

EXHIBIT E

Li's and Pinscreen's Data Fabrication and Academic Misconduct

1. Li's private conversation with Sadeghi on Facebook, dated February 4, 2017:

- [February 4, 2017] Li: "has been very helpful so far"
- [February 4, 2017] Li: "koki will start officially in may"
- [February 4, 2017] Li: "at least has signed for that"
- [February 4, 2017] Li: "but can work part time in march"
- [February 4, 2017] Li: "however, i m helping him to make sure he can really start in may"
- [February 4, 2017] Li: "because his current phd advisor would block him from graduating if he joins pinscreen"
- [February 4, 2017] Li: "paul debevec is super jealous about what we do here"
- [February 4, 2017] Li: "paul is like trump"
- [February 4, 2017] Sadeghi: "Good to know about the VR politics!"
- [February 4, 2017] Li: "just a bunch of academic losers 😊"

← → ↺ 🏠 🔒 Secure | <https://m.facebook.com/messages/read/?fbid=722873752> ☆



Hao Li

has been very helpful so far
koki will start officially in may
at least has signed for that
but can work part time in march
however, i m helping him to make sure he can really start in may
because his current phd advisor would block him from graduating if he joins pinscreen
paul debevec is super jealous about what we do here

Feb 4, 2017 · Sent from Web



Hao Li

paul is like trump

Feb 4, 2017 · Sent from Web



Iman Sadeghi

Good to know about the VR politics!

Feb 4, 2017 ·

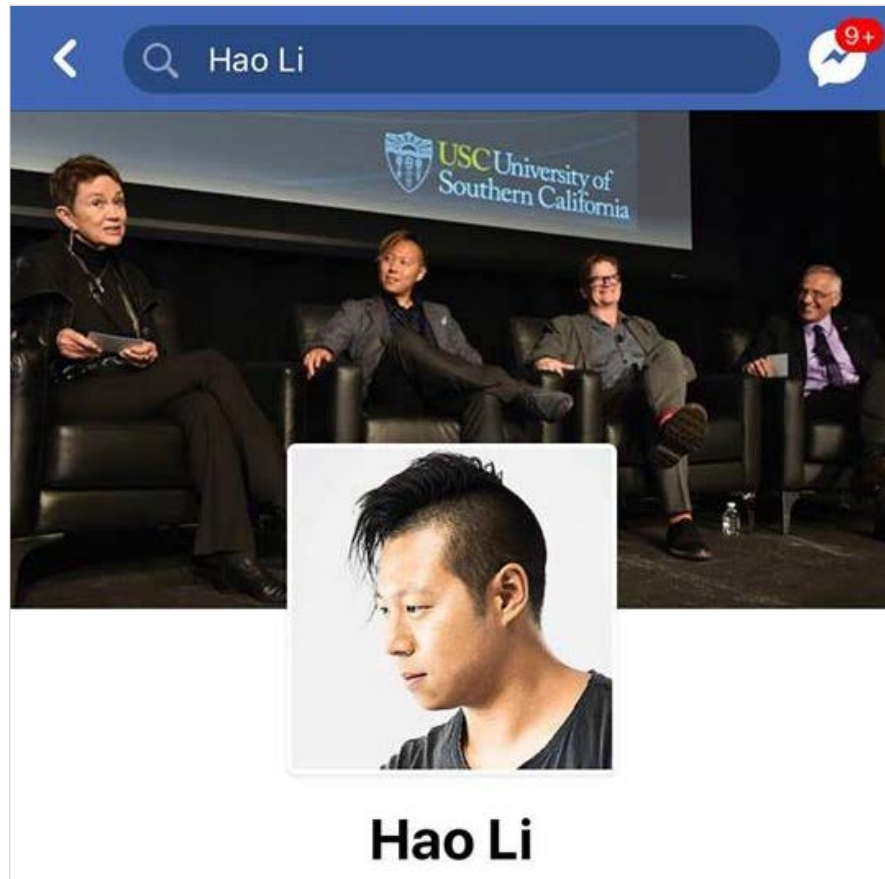


Hao Li

just a bunch of academic losers 😊

Li's Facebook profile with Facebook ID "li.hao":

- <https://www.facebook.com/li.hao>



Li's private messages to Sadeghi on Skype, dated June 5, 2017:

- [June 5, 2017] Li: "because his advisor does not want him to join us"
- [June 5, 2017] Li: "jernej is jealous"



☆ Hao Li

ⓘ This person has not shared their details with y... | New York, New Y...



Contact request sent - [Resend contact request](#)

Why does his advisor want him to go to MIT? Tuesday, June 6, 2017


12:01 AM




because his advisor does not want him to join us
jernef is jealous

12:01 AM

Li's Skype profile with Skype ID "hao.li.ethz":

 Contact profile ✕



☆ Hao Li

ⓘ This person has not shared their details with you.

New York, New York, United States

Skype: [hao.li.ethz](#)

Phone: [Add Number](#)

Website

<http://www.hao-li.com/>

Birth date

Saturday, January 17, 1981

Age

37

Gender

Male

Language

English

2. Li's group conversation with Yu on the "SIGRTL-F2F Tracking" Skype thread, shared with Sadeghi and 8 other participants, including Seo, Fursund, Nagano, Hu, Yu, Saito, and Zhou, dated June 21, 2017:

- [June 21, 2017] Yu: "what do u mean its difficult to say what is good and bad data"
- [June 21, 2017] Li: "what i mean is that it s not easy to tell how to tweak data to get the results we want"
- [June 21, 2017] Li: "actually you know what? fuck it"
- [June 21, 2017] Li: "just tod what you want"
- [June 21, 2017] Li: "i dun give a shit"
- [June 21, 2017] Li: "it s a total waste of time discussing with you"



1 Yu's Skype profile with Skype ID "hoolersae":



13


14 3. Li's group messages on "Pinscreen Team" Skype thread, shared with Sadeghi and 9 other

15 participants, including Wei, Yen-Chun Chen, Seo, Fursund, Nagano, Hu, and Saito, dated

16 March 27, 2017:



- 17
- [March 27, 2017] Li: "but what i m saying is that we should colelc it, then we know
- 18 something"
- [March 27, 2017] Li: "the issue is that we don't have time"
- 19
- [March 27, 2017] Li: "we should start the collection asap"
- 20
- [March 27, 2017] Li: "items are:"
- 21
- [March 27, 2017] Li: "1) classification"
- 22
- [March 27, 2017] Li: "we have never done this before, so no idea how long that will take"
- 23
- [March 27, 2017] Li: "2) we dunno if handpicked are good"
- 24
- [March 27, 2017] Li: "3) we still need hair rendering"
- 25
- [March 27, 2017] Li: "4) we also need some tracking"
- 26
- [March 27, 2017] Li: "it s basically 1 day per task"
- 27
- [March 27, 2017] Li: "if we don't parallelize it, there is no way we can make it"
- 28


- [March 27, 2017] Li: “even if we fake things there is no time”





☆ Pinscreen Team


9 participants | <https://join.skype.com/S7mPXSLmVhsz>





 Cosimo Wei


 Frances Chen


 Hao Li


 Jaewoo Seo

 Jens Fursund

 Koki Nagano

 Liwen Hu

 Shunsuke Saito

 璿依

Monday, March 27, 2017

6:33 PM

Hao Li



but what i m saying is that we should colelc it, then we know something

6:33 PM

the issue is that we don't have time

we should start the collection asap

items are:

1) classification

we have never done this before, so no idea how long that will take

2) we dunno if handpicked are good

3) we still need hair rendering

4) we also need some tracking

it s basically 1 day per task

if we don't parallelize it, there is no way we can make it





even if we fake things there is no time







Skype profile with Skype ID “lapislazuli225”:




4. Li’s group conversation with Saito on “RTL Demo (Pinscreen: Creating Performance-Driven Avatars in seconds)” Skype thread, shared with Sadeghi and 6 other participants, including Wei, Fursund, Nagano, Hu, and Saito, dated March 27, 2017:


- [March 27, 2017] Saito: “maybe jens and i can setup meeting to see if it’s even doable”
- [March 27, 2017] Li: “yes”
- [March 27, 2017] Li: “we need a feasibility discussion first”
- [March 27, 2017] Li: “i have doubts for now”
- [March 27, 2017] Li: “we could build the model on time (via cheating)”

1  ☆ RTL Demo (Pinscreen: Creating...
2 ▼ 6 participants   



3
4  Cosimo Wei  Hao Li  Jens Fursund  Koki Nagano  Liwen Hu
5  Shunsuke Saito



6 It would be as fast as the crappy shader that we have in unity
7 right now.
8 Monday, March 27, 2017

9  **Shunsuke Saito**
maybe jens and i can setup meeting to see if it's even doable 7:57 PM

10  **Hao Li**
11 yes 7:58 PM
12 we need a feasibility discussion first
13 i have doubts for now
14 we could build the model on time (via cheating)

15 Saito's Skype profile with Skype ID "shunsuke-9981":

16  Contact profile 

17  ☆ **Shunsuke Saito**
18 

19 足立区, 東京都, Japan

20 Skype: [shunsuke-9981](#)
21 Phone: [Add Number](#)

22 Website
<http://www.facebook.com/shun9981>

23 Birth date
Sunday, January 6, 1991

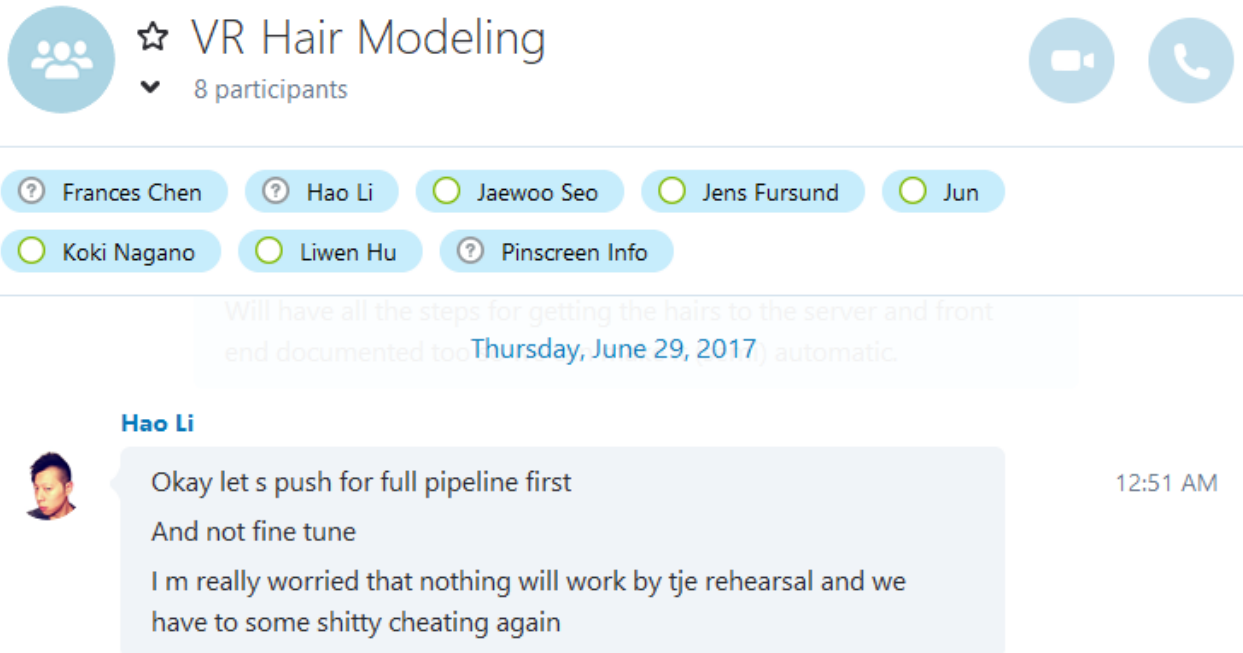
24 Age
27

25 Gender
Male

26 Language
Japanese

5. Li's group messages on "VR Hair Modeling" Skype thread, shared with Sadeghi and 8 other participants, including Yen-Chun Chen, Seo, Fursund, Xing, Nagano, and Hu, dated June 29, 2017:

- [June 29, 2017] Li: "Okay let s push for full pipeline first":
- [June 29, 2017] Li: "And not fine tune":
- [June 29, 2017] Li: "I m really worried that nothing will work by tje rehearsal and we have to some shitty cheating again"



Xing's Skype profile with Skype ID "junxing2011":



6. Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated May 15, 2017:

