



DR. SHOHEI MORI

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EDUCATION

Doctor of Engineering Graduate School of Information Science and Engineering, Ritsumeikan University	April 2013 – March 2016 Shiga, Japan
Master of Engineering Graduate School of Information Science and Engineering, Ritsumeikan University	April 2011 – March 2013 Shiga, Japan
Bachelor of Science Ritsumeikan University	April 2007 – March 2011 Shiga, Japan

WORK EXPERIENCE

Postdoctoral Researcher (University Assistant) Graz University of Technology	October 2022 – Present Styria, Austria
Postdoctoral Researcher (University Project Assistant) Graz University of Technology	October 2018 – September 2022 Styria, Austria
Guest Lecturer (Global) Keio University	April 2021 – Present Kanagawa, Japan
Guest Researcher (University Project Assistant) Graz University of Technology	August 2017 – September 2018 Styria, Austria
Visiting Researcher (JSPS PD) Keio University	April 2016 – September 2018 Kanagawa, Japan
Research Fellow (JSPS DC-1) Ritsumeikan University	April 2013 – March 2016 Shiga, Japan

TEACHING

“Realtime Visualisation” at FHSalzburg in collaboration with Markus Tatzgern (2020, 2021, 2022)
“Augmented Reality” at TUGraz in collaboration with Denis Kalkofen and Peter Roth (2018, 2019, 2021)
“Research Seminar - Virtual Reality” at TUGraz (2022)
“Virtual Reality” at TUGraz in collaboration with Dieter Schmalstieg (2022)
“Experiments in Media Technology - Virtual/Mixed Reality” at Ritsumeikan University - TA (2011, 2012)

PROJECTS

FWF - Real-time Three-dimensional Diminished Reality - P33634 Co-Investigator (January 2021 – December 2024)
Ritsumeikan Global Innovation Research Organization (R-GIRO) - An Interdisciplinary Research Center on Supporting Cognitive and Communication for Elderly Project Member (April 2021 – March 2026)
Grant-in-Aid for Young Scientists (B) - 17K12729 Principal Investigator (April 2017 – September 2018)
Grant-in-Aid for JSPS Fellows (PD) - 16J05114 Research Fellow (April 2016 – September 2018)
Grant-in-Aid for JSPS Fellows (DC-1) - 13J09193 Research Fellow (April 2013 – March 2016)
Grant-in-Aid for Scientific Research (S) - 24220004 Research Collaborator (May 2012 – March 2017)

SERVICE

Academic Journal Committee The Virtual Reality Society of Japan (2020 – Present)
Support Member ISO/IEC JTC 1/SC 24/WG 9 (AR continuum concepts and reference model) (2016–2019), TrakMark (Benchmark test schemes for AR/MR geometric registration and tracking methods) (2015, 2016)
IPC member / DC co-chair / We co-chair / Demo co-chair IEEE VR (2019–2022), IEEE ISMAR (2020–2022), 3DWeb (2020), ICAT-EGVE (2017) / IEEE ISMAR (2020) / IEEE VR (2019) / IEEE ISMAR (2018)
Peer-review (Journal) IEEE TVCG (2018, 2020–2022), IEEE CG&A (2020), IEEE TIM (2020), IEEE TOM (2016, 2021, 2022), Frontiers in Virtual Reality (2021), etc.
Peer-review (Conference) IEEE VR (2018 – 2022), IEEE ISMAR (2017–2022), ACM CHI (2020), IEEE InfoVis (2020), ACM VRST (2019), AH (2019), ICAT-EGVE (2017, 2019), ACM 3DWeb (2020), APMAR (2018, 2019), etc.

SKILLS

Languages: Japanese (Native), English (TOEIC: 830), German (Novice)

Programming: C++, OpenGL/GLSL, Python, PyTorch, C# (Unity), R

National Examination: Applied Information Technology Engineer, Fundamental Information Technology Engineer

AWARDS AND SCHOLARSHIPS

Best Paper / Demo / Presentation / Reading Group Award: IEEE VR (2022), IIEEEJ (2022), JSCAS (2022), IEEE ISMAR (2021), IEEE Workshop KELVAR (2020) / IEEE ISMAR (2015) / KJMR (2014, 2015) / ICVSS (2016)

Scholarship: Ritsumeikan University Saionji Graduate School Encouragement Scholarship (For the top graduate) (2011) / Saionji Ikuei Scholarship (For the top three high achievers) (2008 – 2010) / Dean Award (2009) / Education Award (2007, 2008)

