

Lingjie Liu

Aravind K. Joshi Assistant Professor, Computer and Information Science Department, University of Pennsylvania

Web: <https://lingjie0206.github.io/>

Email: liulingjie0206@gmail.com

WORK EXPERIENCE

Assistant Professor

Department of Computer and Information Science (CIS), University of Pennsylvania

March 2023 – Present

US

Postdoctoral Research Fellow

Max Planck Institute for Informatics

Oct 2019 – Feb 2023

Germany

EDUCATION

Ph.D in Computer Science

The University of Hong Kong

Aug 2014 – Sept 2019

Hong Kong, China

Bachelor in Computer Science

Huazhong University of Science and Technology

Sept 2010 – June 2014

China

RESEARCH INTERESTS

My research interests are at the interface of Computer Graphics, Computer Vision, and AI, with a focus on Neural Scene Representations, Neural Rendering, Human Performance Modeling and Capture, and 3D/4D Reconstruction.

REPRESENTATIVE WORK

Neural Sparse Voxel Fields (NSVF) (NeurIPS 2020 Spotlight), **NeuS** (NeurIPS 2021 Spotlight), **NeuS2** (ICCV 2023), **Neural Actor** (SIGGRAPH Asia 2021), **StyleNerf** (ICLR 2022), **HDHumans** (ACM SCA 2023 Best Paper Honorable Mention), **DressCode** (SIGGRAPH 2024 Best Paper Honorable Mention)

AWARDS & HONORS

Meta Distinguished Faculty Award	2025
Best Paper Honorable Mention Award of ACM SIGGRAPH	2024
Best Paper Honorable Mention Award of ACM Symposium on Computer Animation (SCA)	2023
Aravind K. Joshi Assistant Professorship	2023
Best Paper Award of ACM International Conference on Intelligent Virtual Agents (IVA)	2021
Lise Meitner Award Postdoctoral Fellowship	2019
Hong Kong PhD Fellowship	2014
CCF (China Computer Federation) Top 100 Excellent Undergraduates	2014

PROFESSIONAL SERVICE

Professional Service

Associate Editorship: IEEE TVCG (2023 - present)

Program Committee member: ACM SIGGRAPH 2025, ACM SIGGRAPH 2023, ACM SIGGRAPH Asia 2023, Pacific Graphics 2023, ACM SIGGRAPH 2022, Pacific Graphics 2022

Area Chair: ICCV 2025, CVPR 2025, CVPR 2024, 3DV 2024

Courses

Neural Actor: Neural Free-view Synthesis of Human Actors with Pose Control

Tutorial in 3DV 2021 Course on Advances in Neural Rendering

Nov 2021

Fast Rendering of Neural Radiance Fields

Organizer

Program Co-Chair, Pacific Graphics'26

Program Co-Chair, 3DV'26

Broadening Participation Co-Chair, ICCV'25

Program Co-Chair, ACM SCA'25

Doctoral Consortium Co-Chair, Eurographics'25

Workshop on Neural Fields Beyond Conventional Cameras, ECCV'24

Workshop on Wild 3D: 3D Modeling, Reconstruction, and Generation in the Wild, ECCV'24

Posters Co-Chair, Eurographics'24

2nd Workshop on Generative Models for Computer Vision, CVPR'24

Workshop on AI for Content Creation Workshop, CVPR'24

Workshop on Generative Models for Computer Vision, CVPR'23

Workshop on AI for Content Creation Workshop, CVPR'23

Workshop on 3D Generative Models, Banff International Research Station for Mathematical Innovation and Discovery (BIRS)'23