- [May 15, 2017] Li: "our eyes are wrong"
- [May 15, 2017] Li: "the colors"
- [May 15, 2017] Li: "we need to use a deep neural net for that"
- [May 15, 2017] Fursund: "for the SIGAsia paper"
- [May 15, 2017] Li: "or we just do it manually for siggraph asia for now"
- [May 15, 2017] Fursund: "do you need unity rendering"
- [May 15, 2017] Li: "let s do it manually for now"
- [May 15, 2017] Li: "i think it s the only way"



☆ PinscreenTeamAll

▼ 14 participants | <https://join.skype.com/L4luq1aWUhl2>



- carrie sun ○ Cosimo Wei ? Frances Chen ○ Han-Wei Kung ? Hao Li
○ Jaewoo Seo ○ Jens Fursund ○ Koki Nagano ○ Liwen Hu ○ Ronald Yu
○ Shunsuke Saito ○ Sitao Xiang ? Stephen Chen ○ Yi Zhou

just trying the first one 😊

anyway

Monday, May 15, 2017



Hao Li

our eyes are wrong
the colors
we need to use a deep neural net for that

2:07 AM



Jens Fursund

for the SIGAsia paper

2:08 AM



Hao Li

or we just do it manually for siggraph asia for now

2:08 AM



Jens Fursund

do you need unity rendering

2:08 AM



Hao Li

let s do it manually for now
i think it s the only way

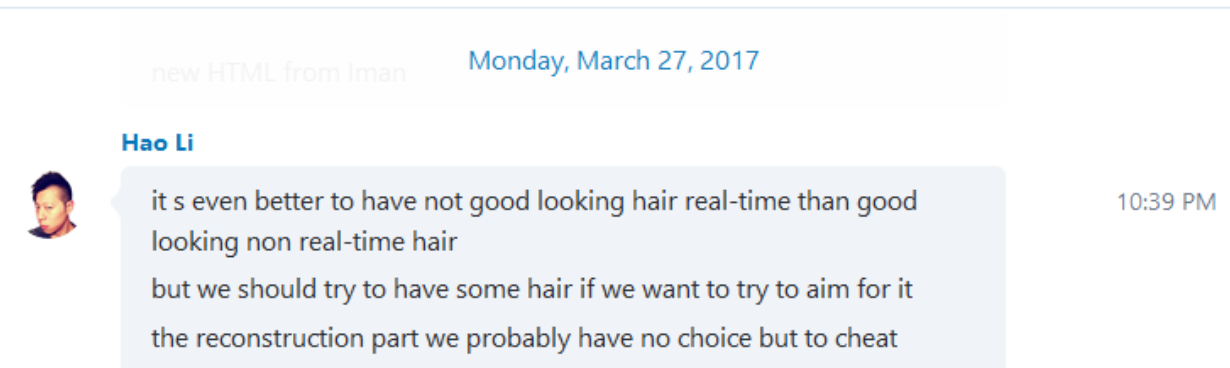
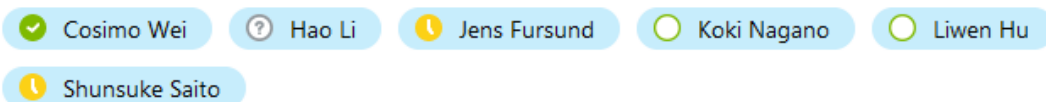
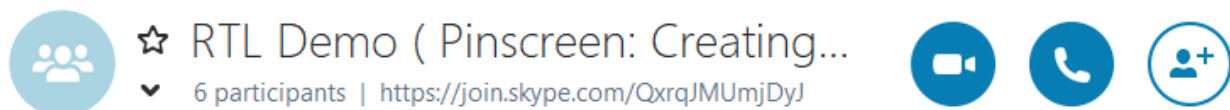
2:08 AM

Fursund's Skype profile with Skype ID "alt_er_ego":



7. Li's group messages on "RTL Demo (Pinscreen: Creating Performance-Driven Avatars in seconds)" Skype thread, shared with Sadeghi and 6 other participants, including Wei, Fursund, Nagano, Hu, and Saito, dated March 27, 2017:

- [March 27, 2017] Li: "it s even better to have not good looking hair real-time than good looking non real-time hair"
- [March 27, 2017] Li: "but we should try to have some hair if we want to try to aim for it"
- [March 27, 2017] Li: "the reconstruction part we probably have no choice but to cheat"

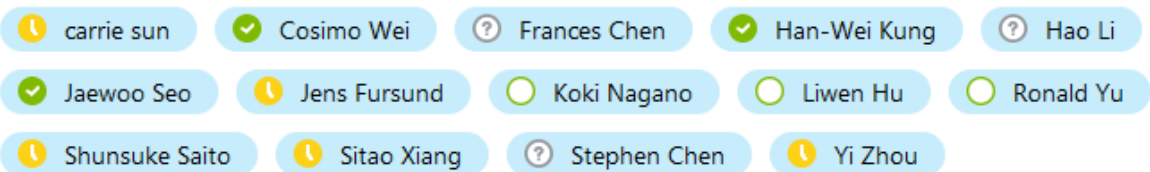


8. Li group messages on “PinscreenTeamAll” Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated May 22, 2017:

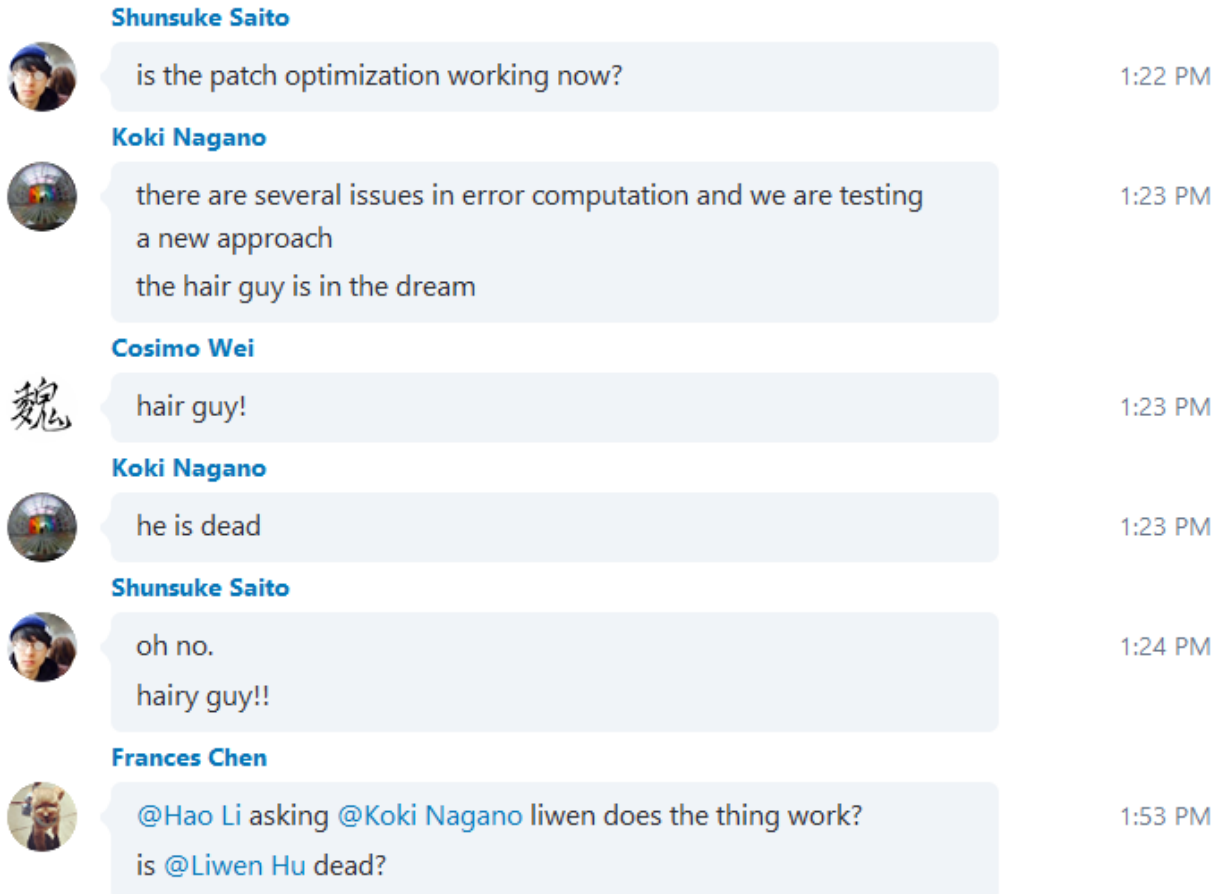
- [May 22, 2017] Saito: “is the patch optimization working now?”
- [May 22, 2017] Nagano: “there are several issues in error computation and we are testing a new approach”
- [May 22, 2017] Nagano: “the hair guy is in the dream”
- [May 22, 2017] Wei: “hair guy!”
- [May 22, 2017] Nagano: “he is dead”
- [May 22, 2017] Saito: “oh no.”
- [May 22, 2017] Saito: “hairy guy!!”
- [May 22, 2017] Yen-Chun Chen: “@Hao Li asking @Koki Nagano liwen does the thing work?”
- [May 22, 2017] Yen-Chun Chen: “is @Liwen Hu dead?”
- [May 22, 2017] Nagano: “Liwen is back”
- [May 22, 2017] Nagano: “Jens coded a pipeline to directly output positions in raw from

- 1 unity and we are checking the output is correct or not”
- 2 • [May 22, 2017] Li: “okay guys i just wakey”
- 3 • [May 22, 2017] Li: “what s the status?”
- 4 • [May 22, 2017] Li: “@koki: does it work?”
- 5 • [May 22, 2017] Li: “is the internet fast now?”
- 6 • [May 22, 2017] Hu: “there is another bug”
- 7 • [May 22, 2017] Li: “>_<”
- 8 • [May 22, 2017] Hu: “the gamma correction thing”
- 9 • [May 22, 2017] Li: “can u fix it?”
- 10 • [May 22, 2017] Li: “i knew it”
- 11 • [May 22, 2017] Li: “iuse lineartogamma”
- 12 • [May 22, 2017] Li: “gammatolinear(...)”
- 13 • [May 22, 2017] Hu: “now we are changing uv color to 3d position with Jens’ help”
- 14 • [May 22, 2017] Li: “okay”
- 15 • [May 22, 2017] Hu: “i tired use more bits for the color, it didn’t work. So I set the shader
- 16 output RGB(10, 0, 0) for all the pixel”
- 17 • [May 22, 2017] Li: “aha”
- 18 • [May 22, 2017] Hu: “but once i checked the color of the png in photoshop”
- 19 • [May 22, 2017] Hu: “it tells RGB(3, 0, 0)”
- 20 • [May 22, 2017] Li: “aha”
- 21 • [May 22, 2017] Li: “can u use gammatolinear?”
- 22 • [May 22, 2017] Nagano: “so we are checking the new pipeline which export positions”
- 23 • [May 22, 2017] Nagano: “but if we scale the value properly it might be ok”
- 24 • [May 22, 2017] Li: “will you guys have it in an hour?”
- 25 • [May 22, 2017] Li: “we spent 1 day on it. that s a o;t”
- 26 • [May 22, 2017] Li: “lot”
- 27 • [May 22, 2017] Nagano: “the gamma or something is only off for dark values”
- 28 • [May 22, 2017] Li: “what s the current ETA?”

- [May 22, 2017] Li: “I need it to see if we shoudn’t do something else?”
- [May 22, 2017] Li: “we are late by 6 hours”
- [May 22, 2017] Li: “we almost don’t hzve time to produce results and write the paper”
- [May 22, 2017] Li: “if in an hour it s not working let s do it manually
- [May 22, 2017] Li: “and give up on it”
- [May 22, 2017] Li: “i don’t think we can make it automatic”



I was going to ask
if we have hairs we are go Monday, May 22, 2017





☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou



@Hao Li asking @Koki Nagano if wen does the thing work?

1:55 PM

is @Liwen Hu dead?

Monday, May 22, 2017



Koki Nagano

Liwen is back

2:00 PM

Jens coded a pipeline to directly output positions in raw from unity and we are checking the output is correct or not

2:01 PM



Hao Li

okay guys i just wakey

2:09 PM

what s the status?

@koki: does it work?

is the internet fast now?



Liwen Hu

there is another bug

2:10 PM



Hao Li

>_<

2:10 PM



Liwen Hu

the gamma correction thing

2:10 PM



Hao Li

can u fix it?

2:10 PM



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



- carrie sun Cosimo Wei Frances Chen Han-Wei Kung Hao Li
Jaewoo Seo Jens Fursund Koki Nagano Liwen Hu Ronald Yu
Shunsuke Saito Sitao Xiang Stephen Chen Yi Zhou

Liwen Hu



the gamma correction thing

Monday, May 22, 2017

2:10 PM

Hao Li



can u fix it?
i knew it
i use lineartogamma
gammatolinear(...)

