

Ming Ouhyoung

Contact information

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Education

BS, MS: Electrical Engineering, National Taiwan University, Taipei,
6/1981 and 6/1985
Ph.D: Computer Science, University of North Carolina at Chapel Hill,
1/1990, (thesis advisor: Frederick. P. Brooks, Jr.)

Experience

Military service, Second Lieutenant in the Army, Taiwan, 7/81-5/83
MTS, AT&T Bell Laboratories, Middle-town, NJ, 1/91-7/92.
Associate professor, Department of Computer Science and Information
Engineering, National Taiwan University, 8/91-7/95
Professor, Department of Computer Science and Information Engineering,
National Taiwan University, 8/95-
Director, Center of Excellence for Research in Computer Systems, College
of Engineering, National Taiwan University (8/1998-7/2000)
Chairman, Department of Computer Science and Information Engineering,
National Taiwan University, 8/2000-7/2002
Visiting fellow, Department of Computer Science, Princeton University
(9/2003-12/2003)
Deputy Dean, College of Electrical Engineering and Computer Science
(8/2005~7/2007)

Research Interests

3D Graphics, Virtual Reality, Multimedia, 3D Object Retrieval,
Photo-ranking, Facial Animation and Motion Tracking, Force Feedback
Devices/Molecular
Binding

Professional activities

Conference Co-chair, IEEE PacificVis2010

Local chair, ACM SIGGRAPH Taipei chapter, 2009~

Program co-chair: Pacific Graphic 2006

General co-chair: ICAT 2000 (International Conference on Artificial Reality and Telepresence)

Members of program committee: ACM VRST (Virtual Reality Software and Technology) (2000, 2001, 2002, 2003)

Members of program committee: ICAT (2001-2003)

Members of program committee: Pacific Graphics (1995-2003)

Selected publication

1. Che-Hua Yeh, Yuan-chen Ho, Brian A. Barsky, Ming Ouhyoung, "Personalized Photo Ranking and Selection System", pp. 211-220, (full paper), Proc. ACM Multimedia 2010, Italy.
2. Ken-Yi Lee, Yung-Yu Chuang, Bing-yu Chen, Ming Ouhyoung, "Video Stabilization using Robust Feature Trajectories", Proceedings of IEEE Conference on Computer Vision (ICCV 2009), pp. 1397-1404, September, Kyoto, Japan.
3. Wan-Chun Ma, Andrew Jones, Jen-Yuan Chiang, Tim Hawkins, Sune Frederiksen, Pieter Peers, Marko Vukovicz, Ming Ouhyoung, Paul Debevec, "*Facial Performance Synthesis using Deformation-Driven Polynomial Displacement Maps*", ACM Transaction on Graphics, Vol. 27, No.5, Vol. 27, pp. 121:1-10, (Proceedings of SIGGRAPH ASIA 2008), Dec. 2008.
4. Fu-Che Wu, Wan-Chun Ma, Rung-Huei Liang, Bing-Yu Chen, Ming Ouhyoung, "Domain Connected Graph: the Skeleton of a Closed 3D Shape for Animation", Vol. 22, No. 2, pp. 117-135, The Visual Computer, 2006
5. Wan-Chun Ma, *Sung-Hsiang Chao, Yung-Yu Chuang, Chun-Fa Chang, Bing-Yu Chen, Ming Ouhyoung*, "Level-of-Detail Representation of Bidirectional Texture Functions for Real-Time Rendering", *Proceedings of ACM Interactive 3D Graphics and Games 2005 (I3D05)*, pp. 187-194, Washington, D.C., USA, 2005.
6. Jeng-Sheng Yeh, Ding-Yun Chen, Bing-Yu Chen and Ming Ouhyoung, "A Web-based Three-dimensional Protein Retrieval System by Matching Visual Similarity", *Bioinformatics*, Vol. 31, No. 13, pp. 3056-3057, 2005
7. Ding-Yun Chen, Ming Ouhyoung, Xiao-Pei Tian, Yu-Te Shen, "On Visual Similarity Based 3D Model Retrieval", *Computer Graphics Forum 2003*, pp. 223 - 232, (also in *EuroGraphics2003*, Spain).
8. Yi-Chen Lin, Jeng-sheng Yeh, Ming Ouhyoung, "Extracting 3D facial animation parameters from multiview video clips", pp. 72-80, *IEEE Computer Graphics and Applications*, Vol. 22, No. 6, Nov., 2002.
9. Jiann-Rong Wu and Ming Ouhyoung, "On Latency Compensation and

- Its Effects for Head Motion Trajectories in Virtual Environments", pp. 79-90, Vol. 16, No. 2, The Visual Computer, 2000.
10. Ming Ouhyoung, Yung-huei Yan, "A Three Dimensional Building Authoring Tool Based on Line-Drawing Understanding", Presence: Teleoperator and Virtual Environment, pp. 1-12, Vol. 5, No. 1, 1996, MIT Press.
 11. Jiann-Rong Wu and Ming Ouhyoung, "A 3D Tracking Experiment on Latency and Its Compensation Methods in Virtual Environments", Proc. of ACM UIST'95 (ACM User Interface and Software Technology 1995), pp. 41-49, ACM Press Pittsburgh, USA.
 12. Ming Ouh-young, Wu-Nan Tsai, Ming-Chang Tsai, Jiann-Rong Wu, Chung-Hsi Huang, and Tzong-Jer Yang, "A Low-Cost Force Feedback Joystick and Its Use in PC Video Games," IEEE Transactions on Consumer Electronics, Vol. 41, No. 3, pp. 787-794, Aug. 1995.
 13. Frederick P. Brooks, Jr., Ming Ouh-young, James J. Batter, P. Jerome Kilpatrick, "Project Grope-- Haptic Displays for Scientific Visualization", Computer Graphics (ACM), Vol. 24, No.4, pp.177-185 (also in ACM SIGGRAPH90).
 14. Margaret Minsky, Ming Ouh-young, Oliver Steele, Frederick P. Brooks, Jr., Max Behensky, " Feeling and Seeing: Issues in Force Display", Computer Graphics (ACM), Vol.24, No.2, pp236-244.
 15. Lin-shan Lee, Chiu-Yu Tseng, Ming Ouh-young, "The Synthesis Rules in a Chinese Text-to-Speech System", IEEE Trans. on Accoustics, Speech and Signal Processing, pp.1309-1320, Vol. 37, No. 9, 1989.