Panel

Workshop on 3D Neural Scene Representations, Google'22

Selected Invited Talks

1. *Towards Next-Gen 3D Reconstruction and Generation: From Visual Fidelity to Multimodal and Physical Understanding*
CVPR'25 workshop on Real-to-Sim: Bridging the Gap between Neural Rendering and Robot Learning. June 2025
2. *Towards Next-Gen 3D Reconstruction and Generation: From Visual Fidelity to Multimodal and Physical Understanding*
ETH's Robotics, Vision, and Controls Talk Series. May 2025
3. *High-Fidelity Human Pose Tracking and Realistic Motion Synthesis in Real-World Scenes*
Keynote at ACM Motion, Interaction and Games (MIG) 2024 Nov 2024
4. *Towards Scalable 3D Generation*
ECCV'24 workshop on The 1st Workshop on Scalable 3D Scene Generation and Geometric Scene Understanding. Sept 2024
5. *Efficient Creation of Photo-realistic Controllable Human Characters*
CVPR'24 workshop on The 1st Workshop on Neural Volumetric Video. June 2024
6. *Tracking and Segmentation for Non-Static Scene Reconstruction*
CVPR'24 Workshop on ScanNet++. June 2024
7. *Generalized 3D Reconstruction*
CVPR'24 Workshop on XRNeRF: Second Workshop on Advances in Radiance Fields for the Metaverse. June 2024
8. *Generalized 3D Reconstruction*
Keynote at 3DV 2024 March 2024
9. *Reconstruction of 3D Real-world Scenes*
ICCV'23 Workshop on NeRF4ADR: Neural Fields for Autonomous Driving and Robotics Oct 2023
10. *Neural Representations of 3D Real-world Scenes*
IROS'23 Workshop on Robotic Perception and Mapping Oct 2023
11. *Neural Scene Representation and Rendering*
AIT Lab, ETH Zürich, hosted by Prof. Otmar Hilliges July 2022
12. *Neural Representation and Neural Rendering of 3D Real-world Scenes*
USTC Summer School, University of Science and Technology of China July 2022
Asiagraphics Web Seminar May 2022
Toronto Geometry Colloquium, University of Toronto Apr 2022
13. *Neural Scene Representations and Neural Rendering*
Facebook AI Research, hosted by Prof. Devi Parikh Oct 2021

Google Research, hosted by Dr. Thiemo Alldieck	Oct 2021
Siemens Healthineers, hosted by Dr. Daphne Yu	Sept 2021
Peking University, hosted by Prof. Baoquan Chen	Sept 2021
14. <i>Neural Rendering of Human Actors</i>	
Nanyang Technological University, hosted by Prof. Ziwei Liu	June 2021
15. <i>Learning Neural Sparse Voxel Fields for Free-viewpoint Rendering</i>	
Visual Computing Summer School, Shandong University	July 2020
16. <i>Thin Structure Reconstruction and Human Motion Reenactment</i>	
Google Daydream, hosted by Dr. Ricardo Martin-Brualla	May 2019
17. <i>CurveFusion: RGBD-based Reconstruction of Thin Structures</i>	
Department of Computer Science, University of British Columbia, hosted by Prof. Alla Sheffer	July 2018
Department of Automation, Tsinghua University, hosted by Prof. Yebin Liu	July 2018
Baidu Research, Beijing, hosted by Dr. Ruigang Yang	July 2018
18. <i>Reconstruction of 3D Thin Structures</i>	
Computational Fabrication Group, MIT CSAIL, hosted by Dr. Petr Kellnhofer	June 2018
Visual Computing Group, Harvard University, hosted by Prof. Hanspeter Pfister and Dr. Ronell Sicat	June 2018
19. <i>Image-based Reconstruction of Wire Art</i>	
University of Science and Technology of China, hosted by Prof. Ligang Liu	Mar 2017
Department of Computer Science and Technology, Nanjing University, hosted by Prof. Yanwen Guo	Mar 2017

TEACHING EXPERIENCE

Instructor

<i>CIS 5800-001 Machine Perception</i>	Spring 2024, 2025
<i>CIS 7000-005 Introduction to Neural Scene Representation and Neural Rendering</i>	Fall 2023, 2024
University of Pennsylvania, US	

Mentor

<i>Computer Vision and Machine Learning for Computer Graphics</i>	Summer 2021, 2020
Max Planck Institute for Informatics, Germany	