2:10 PM

Liwen Hu



now we are changing uv color to 3d position with Jens' help

2:11 PM

Hao Li



okay

2:11 PM

Liwen Hu



i tired use more bits for the color, it didn't work. So i set the
shader output RGB(10, 0, 0) for all the pixel

2:12 PM

Hao Li



aha

2:12 PM



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



- carrie sun ✓ Cosimo Wei ? Frances Chen ✓ Han-Wei Kung ? Hao Li
✓ Jaewoo Seo ? Jens Fursund ? Koki Nagano ? Liwen Hu ? Ronald Yu
? Shunsuke Saito ? Sitao Xiang ? Stephen Chen ? Yi Zhou



i tired use more bits for the color, it didn't work. So i set the
shader output RGB(10, 0, 0)

2:12 PM

Monday, May 22, 2017

Hao Li



aha

2:12 PM

Liwen Hu



but once i checked the color of the png in photoshop
it tells RGB(3, 0, 0)

2:12 PM

Hao Li



aha

2:12 PM

can u use gammatolinear?

Koki Nagano



so we are checking the new pipeline which export positions
but if we scale the value properly it might be ok

2:15 PM

Hao Li



will you guys have it in an hour?
we spent 1 day on it. that s a o;t
lot

2:15 PM

Koki Nagano



the gamma or something is only off for dark values

2:15 PM

1 carrie sun Cosimo Wei Frances Chen Han-Wei Kung Hao Li
2 Jaewoo Seo Jens Fursund Koki Nagano Liwen Hu Ronald Yu
3 Shunsuke Saito Sitao Xiang Stephen Chen Yi Zhou

4 Koki Nagano



5 the gamma or something is only on for dark values

Monday, May 22, 2017

2:15 PM

6 Hao Li



7 what s the current ETA?

2:18 PM

8 i need it to see if we shoudn't do something else?

9 we are late by 6 hours

10 we almost don't hzve time to produce results and write the
11 paper

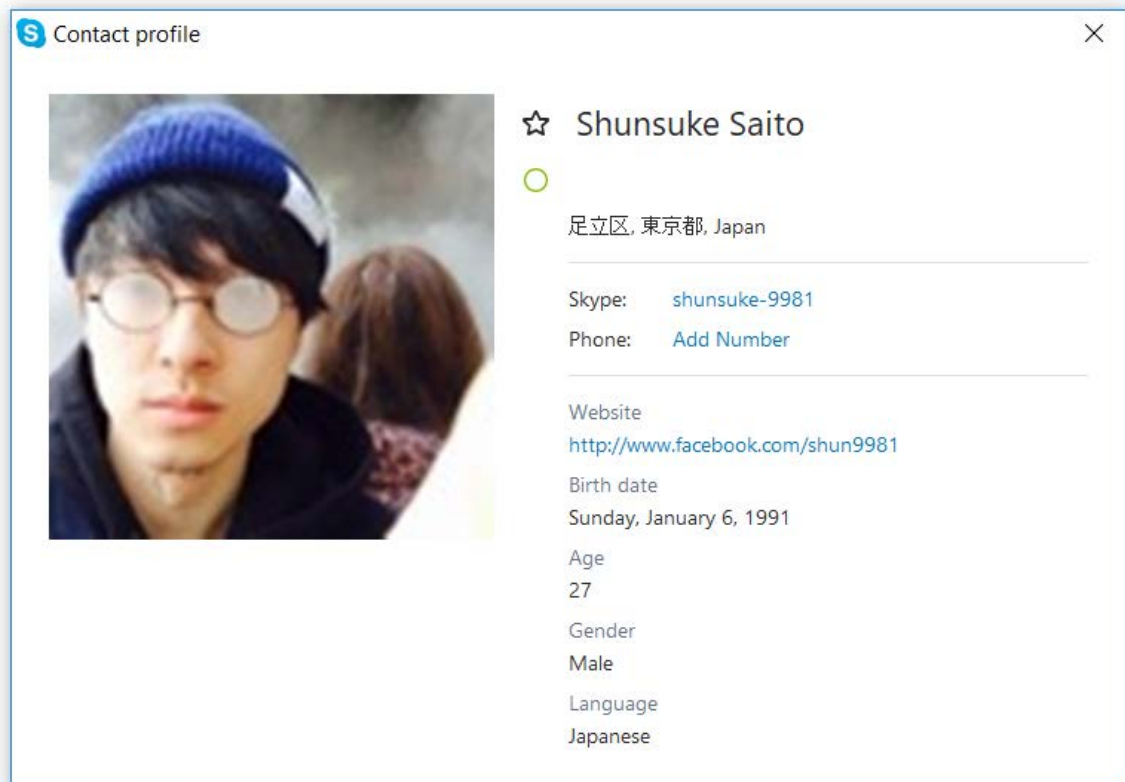
12 if in an hour it s not working let s do it manually

13 and give up on it

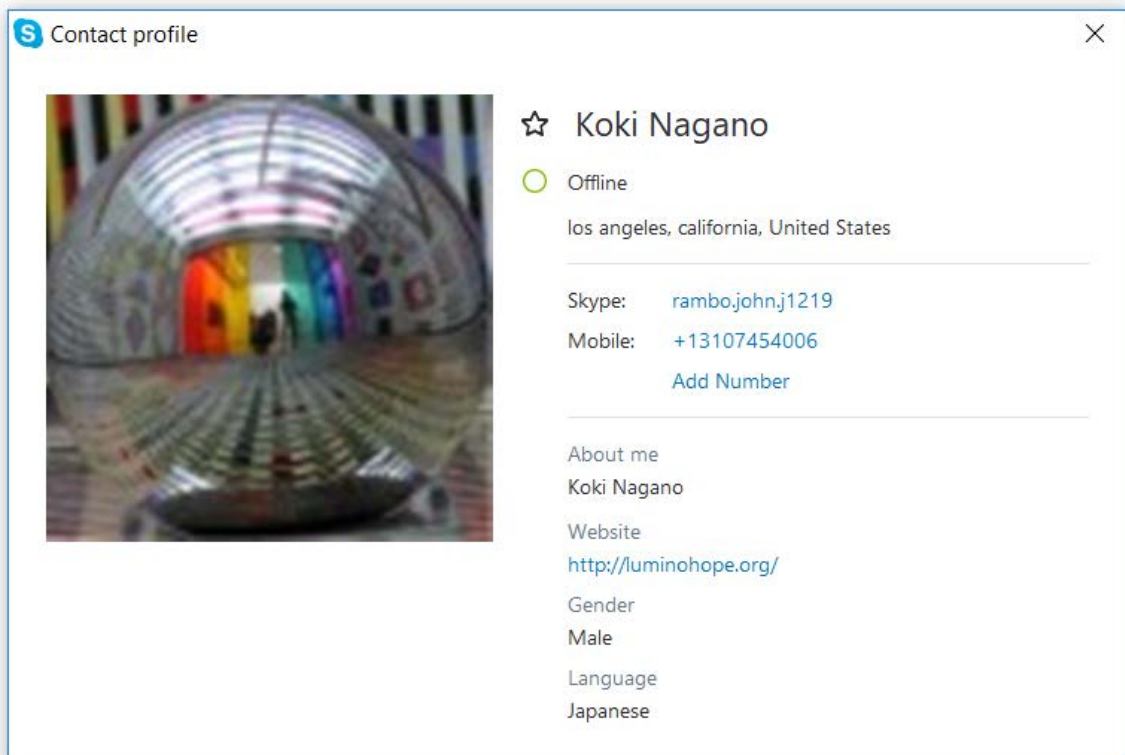
14 i don't think we can make it automatic



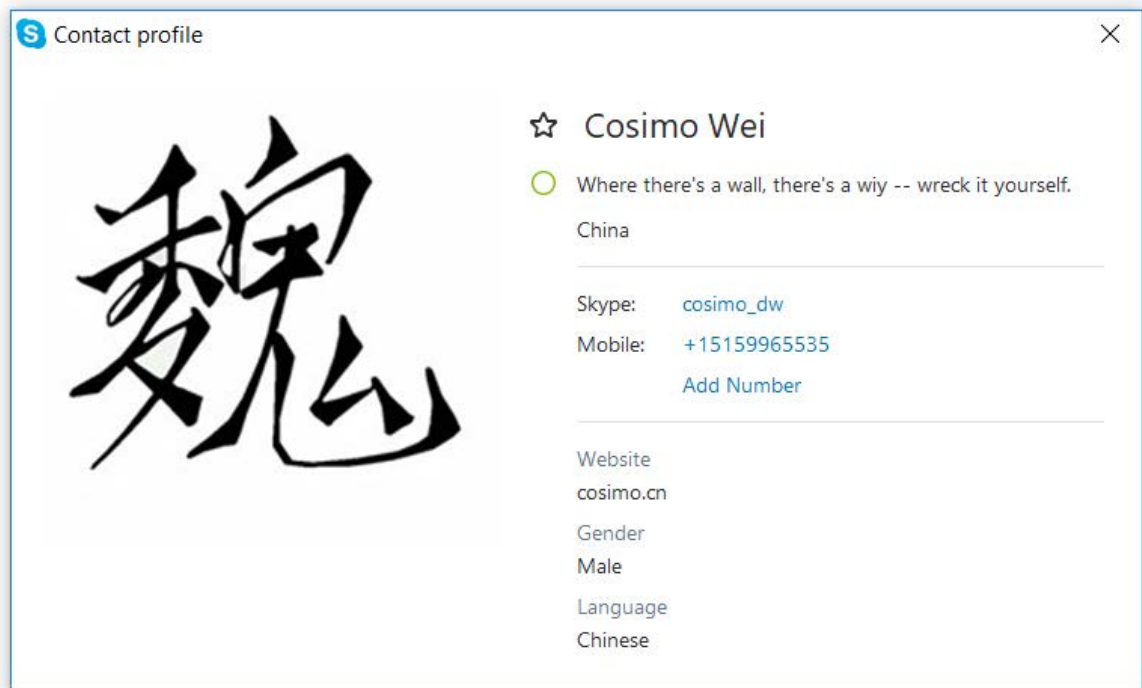
Saito's Skype profile with Skype ID "shunsuke-9981":



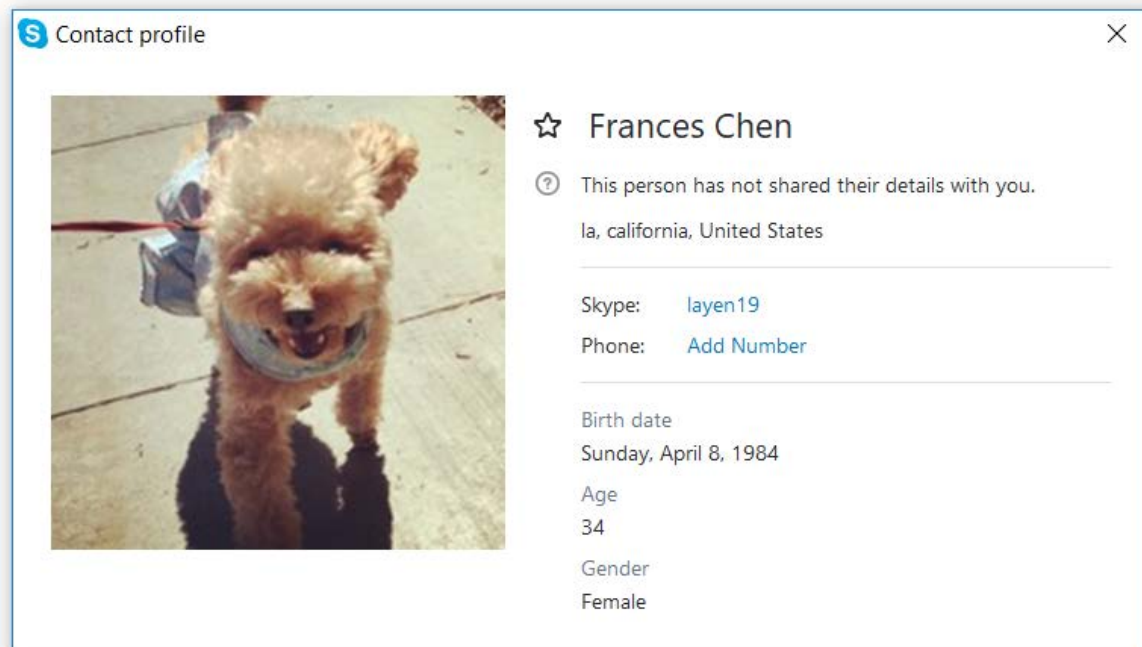
Nagano's Skype profile with Skype ID "rambo.john.j1219":