SELECTED PUBLICATIONS

Shohei Mori, Dieter Schmalstieg, and Denis Kalkofen, *Good Keyframes to Inpaint*, IEEE Trans. on Visualisation and Computer Graphics (TVCG) (2022.5) *Early access*

Christoph Ebner, Shohei Mori, Peter Mohr, Yifan Peng, Dieter Schmalstieg, Gordon Wetzstein, and Denis Kalkofen, *Video See-Through Mixed Reality with Focus Cues*, IEEE Trans. on Visualisation and Computer Graphics (TVCG, Proc. IEEE Virtual Reality) (2022.3) **Best Journal Paper Award**

Shohei Mori, Yuta Kataoka, and Satoshi Hashiguchi, *Exploring Pseudo-Weight in Augmented Reality Extended Displays*, Proc. IEEE Virtual Reality (2022.3)

David Mandl, Peter Mohr, Tobias Langlotz, Christoph Ebner, Shohei Mori, Stefanie Zollmann, Peter Roth, and Denis Kalkofen, *Neural Cameras: Learning Camera Characteristics for Coherent Mixed Reality Rendering*, Proc. IEEE Symp. on Mixed and Augmented Reality (ISMAR) (2021.10) **Best Conference Paper Award**

Shohei Mori, Okan Erat, Wolfgang Broll, Hideo Saito, Dieter Schmalstieg, and Denis Kalkofen, *InpaintFusion: Incremental RGB-D Inpainting for 3D Scenes*, IEEE Trans. on Visualisation and Computer Graphics (TVCG), Vol. 26, Issue 10 (2020.10)

Masahiro Yamaguchi, Shohei Mori, Peter Mohr, Markus Tatzgern, Ana Stanescu, Hideo Saito, and Denis Kalkofen, *Video-Annotated Augmented Reality Assembly Tutorials*, Proc. ACM Symp. on User Interface Software and Technology (UIST), pp. 1010–1022 (2020.10)

Peter Mohr-Ziak, Shohei Mori, Tobias Langlotz, Bruce H. Thomas, Dieter Schmalstieg, and Denis Kalkofen, *Mixed Reality Light Fields for Interactive Remote Assistance*, Proc. ACM CHI Conf. on Human Factors in Computing Systems (CHI) (2020.4)

Denis Kalkofen, Shohei Mori, Tobias Ladinig, Lea Daling, Anas Abdelrazeq, Markus Ebner, Manuel Ortega, Susanne Feiel, Sebastian Gabl, Taras Shepel, James Tibbett, Teemu H. Laine, Michael Hitch, Carsten Drebenstedt, and Peter Mose, *Tools for Teaching Mining Students in Virtual Reality based on 360° Video Experiences*, IEEE VR Workshop on K-12+ Embodied Learning through Virtual & Augmented Reality (KELVAR) (2020.3) **Best Paper**

Satoshi Hashiguchi, Shohei Mori, Miho Tanaka, Fumihisa Shibata, and Asako Kimura, *Perceived Weight of a Rod under Augmented and Diminished Reality Visual Effects*, Proc. The ACM Symp. on Virtual Reality Software and Technology (VRST) (2018.11)

Shohei Mori, Sei Ikeda, Alexander Plopski, and Christian Sandor, *BrightView: Increasing Perceived Brightness of Optical See-Through Head-Mounted Displays Through Unnoticeable Incident Light Reduction*, Proc. IEEE Virtual Reality (2018.3)

for the other publications, please refer to [my personal website](#).

TUTORIALS

Markus Tatzgern, Shohei Mori, Christoph Ebner, David Mandl, Kasper Ladefoged, Peter Mohr, and Denis Kalkofen, *Rendering and Visualization in Mixed Reality*, Eurographics 2021 (2021.5.4)

Shohei Mori, *Diminished Reality: History, New Definition, and Recent Progress*, Diminished Reality Tutorial at IEEE ISMAR 2014 (2014.9.9)

INVITED TALKS

Shohei Mori, *How Far Can We Go for Diminished Reality Without Neural Networks?*, Workshop on Inpainting techniques for Object Removal in Indoor Scenes (IEEE ISMAR 2022 Workshop) (2022.10.21)

Shohei Mori and Hideo Saito, *Augmented Visualization: Observing as Desire*, Asia-Pacific Signal and Information Processing Association Annual Summit and Conf. (APSIPA ASC) 2017 (2017.12.13)