Teaching Assistant

<i>Computer Programming and Applications</i>	Fall 2014, 2015
The University of Hong Kong, Hong Kong	

PUBLICATIONS

(Notes: 1. * and † indicate equal contribution; 2. Since 2022, SIGGRAPH has Conference and Journal Tracks)

JOURNALS

- [1] K. He, K. Yao, Q. Zhang, J. Yu†, **L. Liu†**, and L. Xu†. “DressCode: Autoregressively Sewing and Generating Garments from Text Guidance”. In: *ACM Transactions on Graphics (TOG)(Proc. SIGGRAPH Asia, Journal Track, Best Paper Honorable Mention Award)* 43.4 (2024), pp. 1–13.
- [2] Y. Wu*, Z. Dou*, Y. Ishiwaka, S. Ogawa, Y. Lou, W. Wang, **L. Liu†**, and T. Komura. “CBIL: Collective Behavior Imitation Learning for Fish from Real Videos”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH Asia, Journal Track)* 43.6 (2024), pp. 1–17.
- [3] Y. Liu, P. Wang, C. Lin, X. Long, J. Wang, **L. Liu**, T. Komura, and W. Wang. “NeRO: Neural Geometry and BRDF Reconstruction of Reflective Objects from Multiview Images”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH (Journal Track))* (2023).
- [4] Y. Wang*, Q. Gao*, L. Liu†, **L. Liu†**, C. Theobalt, and B. Chen†. “Neural Novel Actor: Learning a Generalized Animatable Neural Representation for Human Actors”. In: *IEEE Transactions on Visualization and Computer Graphics (TVCG)* (2023).

- [5] F. Zhan, Y. Yu, R. Wu, J. Zhang, S. Lu, **L. Liu**, A. Kortylewski, C. Theobalt, and E. Xing. “Multimodal Image Synthesis and Editing: The Generative AI Era”. In: *IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)* (2023).
- [6] M. Chu, **L. Liu**, Q. Zheng, E. Franz, H.-P. Seidel, C. Theobalt, and R. Zayer. “Physics Informed Neural Fields for Smoke Reconstruction with Sparse Data”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH (Journal Track))* (2022).
- [7] W. Wan, L. Yang, **L. Liu**, Z. Zhang, R. Jia, Y.-K. Choi, J. Pan, C. Theobalt, T. Komura, and W. Wang. “Learn to predict how humans manipulate large-sized objects from interactive motions”. In: *IEEE Robotics and Automation Letters 7.2* (2022), pp. 4702–4709.
- [8] M. Habermann, **L. Liu**, W. Xu, M. Zollhoefer, G. Pons-Moll, and C. Theobalt. “Real-time deep dynamic characters”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH)* 40.4 (2021), pp. 1–16.
- [9] **L. Liu**, M. Habermann, V. Rudnev, K. Sarkar, J. Gu, and C. Theobalt. “Neural actor: Neural free-view synthesis of human actors with pose control”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH Asia)* 40.6 (2021), pp. 1–16.
- [10] **L. Liu**, W. Xu, M. Habermann, M. Zollhöfer, F. Bernard, H. Kim, W. Wang, and C. Theobalt. “Learning Dynamic Textures for Neural Rendering of Human Actors”. In: *IEEE Transactions on Visualization and Computer Graphics (TVCG)* (2021).
- [11] C. Lin, **L. Liu**, C. Li, L. Kobbelt, B. Wang, S. Xin, and W. Wang. “Seg-mat: 3d shape segmentation using medial axis transform”. In: *IEEE Transactions on Visualization and Computer Graphics (TVCG)* 28.6 (2020), pp. 2430–2444.
- [12] Z. Su, W. Wan, T. Yu, **L. Liu**, L. Fang, W. Wang, and Y. Liu. “Mulaycap: Multi-layer human performance capture using a monocular video camera”. In: *IEEE Transactions on Visualization and Computer Graphics (TVCG)* 28.4 (2020), pp. 1862–1879.
- [13] P. Wang, **L. Liu**, N. Chen, H.-K. Chu, C. Theobalt, and W. Wang. “Vid2Curve: simultaneous camera motion estimation and thin structure reconstruction from an RGB video”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH)* 39.4 (2020), pp. 132–1.
- [14] **L. Liu**, W. Xu, M. Zollhoefer, H. Kim, F. Bernard, M. Habermann, W. Wang, and C. Theobalt. “Neural rendering and reenactment of human actor videos”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH)* 38.5 (2019), pp. 1–14.
- [15] **L. Liu***, N. Chen*, D. Ceylan, C. Theobalt, W. Wang, and N. J. Mitra. “CurveFusion: reconstructing thin structures from RGBD sequences”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH Asia)*. ACM. 2018, p. 218.
- [16] **L. Liu**, D. Ceylan, C. Lin, W. Wang, and N. J. Mitra. “Image-based reconstruction of wire art”. In: *ACM Transactions on Graphics (Proc. SIGGRAPH)* 36.4 (2017), pp. 1–11.
- [17] **L. Liu**, H. Zhang, G. Jing, Y. Guo, Z. Chen, and W. Wang. “Correlation-preserving photo collage”. In: *IEEE Transactions on Visualization and Computer Graphics (TVCG)* 24.6 (2017), pp. 1956–1968.