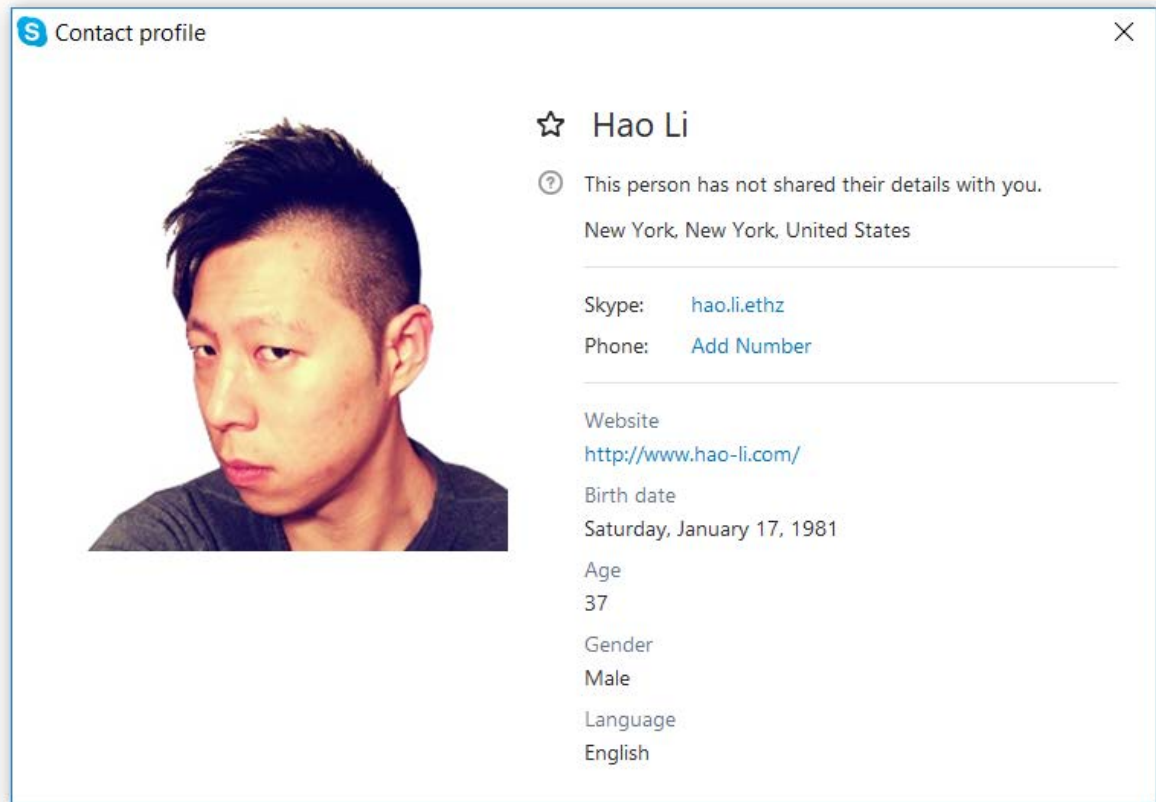
Wei's Skype profile with Skype ID "cosimo_dw":



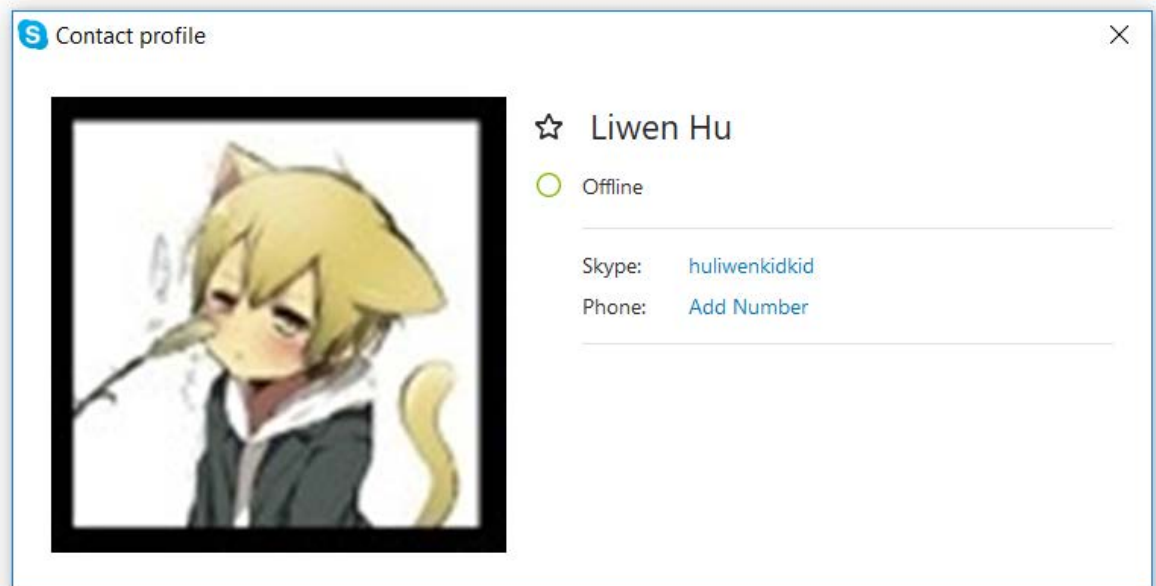
Yen-Chun Chen's Skype profile with Skype ID "layen19":



Li's Skype profile with Skype ID "hao.li.ethz":



Hu's Skype profile with Skype ID "huliwenkidkid":



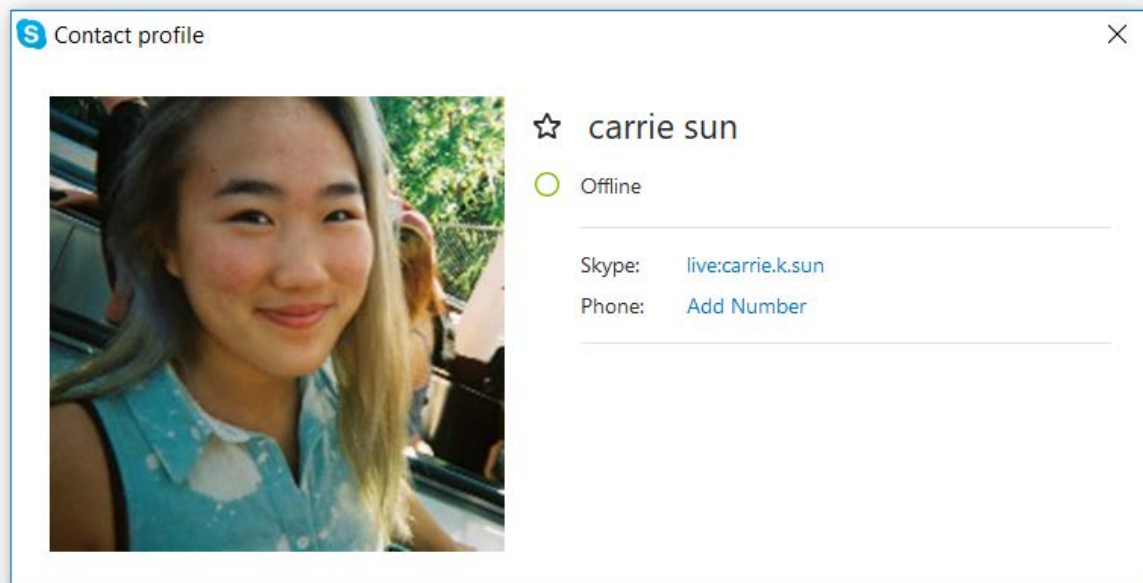
Fursund's Skype profile with Skype ID "alt_er_ego":



13

14

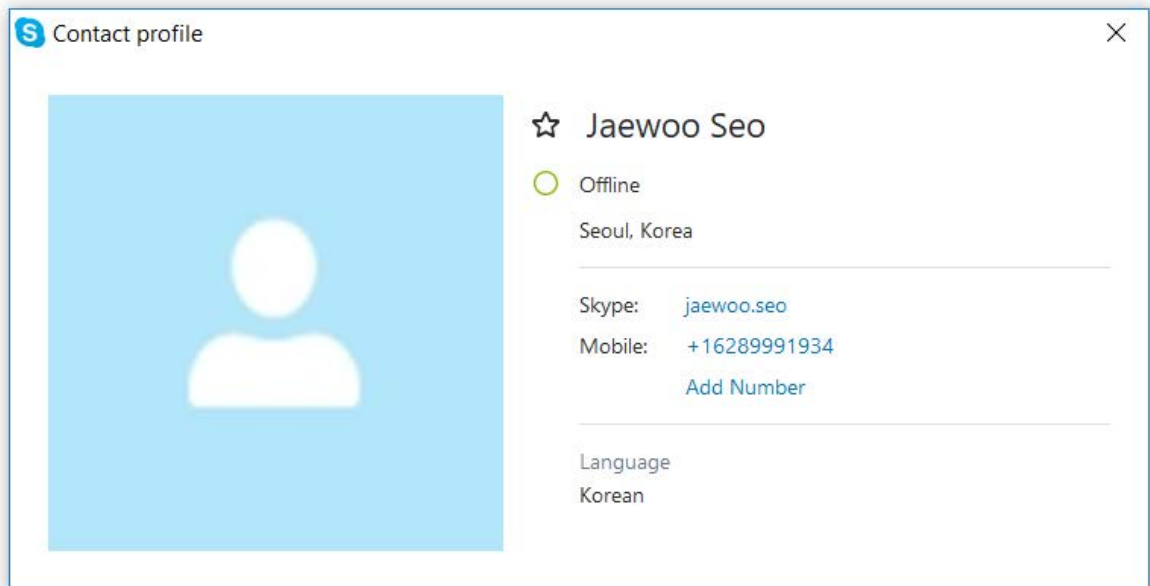
Sun's Skype profile with Skype ID "live:carrie.k.sun":



1 Kung's Skype profile with Skype ID "kunglet":



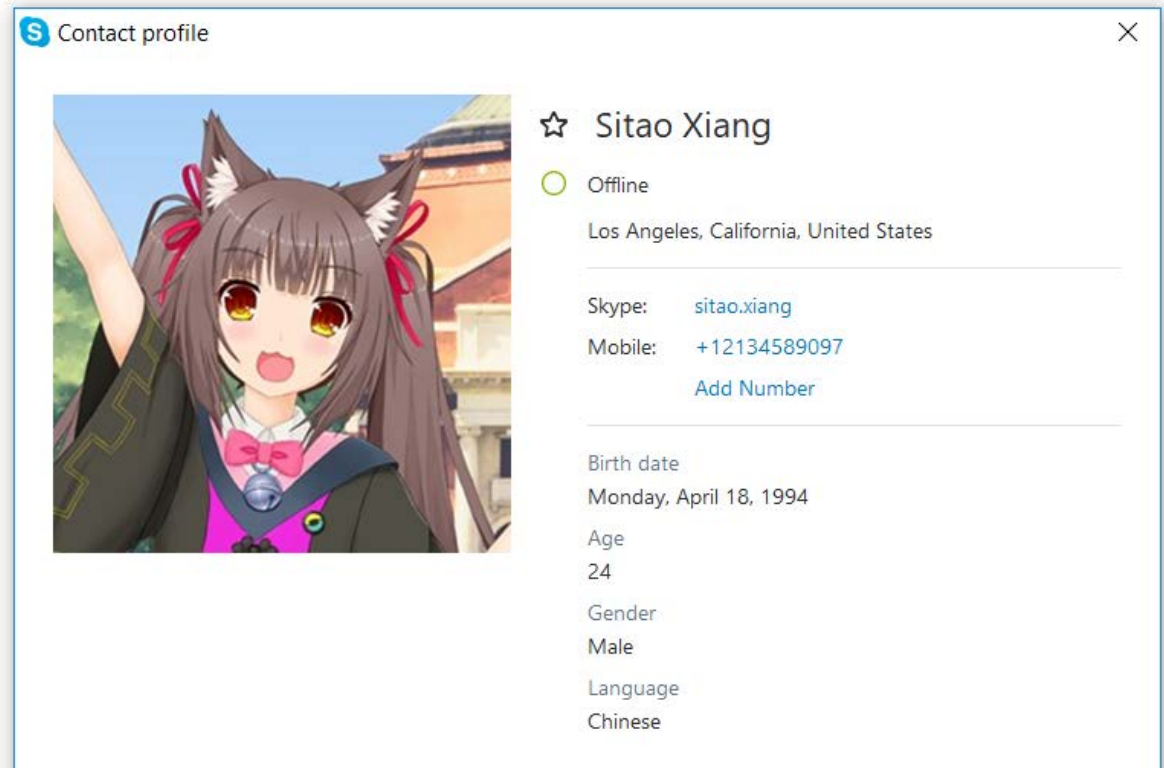
12 Seo's Skype profile with Skype ID "jaewoo.seo":



