

**2024 AI 2000 Most Influential Scholar
Faculty of Engineering, HKU**



Professor Taku Komura 幸村琢教授

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Biography:

Professor Taku Komura joined the University of Hong Kong (HKU) in 2020. Before joining HKU, he worked at the University of Edinburgh (2006-2020), City University of Hong Kong (2002-2006) and RIKEN (2000-2002). He received his BSc, MSc and PhD in Information Science from the University of Tokyo. His research has focused on data-driven character animation, physically based character animation, crowd simulation, 3D modelling, cloth animation, anatomy-based modelling and robotics. Recently, his main research interests have been on physically-based animation and the application of machine learning techniques for animation synthesis. He received the ACM SIGGRAPH Best Paper Award (2022), Royal Society Industry Fellowship (2014) and the Google AR/VR Research Award (2017).

簡歷:

幸村琢教授於 2020 年加入香港大學。在加入香港大學之前，他曾在愛丁堡大學 (2006-2020)、香港城市大學(2002-2006)和日本理化學研究所(2000-2002)工作。他在東京大學獲得了信息科學的學士、碩士和博士學位。他的研究主要集中在數據驅動和基於物理仿真的角色動畫、人群模擬、三維建模和布料模擬，以及基於生物結構的機械人技術。他最近的主要研究興趣是將基於物理仿真和機器學習技術應用於動畫合成。他曾獲得 ACMSIGGRAPH 最佳論文獎(2022 年)、英國皇家學會行業獎學金(2014 年)和谷歌 AR/VR 研究獎(2017 年)。