CONFERENCES

- [1] C. Chen, Z. Dou, C. Wang, Y. Huang, A. Chen, Q. Feng, J. Gu, and **L. Liu**. “Vid2Sim: Generalizable, Video-based Reconstruction of Appearance, Geometry and Physics for Mesh-free Simulation”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)* (2025).
- [2] X. Han, Z. Jia, B. Li, Y. Wang, B. Ivanovic, Y. You, **L. Liu**, Y. Wang, M. Pavone, C. Feng, and Y. Li. “Extrapolated Urban View Synthesis Benchmark”. In: *IEEE International Conference on Computer Vision (ICCV)* (2025).
- [3] Y. Huang, Z. Dou, and **L. Liu**. “ModSkill: Physical Character Skill Modularization”. In: *IEEE International Conference on Computer Vision (ICCV)* (2025).
- [4] J. Wang, R. Dabral, D. Luvizon, Z. Cao, **L. Liu**, T. Beeler, and C. Theobalt. “Ego4o: Egocentric Human Motion Capture and Understanding from Multi-Modal Input”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)* (2025).
- [5] Q. Wu, Z. Dou†, S. Xu, S. Shimada, C. Wang, Z. Yu, Y. Liu, C. Lin, Z. Cao, T. Komura, V. Golyanik, C. Theobalt, W. Wang, and **L. Liu†**. “DICE: End-to-end Deformation Capture of Hand-Face Interactions from a Single Image”. In: *International Conference on Learning Representations (ICLR)* (2025).
- [6] J. Shriram, A. Trevithick, **L. Liu**, and R. Ramamoorthi. “RealmDreamer: Text-Driven 3D Scene Generation with Inpainting and Depth Diffusion”. In: *International Conference on 3D Vision (3DV)*. 2025.