1 Yu's Skype profile with Skype ID "hoolersae":



13 Xiang's Skype profile with Skype ID "sitao.xiang":



Stephen Chen's Skype profile with Skype ID "syhchen2012":



Zhou's Skype profile with Skype ID "live:zhouyisjtu2012":



Pinscreen's description of Hair Polystrip Patch Optimization in its SIGGRAPH Asia 2017 Technical Papers publication, titled "Avatar Digitization from a Single Image for Real-Time Rendering," published on ACM Digital Library:

- <https://dl.acm.org/citation.cfm?id=31310887>

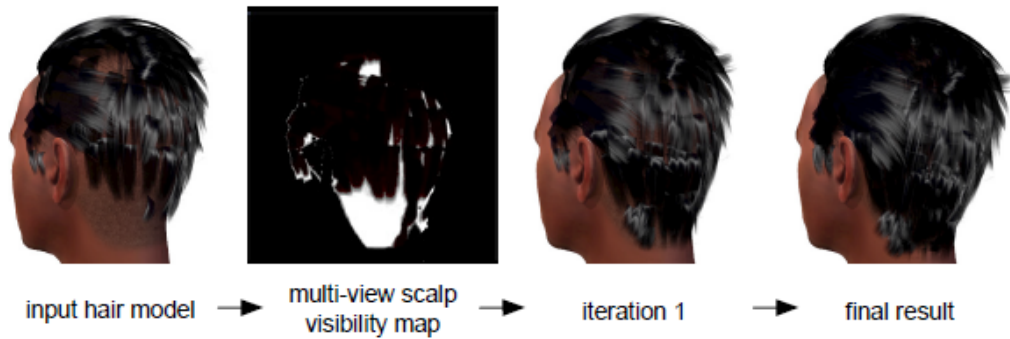


Fig. 8. Our iterative optimization algorithm for polystrip patching.

Polystrip Patching Optimization. With the benefit of having a low computational overhead, a polystrip-based rendering with a bump map and an alpha mask produces locally plausible hair appearance for a wide range of hairstyles. However, such rendering is prone to a lack of scalp coverage, especially for short hairstyles. We propose an iterative optimization method to ensure scalp coverage via patching with minimum increase in the number of triangles.

We measure the coverage by computing the absolute difference between the alpha map in a model view space with and without hair transparency from multiple view points (see Figure 8). Regions with high error expose the scalp surface and need to be covered by additional hair meshes. Without transparency, all polystrips are rendered with alpha value 1.0. When a hair alpha mask is assigned by the hair style classification, the polystrips are rendered via order-independent transparency (OIT), resulting in alpha values of range $[0, 1]$. First, we convert the error map into a binary map by thresholding if the error exceeds 0.5, and apply blob detection on the binary map. Given the blob with highest error, a new polystrip is then placed to cover the area.

We find the k -closest polystrips to the region with the highest error and resample two polystrips within this set so that their average produces a new one that covers this region. We use $k = 6$ for all our examples. The two polystrips are re-sampled so that they have consistent vertex numbers for linear blending. By averaging the polystrips, we can guarantee that the resulting strips are inside the convex hull of the hair region. Thus, our method does not violate the overall hair silhouette after new strips are added. We iterate this process until the highest error has reached a certain threshold or when no more scalp region is visible.

9. Article published by Venture Square on August 29, 2017:

- Title: “Softbank Ventures Invests in US Graphics Startup Pinscreen”
- <http://www.venturesquare.net/world/softbank-ventures-pinscreen>
- [August 29, 2017] Venture Square: “Softbank Ventures has invested in AI graphics startup Pinscreen in a funding round together with Lux Capital and Colopl Next.”
- [August 29, 2017] Venture Square: “The technology has been recognized by SIGGRAPH, one of the top authorities in the computer graphics industry, as one of the most innovative developments this year.”

10. Li’s private messages to Sadeghi on Skype, dated April 26, 2017:

- [April 26, 2017] Li: “if we just get a techcrunch article on our stuff, then the valuation could be much higher”
- [April 26, 2017] [...]
- [April 26, 2017] Li: “much higher = 5-10x”



☆ Hao Li

ⓘ This person has not shared their det... | New York, New Y...



Contact request sent - [Resend contact request](#)

we are so close to launch

the thing is

Wednesday, April 26, 2017

if we just get a techcrunch article on our stuff, then the valuation could be much higher



☆ Hao Li



This person has not shared their det... | New York, New Y...



Contact request sent - [Resend contact request](#)

which is smethign that we always had
so everyone is playing poker now

Wednesday, April 26, 2017

much higher = 5-10x

Li's private message to Sadeghi on Skype, dated May 22, 2017:

- [May 22, 2017] Li: "techcrunch coverage should be our target"



☆ Hao Li



This person has not shared their de... | New York, New Y...



Contact request sent - [Resend contact request](#)

Monday, May 22, 2017

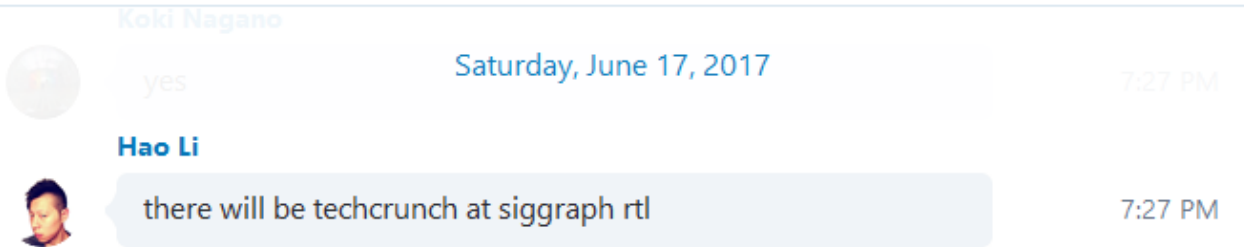
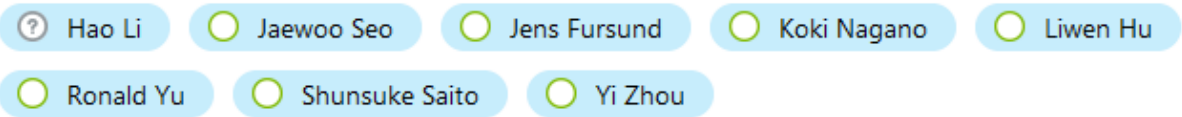


techcrunch coverage should be our target

2:36 AM

Li's group message on "SIGRTL-F2F-Tracking" Skype thread, shared with Sadeghi and 8 other participants, including Seo, Fursund, Nagano, Hu, Yu, Saito, and Zhou, dated June 17, 2017:

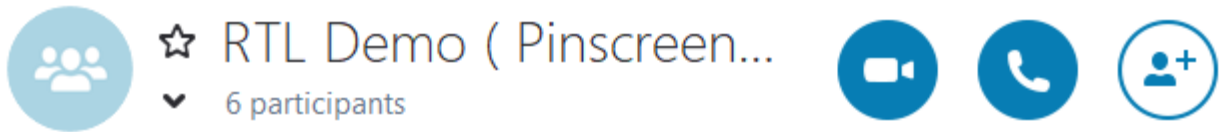
- [June 17, 2017] Li: "there will be techcrunch at siggraph rtl"



11. Li's group messages on "RTL Demo (Pinscreen: Creating Performance-Driven Avatars in seconds)" Skype thread, shared with Sadeghi and 6 other participants, including Wei, Fursund, Nagano, Hu, and Saito, dated March 30, 2017:

- [March 30, 2017] Li: "i just interviewed and hired a hair modeler"
- [March 30, 2017] Li: "he ll try to get us something by tmr this time, or a bit later"
- [March 30, 2017] Li: "and by monday these five hair models"
- [March 30, 2017] Li: [leszek.zip]
- [March 30, 2017] Li: "@imam: can u produce the head model obj files for them?"
- [March 30, 2017] Sadeghi: "@Hao Where are these files from? The meshes are not that nice. Phil's hair:"
- [March 30, 2017] Sadeghi: [image]
- [March 30, 2017] Li: "Liwen computed"
- [March 30, 2017] Li: "I m asking an artist to create them from scratch"
- [March 30, 2017] Li: "And will fix them in parallel"
- [March 30, 2017] Li: "We need to think of a solution, artists are too slow and expensive"
- [March 30, 2017] Li: "I ll ask him create 5 for now"
- [March 30, 2017] Li: "100 euro per hair"

- [March 30, 2017] Li: “3 hours per hair they need”



Cosimo Wei Hao Li Jens Fursund Koki Nagano
Liwen Hu Shunsuke Saito

Thursday, March 30, 2017

2:03 PM

Hao Li



i just interviewed and hired a hair modeler
he ll try to get us something by tmr this time, or a bit
later
and by monday these five hair models

2:14 PM



leszek.zip
3.9 MB
Cancel

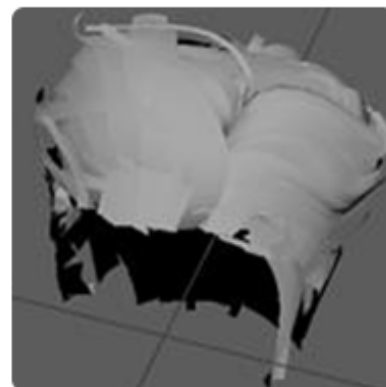
2:15 PM

@imam: can u produce the head model obj files for
them?

2:15 PM

@Hao Where are these files from? The meshes are
not that nice. Phil's hair:

2:28 PM



2:28 PM



RTL Demo (Pinscreen...



6 participants



Cosimo Wei



Hao Li



Jens Fursund



Koki Nagano



Liwen Hu



Shunsuke Saito

Thursday, March 30, 2017



Hao Li

Liwen computed

2:54 PM

I m asking an artist to create them from scratch

And will fix them in parallel

We need to think of a solution artists are too slow
and expensive

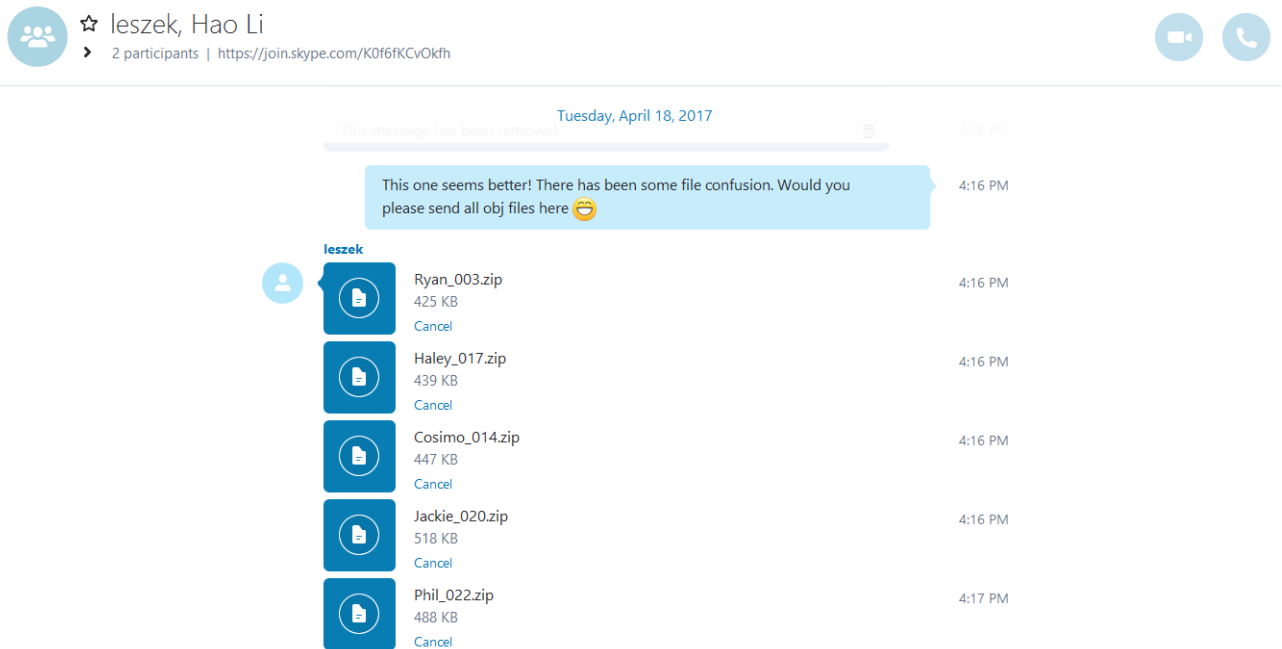
I ll ask him create 5 for now

100 euro per hair

3 hours per hair they need

Leszek's group messages to Li and Sadeghi on Skype, dated April 18, 2017:

