



Recent Results on 4D Generation

Prof. Ming-Hsuan Yang

Electrical Engineering and Computer Science,
University of California, Merced (USA)



+ **Tuesday, May 13, 2026 10:00**
Auditorium 106 at IIS new Building

Abstract

Recent advances in vision and language models have significantly improved 3D and 4D generation tasks. In this talk, I will present our latest research on 4D foundation models, view synthesis, real-time deformable 4D reconstruction from monocular video, reanimating deformable 3D reconstruction, and instant 4D scene inpainting.

Biography

Ming-Hsuan Yang is a Professor at University of California, Merced, and a Research Scientist at Google DeepMind. His research has received numerous honors, including Google Faculty Award (2009), NSF CAREER Award (2012), NVIDIA Pioneer Research Awards (2017, 2018), and Sony Faculty Award (2025). He has received Best Paper Honorable Mentions at UIST 2017 and CVPR 2018, Best Student Paper Honorable Mention at ACCV 2018, Longuet-Higgins Prize (Test-of-Time Award) at CVPR 2023, Best Paper Award at ICML 2024, and Test-of-Time Award from WACV 2025. He has been recognized as a Highly Cited Researcher from 2018 to 2025. Prof. Yang currently serves as Associate Editor-in-Chief of IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI) and as an Associate Editor of International Journal of Computer Vision (IJCV) and Transactions on Machine Learning Research (TMLR). He is a Fellow of IEEE, ACM, AAI, and AAAS.

For more information:
<http://www.iis.sinica.edu.tw/>