- [7] J. Gu, S. Zhai, Y. Zhang, **L. Liu**, and J. Susskind. “BOOT: Data-free Distillation of Denoising Diffusion Models with Bootstrapping”. In: *International Conference on Machine Learning (ICML)* (2024).
- [8] R. Po*, Y. Wang*, V. Golyanik*, K. Aberman, J. T. Barron, A. H. Bermano, E. R. Chan, T. Dekel, A. Holynski, A. Kanazawa, C. K. Liu, **L. Liu**, B. Mildenhall, M. Nießner, B. Ommer, C. Theobalt, P. Wonka, and G. Wetzstein. “State of the Art on Diffusion Models for Visual Computing”. In: *Eurographics State-of-the-Art Reports (STARs)*. 2024.
- [9] Y. Huang, W. Wan, Y. Yang, C. Callison-Burch, M. Yatskar, and **L. Liu**. “CoMo: Controllable Motion Generation through Language Guided Pose Code Editing”. In: *European Conference on Computer Vision (ECCV)*. 2024.
- [10] Y. Song, J. Lei, Z. Wang, **L. Liu**, and K. Daniilidis. “Track Everything Everywhere Fast and Robustly”. In: *European Conference on Computer Vision (ECCV)*. 2024.
- [11] W. Wan, Z. Dou, T. Komura, W. Wang, D. Jayaraman†, and **L. Liu†**. “TLControl: Trajectory and language control for human motion synthesis”. In: *European Conference on Computer Vision (ECCV)*. 2024.
- [12] Y. Wang, Z. Wang, **L. Liu**, and K. Daniilidis. “TRAM: Global Trajectory and Motion of 3D Humans from in-the-wild Videos”. In: *European Conference on Computer Vision (ECCV)*. 2024.
- [13] W. Zhou, Z. Dou, Z. Cao, Z. Liao, J. Wang, W. Wang, Y. Liu, T. Komura, W. Wang, and **L. Liu**. “EMDM: Efficient Motion Diffusion Model for Fast, High-Quality Motion Generation”. In: *European Conference on Computer Vision (ECCV)*. 2024.
- [14] Y. Yang, F.-Y. Sun, L. Weihs, E. VanderBilt, A. Herrasti, W. Han, J. Wu, N. Haber, R. Krishna, **L. Liu**, C. Callison-Burch, M. Yatskar, A. Kembhavi, and C. Clark. “Holodeck: Language Guided Generation of 3D Embodied AI Environments”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 2024.
- [15] J. Lei, Y. Wang, G. Pavlakos, **L. Liu**, and K. Daniilidis. “Gart: Gaussian articulated template models”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, ([Highlight](#)). 2024.
- [16] X. Long*, Y.-C. Guo*, C. Lin, Y. Liu, Z. Dou, **L. Liu**, Y. Ma, S.-H. Zhang, M. Habermann, C. Theobalt, et al. “Wonder3d: Single image to 3d using cross-domain diffusion”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, ([Highlight](#)). 2024.
- [17] J. Wang, Z. Cao, D. Luvizon, **L. Liu**, K. Sarkar, D. Tang, T. Beeler, and C. Theobalt. “Egocentric Whole-Body Motion Capture with FisheyeViT and Diffusion-Based Motion Refinement”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, ([Highlight](#)). 2024.
- [18] J. Chen, Y. Qin, **L. Liu**, J. Lu, and G. Li. “NeRF-HuGS: Improved Neural Radiance Fields in Non-static Scenes Using Heuristics-Guided Segmentation”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, ([Oral, Best Paper Finalist](#)). 2024.
- [19] Y. Liu, C. Lin, Z. Zeng, X. Long, **L. Liu**, T. Komura, and W. Wang. “SyncDreamer: Generating Multiview-consistent Images from a Single-view Image”. In: *International Conference on Learning Representations (ICLR)*, ([Spotlight](#)). 2024.
- [20] Z. Xu, Y. Chen, K. Vishniakov, Y. Yin, Z. Shen, T. Darrell, **L. Liu**, and Z. Liu. “Initializing Models with Larger Ones”. In: *International Conference on Learning Representations (ICLR)*, ([Spotlight](#)). 2024.
- [21] J. Gu, A. Trevithick, K.-E. Lin, J. Susskind, C. Theobalt, **L. Liu**, and R. Ramamoorthi. “NerfDiff: Single-image View Synthesis with NeRF-guided Distillation from 3D-aware Diffusion”. In: *International Conference on Machine Learning (ICML)* (2023).
- [22] X. Long, C. Lin, **L. Liu**, Y. Liu, P. Wang, C. Theobalt, T. Komura, and W. Wang. “NeuralUDF: Learning Unsigned Distance Fields for Multi-view Reconstruction of Surfaces with Arbitrary Topologies”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)* (2023).
- [23] J. Wang, **L. Liu**, W. Xu, K. Sarkar, D. Luvizon, and C. Theobalt. “Scene-aware Egocentric 3D Human Pose Estimation”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)* (2023).
- [24] P. Wang*, Y. Liu*, Z. Chen, **L. Liu**, Z. Liu, T. Komura, C. Theobalt, and W. Wang. “F2-NeRF: Fast Neural Radiance Field Training with Free Camera Trajectories”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, ([Highlight](#)) (2023).
- [25] X. Pan, A. Tewari, T. Leimkuehler, **L. Liu**, A. Meka, and C. Theobalt. “Drag Your GAN: Interactive Point-based Manipulation on the Generative Image Manifold”. In: *ACM SIGGRAPH*. 2023.