- [April 18, 2017] Sadeghi: "This one seems better! There has been some file confusion! Would you please send all obj files here 😊"
- [April 18, 2017] Leszek: [Ryan_003.zip]
- [April 18, 2017] Leszek: [Haley_017.zip]
- [April 18, 2017] Leszek: [Cosimo_014.zip]
- [April 18, 2017] Leszek: [Jackie_020.zip]
- [April 18, 2017] Leszek: [Phil_022.zip]

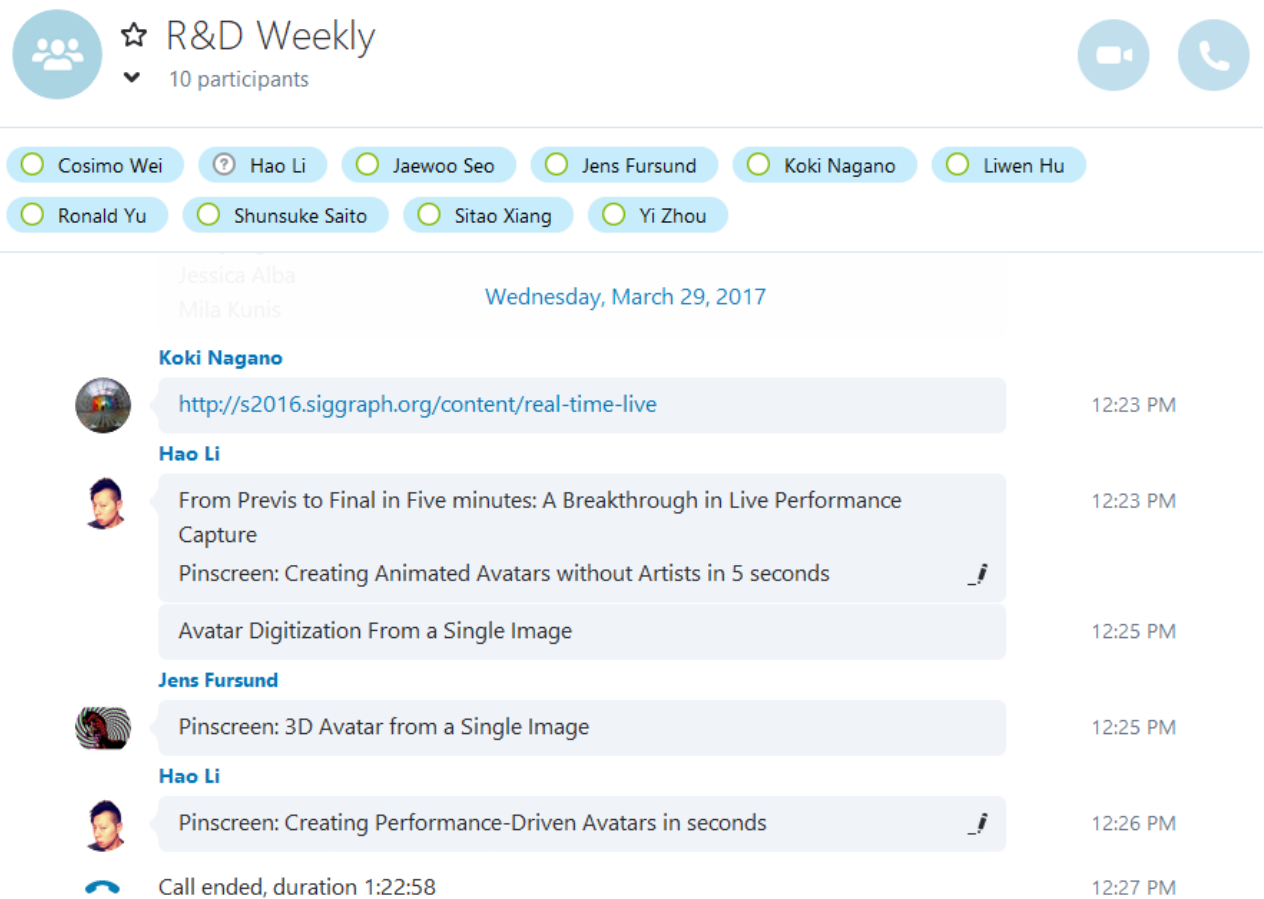


Leszek's Skype profile with Skype ID "spawnie76":



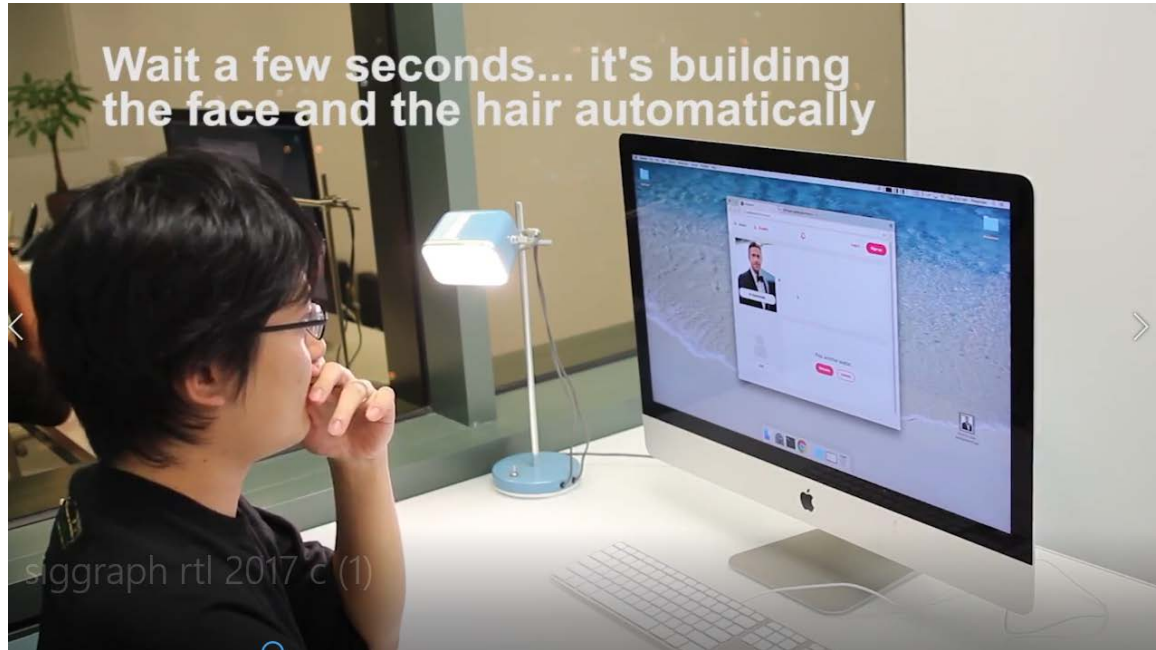
12. Li's, Nagano's, and Fursund's group messages on "R&D Weekly" Skype thread, shared with Sadeghi and 10 other participants, including Wei, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, and Zhou, dated March 29, 2017:

- [March 29, 2017] Nagano: "<http://s2016.siggraph.org/content/real-time-live>"
- [March 29, 2017] Li: "From Previs to Final in Five minutes: A Breakthrough in Live Performance Capture"
- [March 29, 2017] Li: "Pinscreen: Creating Animated Avatars without Artists in 5 seconds"
- [March 29, 2017] Li: "Avatar Digitization from a Single Image"
- [March 29, 2017] Fursund: "Pinscreen: 3D Avatar from a Single Image"
- [March 29, 2017] Li: "Pinscreen: Creating Performance-Driven Avatars in seconds"
- [March 29, 2017] [📞 Call ended, duration 1:22:58]



Video submitted by Pinscreen to SIGGRAPH RTL, on April 4, 2017:

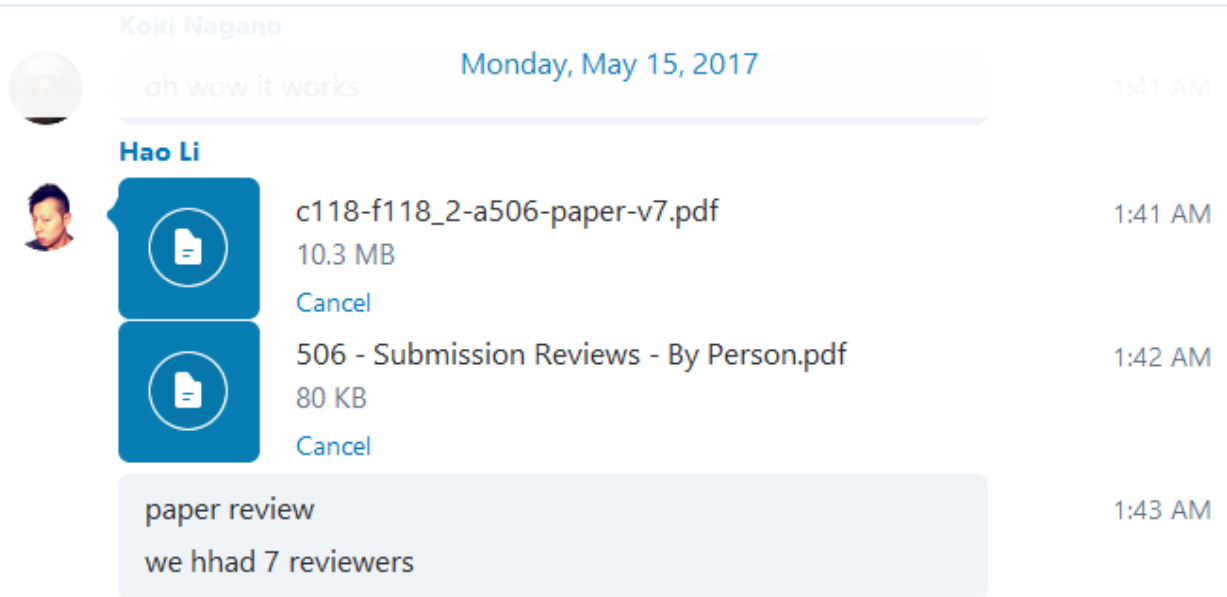
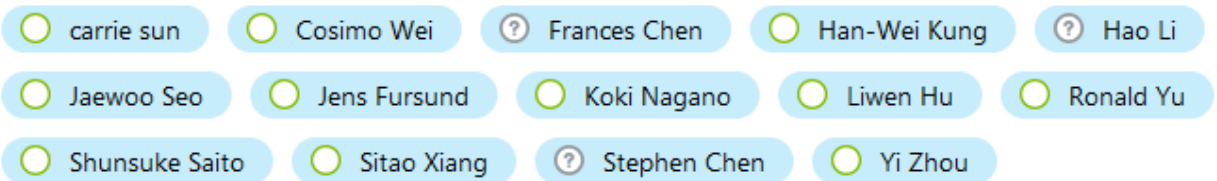
- <https://www.youtube.com/watch?v=OZ2O3SXF0tE>
- “Wait a few seconds ... it’s building the face and the hair automatically.”



13. Li’s group messages on “PinscreenTeamAll” Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated May 15, 2017:

- [May 15, 2017] Li: [c118-f118_2-a506-paper-v7.pdf]
- [May 15, 2017] Li: [506 – Submission Reviews – By Person.pdf]
- [May 15, 2017] Li: “paper review”
- [May 15, 2017] Li: “we hhad 7 reviewers”
- [May 15, 2017] Li: [SIGA17 TODO LIST]
- [May 15, 2017] Li: “-Evaluate/compare for choice of hair system (comparison to AutoHair)”
- [May 15, 2017] Li: “-Explain how the eye balls, mouth was chosen”
- [May 15, 2017] Li: “-Present all the results for 100 tested photos”

- [May 15, 2017] Li: “-Explain how the chosen blend shapes method affects the animation across diverse people”
- [May 15, 2017] Li: “Present full models, front and back views”
- [May 15, 2017] Li: “Show comparison to loom.ai”





☆ PinscreenTeamAll

▼ 14 participants



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou

Monday, May 15, 2017

paper review

1:43 AM

we hhad 7 reviewers

We thank the reviewers for their insightful comments and feedback. While we see some polarized scores and impressions of our work, we would like to clarify the main concerns in this rebuttal and propose an improved presentation of the results and the paper for the next revision.

