**报告题目:** Eye Gaze Correction using 3D Video Processing Techniques

**报告人:** Prof. Yo-Sung Ho

Director, Realistic Broadcasting Research Center

Gwangju Institute of Science and Technology (GIST), Korea

**邀请人**： 杨铀

 华中科技大学电子信息与通信学院 副教授

**报告时间:** 2017年2月22日（星期三），下午3点

**报告地点: 南一楼 西**203

**Abstract:**

Video conferencing is the conduct of conference between two or more participants at different locations using a set of telecommunication systems to transmit audio and video data. Although many videoconferencing systems have been developed, the naïve use of cameras in these systems lacks eye contact. This creates some kind of disconnected feeling, reducing effectiveness of interactive communication. Therefore, the gaze correction problem is considered as one of the most important issues in the video conferencing system. In this talk, we present a gaze correction method using 3D video processing techniques including depth estimation and virtual view synthesis.

**Biography:**

Dr. Yo-Sung Ho, a new IEEE Fellow, received the B.S. and M.S. degrees in electronic engineering from Seoul National University, Seoul, Korea, in 1981 and 1983, respectively, and the Ph.D. degree in electrical and computer engineering from the University of California, Santa Barbara, in 1990. He joined ETRI (Electronics and Telecommunications Research Institute), Daejeon, Korea, in 1983. From 1990 to 1993, he was with North America Philips Laboratories, Briarcliff Manor, New York, where he was involved in development of the Advanced Digital High-Definition Television (AD-HDTV) system. In 1993, he rejoined the technical staff of ETRI and was involved in development of the Korean DBS Digital Television and High-Definition Television systems. Since 1995, he has been with Gwangju Institute of Science and Technology (GIST), where he is currently Professor of Information and Communications Department. Since August 2003, he has been Director of Realistic Broadcasting Research Center at GIST in Korea. His research interests include digital image and video coding, advanced source coding techniques, three-dimensional image modeling and representation, three-dimensional television(3DTV) and realistic broadcasting technologies.