- [26] M. Habermann, **L. Liu**, W. Xu, G. Pons-Moll, M. Zollhoefer, and C. Theobalt. “HDHumans: A Hybrid Approach for High-fidelity Digital Humans”. In: *ACM SIGGRAPH / Eurographics Symposium on Computer Animation (SCA)*, (**Best Paper Honorable Mention Award**). 2023.
- [27] H. Chen, J. Gu, A. Chen, W. Tian, Z. Tu, **L. Liu**, and H. Su. “Single-Stage Diffusion NeRF: A Unified Approach to 3D Generation and Reconstruction”. In: *IEEE International Conference on Computer Vision (ICCV)*. 2023.
- [28] Y. Wang*, Q. Han*, M. Habermann, K. Daniilidis, C. Theobalt, and **L. Liu**. “NeuS2: Fast Learning of Neural Implicit Surfaces for Multi-view Reconstruction”. In: *IEEE International Conference on Computer Vision (ICCV)*. 2023.
- [29] J. Gu, Q. Gao, S. Zhai, B. Chen, **L. Liu**, and J. Susskind. “Learning Controllable 3D Diffusion Models from Single-view Images”. In: *International Conference on 3D Vision (3DV)*. 2023.
- [30] F. Zhan, **L. Liu**, A. Kortylewski, and C. Theobalt. “General Neural Gauge Fields”. In: *International Conference on Learning Representations (ICLR)*. 2023.
- [31] Y. Kwon, **L. Liu**, H. Fuchs, M. Habermann, and C. Theobalt. “Deliffas: Deformable light fields for fast avatar synthesis”. In: *Neural Information Processing Systems (NeurIPS)*. 2023.
- [32] J. Zhuang*, C. Wang*, L. Lin†, **L. Liu†**, and G. Li†. “Dreameditor: Text-driven 3d scene editing with neural fields”. In: *SIGGRAPH Asia 2023 Conference Papers*. 2023, pp. 1–10.
- [33] J. Gu, **L. Liu**, P. Wang, and C. Theobalt. “Stylenerf: A style-based 3d-aware generator for high-resolution image synthesis”. In: *International Conference on Learning Representations (ICLR) (2022)*.
- [34] X. Pan, A. Tewari, **L. Liu**, and C. Theobalt. “GAN2X: Non-Lambertian Inverse Rendering of Image GANs”. In: *International Conference on 3D Vision (3DV) (2022)*.
- [35] V. Rudnev, M. Elgharib, W. Smith, **L. Liu**, V. Golyanik, and C. Theobalt. “Nerf for outdoor scene relighting”. In: *European Conference on Computer Vision (ECCV)*. Springer Nature Switzerland Cham. 2022, pp. 615–631.
- [36] J. Wang, P. Wang, X. Long, C. Theobalt, T. Komura, **L. Liu**, and W. Wang. “NeuRIS: Neural reconstruction of indoor scenes using normal priors”. In: *European Conference on Computer Vision (ECCV)*. Springer Nature Switzerland Cham. 2022, pp. 139–155.
- [37] Y. Liu, S. Peng, **L. Liu**, Q. Wang, P. Wang, C. Theobalt, X. Zhou, and W. Wang. “Neural rays for occlusion-aware image-based rendering”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 2022, pp. 7824–7833.
- [38] J. Wang, **L. Liu**, W. Xu, K. Sarkar, D. Luvizon, and C. Theobalt. “Estimating Egocentric 3D Human Pose in the Wild with External Weak Supervision”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, (**Oral**). 2022, pp. 13157–13166.
- [39] P. Wang, **L. Liu†**, Y. Liu, C. Theobalt, T. Komura, and W. Wang†. “Neus: Learning neural implicit surfaces by volume rendering for multi-view reconstruction”. In: *Neural Information Processing Systems (NeurIPS)*, (**Spotlight**) (2021).
- [40] I. Habibie, W. Xu, D. Mehta, **L. Liu**, H.-P. Seidel, G. Pons-Moll, M. Elgharib, and C. Theobalt. “Learning speech-driven 3d conversational gestures from video”. In: *ACM International Conference on Intelligent Virtual Agents*, (**Best Paper Award**). 2021, pp. 101–108.
- [41] Y. Liu, **L. Liu**, C. Lin, Z. Dong, and W. Wang. “Learnable motion coherence for correspondence pruning”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 2021, pp. 3237–3246.
- [42] X. Long, **L. Liu**, W. Li, C. Theobalt, and W. Wang. “Multi-view depth estimation using epipolar spatio-temporal networks”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 2021, pp. 8258–8267.
- [43] J. S. Yoon, **L. Liu**, V. Golyanik, K. Sarkar, H. S. Park, and C. Theobalt. “Pose-guided human animation from a single image in the wild”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 2021, pp. 15039–15048.
- [44] T. Hu, K. Sarkar, **L. Liu**, M. Zwicker, and C. Theobalt. “Egorenderer: Rendering human avatars from egocentric camera images”. In: *IEEE International Conference on Computer Vision (ICCV)*. 2021, pp. 14528–14538.
- [45] X. Long, C. Lin, **L. Liu**, W. Li, C. Theobalt, R. Yang, and W. Wang. “Adaptive surface normal constraint for depth estimation”. In: *IEEE International Conference on Computer Vision (ICCV)*. 2021, pp. 12849–12858.
- [46] L. Lyu, M. Habermann, **L. Liu**, A. Tewari, C. Theobalt, et al. “Efficient and differentiable shadow computation for inverse problems”. In: *IEEE International Conference on Computer Vision (ICCV)*. 2021, pp. 13107–13116.

