volume for Rigid Bodies. *Computer Graphics Forum*, 37(2) (Proc. Eurographics 2018), pp. 239-250.

Y. Zhou, H. Shi, D. Lischinski, M. Gong, J. Kopf, and H. Huang. Analysis and Controlled Synthesis of Inhomogeneous Textures. *Computer Graphics Forum*, 36(2) (Proc. Eurographics 2017), pp. 199-212.

H. Huang, D. Lischinski, Z. Hao, M. Gong, M. Christie, D. Cohen-Or. Trip synopsis: 60km in 60sec. *Computer Graphics Forum*, 35(7) (Proc. Pacific Graphics 2016), pp. 107-116, Oct. 2016.

Q. Zeng, W. Chen, H. Wang, C. Tu, D. Cohen-Or, D. Lischinski, B. Chen. Hallucinating Stereoscopy from a Single Image. *Computer Graphics Forum*, 34(2), May 2015.

A. Kaspar, B. Neubert, D. Lischinski, M. Pauli, J. Kopf. Self-Tuning Texture Optimization. *Computer Graphics Forum*, 34(2), May 2015.

A. Kapoor, J. Caicedo, D. Lischinski, and S.-B. Kang. Collaborative personalization of image enhancement. *International Journal of Computer Vision*, 2013.

Y. Inger, Z. Farbman and D. Lischinski. Locally adaptive products for all-frequency relighting. *Computer Graphics Forum*, 32(2), May 2013.

L. Kaufman, D. Lischinski and M. Werman. Content-aware automatic photo enhancement. *Computer Graphics Forum*, 31(8), December 2012.

E. Sivaks and D. Lischinski. On neighborhood matching for texture-by-numbers. *Computer Graphics Forum*, 30(1), 2011.

J. Kopf, D. Lischinski, O. Deussen, D. Cohen-Or, and M. Cohen. Locally adapted projections to reduce panorama distortions. *Computer Graphics Forum*, 28(4), August 2009.

Anat Levin, Alex Rav-Acha, and Dani Lischinski. Spectral Matting. *IEEE Transactions on PAMI*, October 2008.

Yael Shor and Dani Lischinski. The Shadow Meets the Mask: Pyramid-Based Shadow Removal. *Computer Graphics Forum*, vol. 27, no. 2, April 2008.

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Alon Lerner, Yiorgos Chrysanthou, and Dani Lischinski. Crowds by Example. *Computer Graphics Forum*, Sept. 2007.

Alex Rav-Acha, Yael Pritch, Dani Lischinski, and Shmuel Peleg. Dynamosaicing: Mosaicing of Dynamic Scenes. *Proc. IEEE Transactions on PAMI*, 2007.

Raanan Fattal and Dani Lischinski. Pose controlled physically based animation. *Computer Graphics Forum*, 2007.

Shmuel Moradoff and Dani Lischinski. Constrained synthesis of textural motion for articulated characters. *The Visual Computer*, 20(4), June 2004, pp. 253–265.

Iddo Drori and Dani Lischinski. Fast multi-resolution image operations in the wavelet domain. *IEEE Transactions on Visualization and Computer Graphics*, 9(3), 2003, pp. 395–411.

Shlomo Dubnov, Ziv Bar-Joseph, Ran El-Yaniv, Dani Lischinski, and Michael Werman. Synthesizing sound textures through wavelet tree learning. *IEEE Computer Graphics and Applications*, 22(4), 2002, pp. 38–48.

Ram Shacked and Dani Lischinski. Automatic lighting design using a perceptual quality metric. *Computer Graphics Forum*, 20(3), Sep. 2001. (Best Paper Award, 3rd prize.)

Eyal Teler and Dani Lischinski. Streaming of complex 3D scenes for remote walkthroughs. *Computer Graphics Forum*, 20(3), Sep. 2001.