“ Results Quality ”

While reviewers 16 and 79 seem to be impressed by the results, reviewer 42 is less satisfied by the final renderings, raising concerns about artifacts around the hair silhouette. As observed by reviewer 96, we target real-time applications and developed the first hair reconstruction pipeline that produces entire hair models for strip-based rendering, which is significantly more efficient than rendering individual strands for most game engines.

While not part of our contribution, our submission only used a primitive hair texture rendering based on Blinn-Phong shading and transparency ordering was not implemented during the submission. The current implementation uses the same reconstruction pipeline as in the submission, but the hair shading has been significantly improved using a variant of Saito's 2010 (used in Disney's Tangled) and a correct implementation of hair shading. We would like to point out that the hair meshes and textures as presented in our submission are of recent high-end games, and that artifacts around hair boundaries were due to the limited rendering capabilities in the submission (mainly caused by incorrect hair shading). We believe that these improvements would address the concerns of reviewer 42. We have also compared our current system with results obtained by the commercial system of look.ai

SIGA17 TODO LIST
docs.google.com

1:49 AM

-Evaluate/compare for choice of hair system (comparison to AutoHair)

1:49 AM

-Explain how the eye balls, mouth was chosen

-Present all the results for 100 tested photos

-Explain how the chosen blend shapes method affects the animation across diverse people


-Present full models, front and back views

-Show comparison to loom.ai



14. Li's group messages to Sadeghi and Saito on Skype, dated April 18, 2017:

- [April 18, 2017] Li: “hey shunsuke”
- [April 18, 2017] Li: “for siggraph asia”
- [April 18, 2017] Li: “we need 100 fitted faces”
- [April 18, 2017] Li: “do u think u can prepare a database for benchmarking”
- [April 18, 2017] Li: “based on what we have?”
- [April 18, 2017] Saito: “sure”

- [April 18, 2017] Li: “then we can aim for that too, so the others can focus on hair”
- [April 18, 2017] Li: “so maybe it would be good to select 100 faces and we have similar hairstyles that correspond to our selection thing”
- [April 18, 2017] Li: “then i have an artist create all 100 hairs”
- [April 18, 2017] Li: “ahahaha”



☆ Shunsuke Saito, Hao Li
2 participants | <https://join.skype.com/NHwDzVCttDpu>



Hao Li

Shunsuke Saito

COOL COOL

So we would need just a n Tuesday, April 18, 2017 Jens and Cosimo needed help with the eye color or the blend shapes 🤔

Hao Li

hey shunsuke

for siggraph asia

we need 100 fitted faces

do u think u can prepare a database for benchmarking based on what we have?

6:49 PM

Shunsuke Saito

sure

6:50 PM

Hao Li

then we can aim for that too, so the others can focus on hair

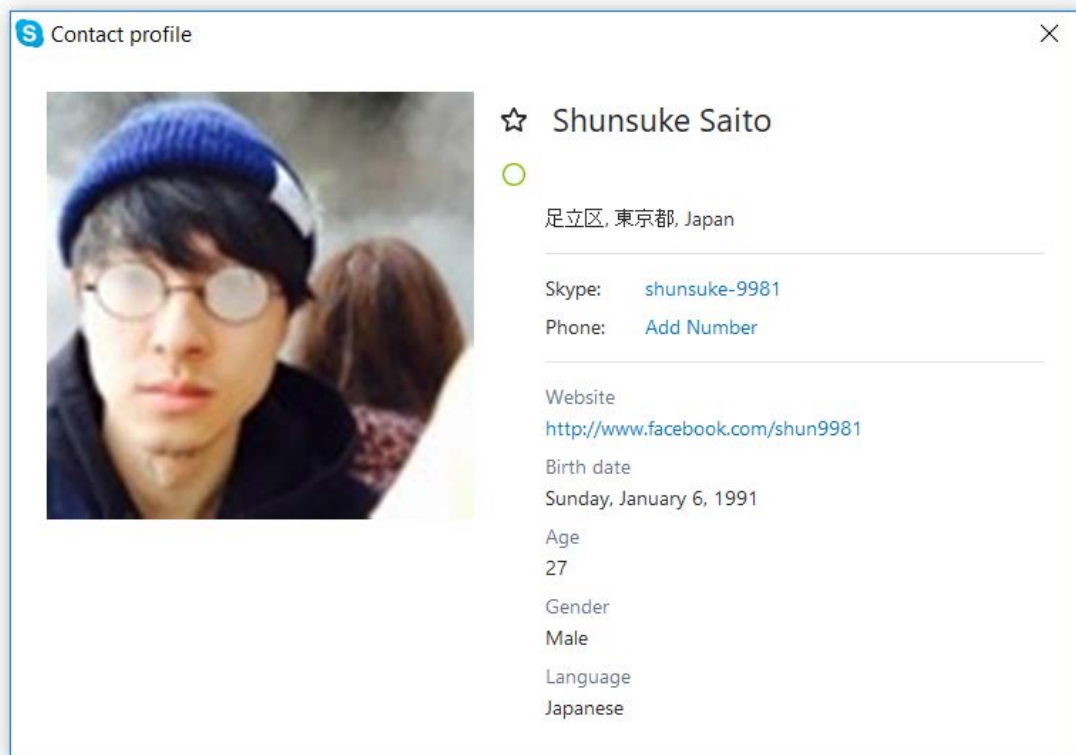
so maybe it would be good to select 100 faces and we have similar hairstyles that correspond to our selection thing

then i have an artist create all 100 hairs

ahahaha

6:50 PM

1 Saito's Skype profile with Skype ID "shunsuke-9981":



15. Li's private messages to Sadeghi on Skype, dated May 17, 2017:

- 16
- 17
- 18
- 19
- 20
- [May 17, 2017] Li: "High Priority"
 - [May 17, 2017] Li: [...]
 - [May 17, 2017] Li: "11) hao: get hair models for all 100 results (hard)"
 - [May 17, 2017] Li: [...]



☆ Hao Li



This person has not shared their details with y... | New York, New Y...



Contact request sent - [Resend contact request](#)

works

Wednesday, May 17, 2017

we might need to label those in our database

High Priority

2:55 AM

- 1) cosimo: add pinscreen database classification into training (easy)
- 2) cosimo: train hair classifier (easy, needs 20)
- 4) cosimo: synthesize hair textures (medium, needs 9)
- 5) liwen: do hair UV mapping (medium)
- 6) liwen: duplicate hair strips + perturbation (medium)
- 7) liwen: deformation pipeline (hard)
- 8) shunsuke: train hair segmentation using pinscreen face database (easy, but needs 21)
- 9) iman: create script to batch process all face models in Pinscreen Face Database (easy)
- 10) iman: figure out target hair textures for high quality hair strip rendering (straight, curly, wavy, dreadlocks, afro) (hard)
- 11) hao: get hair models for all 100 results (hard)
- 12) hao: get comparison from kun zhou (easy)
- 13) hao: do video/write paper (medium)
- 14) iman: help write paper hair part (medium)
- 15) jens: create grey faces and improved face texture shading, black and white bg (easy)
- 20) frances: help label the 100 input images (easy, needs 1)
- 21) frances: help segment hair models (easy)

Medium Priority

- 3) cosimo: add photorealistic synthesis (CVPR 2017 paper)

1 Li's group conversation with Fursund on "PinscreenTeamAll" Skype thread, shared with
2 Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund,
3 Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated May 17, 2017:

- 4 • [May 17, 2017] Li: "High Priority"
- 5 • [May 17, 2017] Li: [...]
- 6 • [May 17, 2017] Li: "11) hao: get hair models for all 100 results (hard)"
- 7 • [May 17, 2017] Li: [...]
- 8 • [May 17, 2017] Li: "jens: might get baby on weekend (or before)"
- 9 • [May 17, 2017] Fursund: "(or before)"
- 10 • [May 17, 2017] Fursund: "I think 9, 11 I can definitely do as well"
- 11 • [May 17, 2017] Li: "i think iman should be done with 9"
- 12 • [May 17, 2017] Fursund: "cool"
- 13 • [May 17, 2017] Li: "how can i do 11?"
- 14 • [May 17, 2017] Li: "u can model in 3D?"
- 15 • [May 17, 2017] Fursund: "arh! 😊"
- 16 • [May 17, 2017] Fursund: "no"
- 17 • [May 17, 2017] Fursund: "sorry"
- 18 • [May 17, 2017] Li: "so basically i need to create 3D hair models for 100 people"
- 19 • [May 17, 2017] Li: "or get 3D modelers to do it"
- 20 • [May 17, 2017] Fursund: "you meant get from 3D artis?"
- 21 • [May 17, 2017] Li: "yes"



☆ PinscreenTeamAll

▼ 14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou

good

perhaps koki can do 3) add pinscreen face database

Wednesday, May 17, 2017

sorted with priority

2:38 AM

High Priority

- 1) cosimo: add pinscreen database classification into training
- 2) cosimo: train hair classifier
- 4) cosimo: synthesize hair textures
- 5) liwen: do hair UV mapping
- 6) liwen: duplicate hair strips + pertubation
- 7) liwen: deformation pipeline
- 8) shunsuke: segmentation using pinscreen face database
- 9) iman: create script to batch process all face models in Pinscreen Face Database
- 10) iman: figure out target hair textures for high quality hair strip rendering (straight, curly, wavy, dreadlocks, afro)
- 11) hao: get hair models for all 100 results
- 12) hao: get comparison from kun zhou
- 13) hao: do video/write paper
- 14) iman: help write paper hair part
- 15) jens: create grey faces and improved face texture shading, black and white bg



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun

Cosimo Wei

Frances Chen

Han-Wei Kung

Hao Li

Jaewoo Seo

Jens Fursund

Koki Nagano

Liwen Hu

Ronald Yu

Shunsuke Saito

Sitao Xiang

Stephen Chen

Yi Zhou

Wednesday, May 17, 2017

14) iman: help write paper hair part
15) jens: create grey faces and improved face texture shading, black

and white bg

20) frances: help label the 100 input images

Medium Priority

3) cosimo: add photorealistic synthesis (CVPR 2017 paper)

17) koki: support with system evaluation

19) jaewoo: implement avatar retargeting (generate anim curves for head capture)

Low Priority

16) koki: get ICT images

18) koki: remove black line on the back of head

constraints: cosimo at adobe (but can work on this paper until the deadline from adobe), shunsuke at oculus (can only work after work)

iman (gone friday to sunday and tuesday)

jens: might get baby on weekend (or before)



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



- carrie sun
- Cosimo Wei
- Frances Chen
- Han-Wei Kung
- Hao Li
- Jaewoo Seo
- Jens Fursund
- Koki Nagano
- Liwen Hu
- Ronald Yu
- Shunsuke Saito
- Sitao Xiang
- Stephen Chen
- Yi Zhou

deadline from adobe), shunsuke at oculus (can only work after work)

Wednesday, May 17, 2017

jens: might get baby on weekend (or before)

Jens Fursund

(or before)

2:40 AM

I think 9, 11 I can definitely do as well

2:41 AM

Hao Li

i think iman should be done with 9

2:41 AM

Jens Fursund

cool

2:41 AM

Hao Li

how can i do 11?

2:41 AM

u can model in 3D?

Jens Fursund

arh! 😊

2:42 AM

no

sorry



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



- carrie sun
- Cosimo Wei
- Frances Chen
- Han-Wei Kung
- Hao Li
- Jaewoo Seo
- Jens Fursund
- Koki Nagano
- Liwen Hu
- Ronald Yu
- Shunsuke Saito
- Sitao Xiang
- Stephen Chen
- Yi Zhou



cool

Wednesday, May 17, 2017

2:41 AM

Hao Li



how can i do 11?
u can model in 3D?

2:41 AM

Jens Fursund



arh! 😊
no
sorry

2:42 AM

Hao Li



so basically i need to create 3D hair models for 100 people
or get 3D modelers to do it

2:42 AM

Jens Fursund



you meant get from 3d artis?