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- [48] L. Ma, **L. Liu**, C. Theobalt, and L. Van Gool. “Direct Dense Pose Estimation”. In: *International Conference on 3D Vision (3DV)*. IEEE. 2021, pp. 721–730.
- [49] K. Sarkar, **L. Liu**, V. Golyanik, and C. Theobalt. “Humangan: A generative model of human images”. In: *International Conference on 3D Vision (3DV)*, (*Oral*). IEEE. 2021, pp. 258–267.
- [50] **L. Liu***, J. Gu*, K. Z. Lin, T.-S. Chua, and C. Theobalt. “Neural sparse voxel fields”. In: *Neural Information Processing Systems (NeurIPS)*, (*Spotlight*) (2020).
- [51] X. Long, **L. Liu**, C. Theobalt, and W. Wang. “Occlusion-aware depth estimation with adaptive normal constraints”. In: *European Conference on Computer Vision (ECCV)*. Springer International Publishing. 2020, pp. 640–657.
- [52] N. Chen, **L. Liu**, Z. Cui, R. Chen, D. Ceylan, C. Tu, and W. Wang. “Unsupervised learning of intrinsic structural representation points”. In: *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 2020, pp. 9121–9130.
- [53] J. Hu, B. Wang, L. Qian, Y. Pan, X. Guo, **L. Liu**, and W. Wang. “MAT-Net: Medial Axis Transform Network for 3D Object Recognition.” In: *International Joint Conferences on Artificial Intelligence (IJCAI)*. 2019, pp. 774–781.