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Shachar Fleishman, Daniel Cohen-Or, and Dani Lischinski. Automatic camera placement for image-based modeling. *Computer Graphics Forum*, 19(2), June 2000, pp. 101–110.

Dani Lischinski, Filippo Tampieri, and Donald P. Greenberg. Discontinuity meshing for accurate radiosity. *IEEE Computer Graphics and Applications* 12(6), 1992, pp. 25–39.

Dani Lischinski and Jakob Gonczarowski. Improved techniques for ray tracing parametric surfaces. *The Visual Computer: International Journal of Computer Graphics* 6(3), 1990, pp. 134–152.

Edited Books / Book Chapters

D. Lischinski and G. W. Larson, editors, *Rendering Techniques '99*, Springer-Verlag, 1999.

D. Lischinski. Incremental Delaunay triangulation. In *Graphics Gems IV*, P. Heckbert, editor, Academic Press, 1994.

D. Lischinski. Converting rectangular patches into Bézier triangles. In *Graphics Gems IV*, P. Heckbert, editor, Academic Press, 1994.

D. Lischinski. Converting Bézier triangles into rectangular patches. In *Graphics Gems III*, D. Kirk, editor, Academic Press, 1992.

Other publications

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J. Cao, O. Katzir, P. Jiang, D. Lischinski, D. Cohen-Or, C. Tu, Y. Li. DiDA: Disentangled Synthesis for Domain Adaptation. *arXiv:1805.08019*, May 2018.

Z. Wang, F. Gu, D. Lischinski, D. Cohen-Or, C. Tu, B. Chen. Neuron-level Selective Context Aggregation for Scene Segmentation. *arXiv:1711.08278*, Nov. 2017.

W. Chen, H. Wang, Y. Li, H. Su, C. Tu, D. Lischinski, D. Cohen-Or, and B.. Chen. Synthesizing Training Images for Boosting Human 3D Pose Estimation. *arXiv:1604.02703v2*, April 2016.

A. Rav-Acha, Y. Pritch, D. Lischinski, and S. Peleg. Evolving time fronts: Spatio-temporal video warping. Technical Report 2005-10, The Hebrew University of Jerusalem, April 2005.

D. Lischinski. Accurate and reliable algorithms for global illumination. Ph.D. Thesis, Department of Computer Science Technical Report TR 94-1448, Cornell University, 1994.

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Patents

US Patent 9,361,663: Applying rapid numerical approximation of convolutions with filters for image processing purposes. Inventors: Lischinski, Fattal, Farbman.

US Patent 9,256,927: Method and apparatus for enhancing a digital photographic image. Inventors: Lischinski, Werman, Kaufman.

US Patent 9,100,570: Tonal stabilization of video. Inventors: Lischinski, Farbman.

US Patent 9,014,470: Non-rigid dense correspondence. Inventors: Shechtman, Goldman, HaCohen, Lischinski.

US Patent 8,913,074: Colorization method and apparatus. Inventors: Levin, Lischinski, Weiss.

US Patent 7,852,370: Method and system for spatio-temporal video warping. Inventors: Peleg, Rav-Acha, Lischinski.

US Patent 7,692,664: Closed form method and system for matting a foreground object in an image having a background. Inventors: Weiss, Lischinski, Levin.

US Patent 7,479,963: Method and system for performing computer graphic simulation of a fluid using target-driven control. Inventors: Lischinski, Fattal.

US Patent 7,305,144: System and method for compressing the dynamic range of an image. Inventors: Fattal, Lischinski, Werman.

Grants

ISF-NSFC Israel-China Collaborative Research Grant: Understanding and Controlling Generative Models, 2021–2024.

The Israel Science Foundation: Deep Analysis and Synthesis of Motion for Animation, 2020–2024.

ISF-NSFC Israel-China Collaborative Research Grant: Analysis and Applications for Social Cameras Media, 2015–2018.

Coordinator of an Israel Science Foundation Research Center: Facing the challenge of large unstructured datasets: images, videos and 3D models, 2012–2020.

Intel Collaborative Research Institute for Computational Intelligence (ICRI-CI): Personalized vision and graphics applications for mobile devices, 2012–2015.

Director of the Leibniz Minerva Center for Research in Computer Science, 2011–2017.

The Israel Science Foundation: Interactive tools for graphical manipulation of images and video, 2010–2012.

The Israel Science Foundation: Interactive tools for artists and animators, 2006–2010.

The German-Israeli Foundation (GIF): Modeling, simulating, and visualizing complex, realistic landscapes and ecosystems, 2007–2009.

The Israel Science Foundation: Advanced techniques for automating photorealistic image synthesis, 2003–2006.

Israel Ministry of Science (strategic infrastructure grant): Virtual reality and applications, 2002–2005.

Israel Ministry of Science (strategic infrastructure grant): Visual scene teleportation, 2000–2003.

The Israel Science Foundation: Image-based modeling and rendering for accelerated 3D graphics, 1999–2003.

Israel Ministry of Science (strategic infrastructure grant): Interactive multimedia over broad-band communication channels, 1998–2001.

Magnet/Izmel grant: Fusion and real-time display of medical data from multiple modalities, 1998–2003.

Wolfson Family Charitable Trust (equipment purchase grant): Laboratory for virtual and augmented reality.

Intel Israel academic research grant: Accelerated 3D graphics via image-based rendering, 1997–1998.

The Israel Science Foundation (equipment purchase grant): Towards interactive high-fidelity complex virtual worlds, 1997–1998.

France–Israel binational research fund grant number 88091-96: High-fidelity virtual reality over high speed networks, 1996–1998.

Students

Omri Avrahami, Ph.D. in progress.
Matan Levy, Ph.D. in progress.
Zongze Wu, Ph.D. 2022.
Yoav HaCohen, Ph.D. 2016.
Zeev Farbman, Ph.D. 2015.
Raanan Fattal, Ph.D. 2005.

Matan Levy, M.Sc. 2022
Ariel Bruce, M.Sc. 2020.
Sarah Gingichashvili, M.Sc. 2020.
Yarden Matok, M.Sc. 2020.
Elad Aharoni, M.Sc. 2018.
Dan Nirel, M.Sc. 2018.
Chaim Ginzburg, M.Sc. 2017.
Eytan Lifshitz, M.Sc. 2017.
Yaakov Kingsley, M.Sc. 2016.
Micha Magen, M.Sc. 2015.
Aran Reizman, M.Sc. 2014.
Yakov Shambik, M.Sc. 2014.
Yaron Inger, M.Sc. 2013.
Ohad Fried, M.Sc. 2012.
Liad Kaufman, M.Sc. 2011.
Elyahu Syvaks, M.Sc. 2010.
Oded Sharon, M.Sc. 2010.
Ofir Cooper, M.Sc. 2009.
Sharon Peri, M.Sc. 2009.
Yael Shor, M.Sc. 2008.
Ofir Engolz, M.Sc. 2004.
Shmuel Moradoff, M.Sc. 2002.
Amichai Nitsan, M.Sc. 2002.
Eyal Teler, M.Sc. 2001.
Ram Shacked, M.Sc. 2001.
Iddo Drori, M.Sc. 2000.
Ziv Bar-Joseph, M.Sc. 1999.

Invited talks

Discontinuity meshing for radiosity: Siggraph '92 course on Radiosity.
Discontinuity meshing for accurate radiosity:
    Hebrew University, Department of Computer Science, January 1993.
Combining hierarchical radiosity with discontinuity meshing:
    Siggraph '94 course on Advanced Topics in Radiosity.
Clustering for Glossy Global Illumination:
    Microsoft Research, February 1995.
Hierarchical image caching for accelerated walkthroughs of complex environments:
    Ben Gurion University, Department of Computer Science, March 1996.
    Hebrew University, Department of Computer Science, March 1996.
    Technion, Department of Computer Science, March 1996.
    Dagstuhl seminar on rendering, June 1996.
    Israel Siggraph Chapter meeting, December 1996.
Accurate and reliable algorithms for radiosity:
    IBM Haifa Research Center, March 1996.
    Tel-Aviv University, Department of of Computer Science, March 1996.
Scale-dependent reproduction of pen-and-ink illustrations:
    *i*MAGIS, Laboratoire GRAVIR/IMAG-INRIA, June 1997.
Accelerated 3D graphics via image-based rendering:
    Intel Israel annual academic seminar, November 1997.
Image-based rendering for non-diffuse synthetic scenes:
    Israel Siggraph Chapter meeting, July 1999.

Weizmann Institute, March 2000.
Streaming of complex 3D scenes for remote walkthroughs:
Dagstuhl seminar on interactive graphics and image synthesis, June 2000.
Texture mixing and texture movie synthesis using statistical learning:
Microsoft Research, July 2000.
Siggraph 2000 technical sketches program, July 2000.
New applications of the variational principle in computer graphics:
Technion, CGGC seminar, Department of Computer Science, February 2002.
Tel-Aviv University, Department of Electrical Engineering Systems, March 2002.
Target-Driven Smoke Animation: Hanyang University, Seoul, South Korea, October 2004.
Evolving time fronts: Spatio-temporal video warping: Trinity College, Dublin, Ireland, April 2005.
Interactive Image Manipulation via Image-Guided Optimization:
The Rank Prize Workshop, Lake District, July 2008.
Computational Photography symposium, Microsoft Research, July 2008.
Shandong University Summer School, Qingdao, China, July 2015.
A blast from the past — digital reconstruction and vectorization of classic comic books and old
school pixel art:
Weizmann Institute, March 2013.
Technion, Department of Electrical Engineering, March 2013.
From patches to albums: image enhancement by example. Qingdao Workshop on Visual
Computing, July 2015.
Interactive manipulation of images and video. Shenzhen University, March 2016.
Gradient Domain Manipulation. Shenzhen University Summer School on Visual Computing, July
2016.
Generative Adversarial Networks and their Applications. Shenzhen University Summer School on
Visual Computing, July 2017, July 2018.
Generative Adversarial Networks and their Applications. Shandong University Summer School on
Visual Computing, July 2018.
Non-stationary Texture Synthesis by Adversarial Expansion. SFU Visual Computing Workshop,
August 2018.

Other Academic Activities
Associate Editor for ACM Transaction on Graphics.
Technical Papers committee chair: SIGGRAPH Asia 2017.
Program committee co-chair: Tenth Eurographics Workshop on Rendering.
Area coordinator (imaging and vision), Siggraph 2007.
Papers committee member: Siggraph 2003–2004, 2006–2007, 2009–2010; Siggraph Asia 2014;
Eurographics Workshop on Rendering 1997–2006, 2012; Eurographics 2000–2002, 2005, and
2011; Texture 2002.
Reviewed papers for the following conferences: SIGGRAPH and SIGGRAPH Asia, Eurographics,
Graphics Interface, Symposium on 3D Interactive Graphics, IEEE Visualization conference,
and IEEE CVPR.
Reviewed papers for the following journals: *ACM Transactions on Graphics*, *IEEE Computer
Graphics and Applications*, *IEEE Transactions on Visualization and Computer Graphics*,
IEEE Transactions on PAMI, *Computers and Graphics*, *Computer Graphics Forum*,
International Journal of Computer Vision, *Information Processing Letters*.
Member, ACM SIGGRAPH and Eurographics.
Chair, Central Israel Siggraph local chapter, 2000–2002.
Computer Science M.Sc. program advisor, 1997–2001, 2004–2006.
Chair, Computer Science studies, 2007 – 2010.