2:42 AM

Hao Li



yes

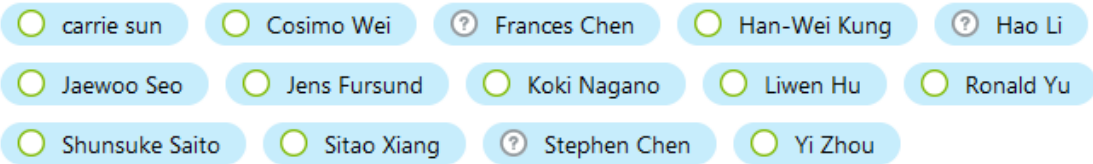
2:42 AM

Fursund's Skype profile with Skype ID "alt_er_ego":



16. Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated May 18, 2017:

- [May 18, 2017] Li: "okay so i m generating all the avatars"
- [May 18, 2017] Li: "we need someone to manually fix all the eye colors"



Thursday, May 18, 2017
Thursday, May 18, 2017

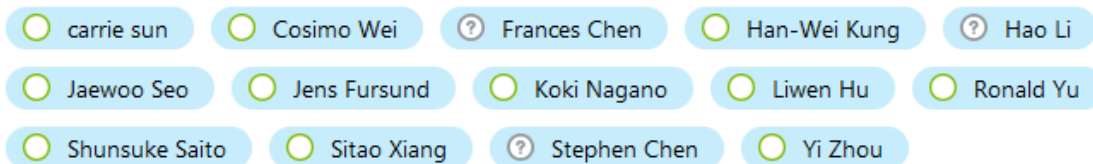
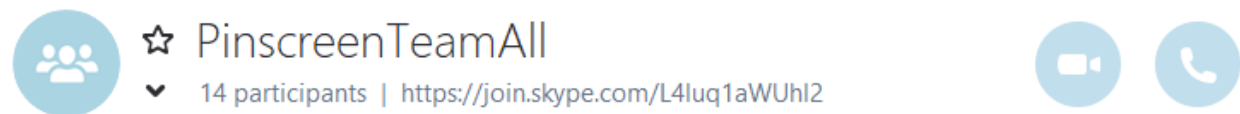


okay so i m generating all the avatars
we need someone to manually fix all the eye colors

12:00 AM

17. Li's group message on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated May 18, 2017:

- [May 18, 2017] Li: "we also need someone to manually adjust the eye colors"



Jens Fursund



ok

Thursday, May 18, 2017

1:15 AM

Hao Li



we also need someone to manually adjust the eye colors

1:15 AM

1 18. Li's group conversation with Fursund shared with Sadeghi and Nagano, dated May 18, 2017:

- 2 • [May 18, 2017] Li: "btw we also have nothing that can guess hair color"
- 3 • [May 18, 2017] Li: "maybe i ll ask shunsuke to work on it"
- 4 • [May 18, 2017] Fursund: "yeah hair color"
- 5 • [May 18, 2017] Fursund: "we could do something similar to eye color for now"
- 6 • [May 18, 2017] Fursund: "just for making a quick guess"
- 7 • [May 18, 2017] Li: "the eye color is total shit"
- 8 • [May 18, 2017] Li: "it s completely random"
- 9 • [May 18, 2017] Fursund: "Iknow 😊"
- 10 • [May 18, 2017] Li: "we really need a better algorithm"
- 11 • [May 18, 2017] Fursund: "but at least it's quick to implement"
- 12 • [May 18, 2017] Li: "yeah"
- 13 • [May 18, 2017] Fursund: "but do we have time for a new algo?"
- 14 • [May 18, 2017] Li: "i guess a deep neural net would be the way to go"
- 15 • [May 18, 2017] Fursund: "so no 😊"
- 16 • [May 18, 2017] Li: "i would say medium priority"
- 17 • [May 18, 2017] Li: "i would say let s do them manually for now"
- 18 • [May 18, 2017] Fursund: "ok"



☆ Koki Nagano, Hao Li, Jens Fursund, ...

> 4 participants | <https://join.skype.com/PBwW2KKtf7gE>



Cool! 😎

Thursday, May 18, 2017

1:16 AM

Hao Li



btw we also have nothing that can guess hair color
maybe i ll ask shunsuke to work on it

1:17 AM

Jens Fursund



yeah hair color
we could do something similar to eye color for now
just for making a quick guess

1:18 AM

Hao Li



the eye color is total shit
it s completely random

1:18 AM

Jens Fursund



lknow 😊

1:18 AM

Hao Li



we really need a better algorithm

1:18 AM

Jens Fursund



but at least it's quick to implement

1:18 AM

Hao Li



yeah

1:19 AM

Jens Fursund



but do we have time for a new algo?

1:19 AM



☆ Koki Nagano, Hao Li, Jens Fursund, ...

> 4 participants | <https://join.skype.com/PBwW2KKtf7gE>



yeah

Thursday, May 18, 2017

1:19 AM

Jens Fursund



but do we have time for a new algo?

1:19 AM

Hao Li



i guess a deep neural net would be the way to go

1:19 AM

Jens Fursund



so no 😊

1:19 AM

Hao Li



i would say medium priority
i would say let s do them manually for now

1:19 AM

Jens Fursund



ok

1:20 AM

Fursund's Skype profile with Skype ID "alt_er_ego":



19. Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated May 18, 2017:

- [May 18, 2017] Li: "what s the status with the hair texture part?"
- [May 18, 2017] Li: "btw i m regenerating all the 160 faces"
- [May 18, 2017] Li: "because of the spacing issue only 122 were generated"
- [May 18, 2017] Li: "i will upload dropbox folder once i m done"
- [May 18, 2017] Li: "then need koki to work on eye colors"
- [May 18, 2017] Li: "shunsuke on focal length adjustments per person"



☆ PinscreenTeamAll

▼ 14 participants | <https://join.skype.com/L4luq1aWUhI2>



- carrie sun ○ Cosimo Wei ? Frances Chen ○ Han-Wei Kung ? Hao Li
○ Jaewoo Seo ○ Jens Fursund ○ Koki Nagano ○ Liwen Hu ○ Ronald Yu
○ Shunsuke Saito ○ Sitao Xiang ? Stephen Chen ○ Yi Zhou

Thursday, May 18, 2017



4:24 PM

Hao Li



what s the status with the hair texture part?


4:24 PM

btw i m regenerating all the 160 faces
because of the spacing issue only 122 were generated
i will upload dropbox folder once i m done
then need koki to work on eye colors
shunsuke on focal length adjustments per person

4:25 PM

Nagano's Skype profile with Skype ID "rambo.john.j1219":

Contact profile



☆ Koki Nagano

○ Offline

los angeles, california, United States

Skype: [rambo.john.j1219](#)

Mobile: [+13107454006](#)

[Add Number](#)

About me

Koki Nagano

Website

<http://luminohope.org/>

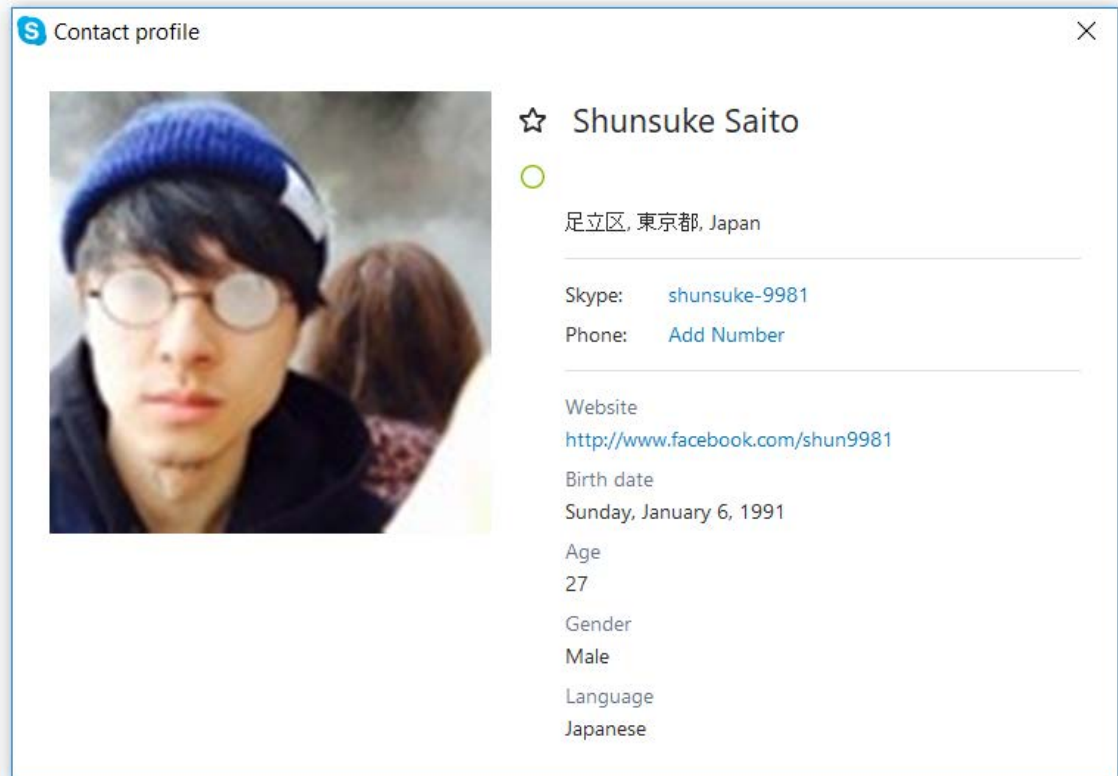
Gender

Male

Language

Japanese

Saito's Skype profile with Skype ID "shunsuke-9981":



20. Pinscreen's claims in its SIGGRAPH Asia 2017 Technical Paper, titled "Avatar Digitization from a Single Image for Real-Time Rendering," published on ACM Digital Library:

- <https://dl.acm.org/citation.cfm?id=31310887>
- "The effectiveness of our methodology is grounded on a careful integration of state-of-the-art modeling and synthesis techniques for faces and hair. Several key components, such as segmentation, semantic hair attributes extraction, and eye color recognition are only possible due to recent advances in deep learning. Our experiments also indicate the robustness of our system, where consistent results of the same subject can be obtained when captured from different angles, under contrasting lighting conditions, and with different input expressions."

1 The effectiveness of our methodology is grounded on a careful
2 integration of state-of-the-art modeling and synthesis techniques
3 for faces and hair. Several key components, such as segmentation,
4 semantic hair attributes extraction, and eye color recognition, are
5 only possible due to recent advances in deep learning. Our experi-
6 ments also indicate the robustness of our system, where consistent
7 results of the same subject can be obtained when captured from
8 different angles, under contrasting lighting conditions, and with
9 different input expressions.

10 21. Nagano's and Hu's group messages on "PinscreenTeamAll" Skype thread, shared with
11 Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund,
12 Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated May 19, 2017:

- 13 • [May 19, 2017] Nagano: "Hairs to do:"
- 14 • [May 19, 2017] Nagano: [...]
- 15 • [May 19, 2017] Nagano: "Load hair color from txt file"
- 16 • [May 19, 2017] Nagano: "-Manually pick up hair color and store it in .txt in Hex (Jens)"
- 17 • [May 19, 2017] Hu: "another thing missing is the hair segmentation"
- 18 • [May19, 2017] Fursund: "actually... what folder do you use for the images?"
- 19 • [May19, 2017] Fursund: "just the images in the repo?"
- 20 • [May 19, 2017] Hu: "now the current automatic segmentation results are not always very
21 good"
- 22 • [May 19, 2017] Hu: "so I think we need manually refine them"



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun

Cosimo Wei

Frances Chen

Han-Wei Kung

Hao Li

Jaewoo Seo

Jens Fursund

Koki Nagano

Liwen Hu

Ronald Yu

Shunsuke Saito

Sitao Xiang

Stephen Chen

Yi Zhou



thx



Friday, May 19, 2017

12:08 AM

Koki Nagano



Hairs to do:

Geometry

- Hair strip uv assignment to texture (Iman)

- Hair segmentation improvement (Shunsuke, Koki ETA tomorrow)

- Hair classification (Cosimo, ETA tomorrow)

- Hair model (Hao)

- Check hair pipeline (Liwen) -> needs FaceFiting projection matrix dump out (Jens)

Texture

- Prepare all 10 input textures (iman, a few are already done)

- Texture synthesis (cosimo)

Rendering

- Test rendering with duplicated hair strips (Liwen, Iman?)

- Load hair color from txt file

- Manually pick up hair color and store it in .txt in Hex (Jens)

12:08 AM

Liwen Hu



anther thing missing is the hair segmentation

12:09 AM



☆ PinscreenTeamAll

▼ 14 participants



○ carrie sun

○ Cosimo Wei

○ ? Frances Chen

○ Han-Wei Kung

○ ? Hao Li

○ Jaewoo Seo

○ Jens Fursund

○ Koki Nagano

○ Liwen Hu

○ Ronald Yu

○ Shunsuke Saito

○ Sitao Xiang

○ ? Stephen Chen

○ Yi Zhou

-Load hair color from txt file

-Manually pick up hair color from image (Jens)

Friday, May 19, 2017



Liwen Hu

another thing missing is the hair segmentation

12:09 AM



Jens Fursund

actually... what folder do you use for the images?
just the images in the repo?

12:09 AM

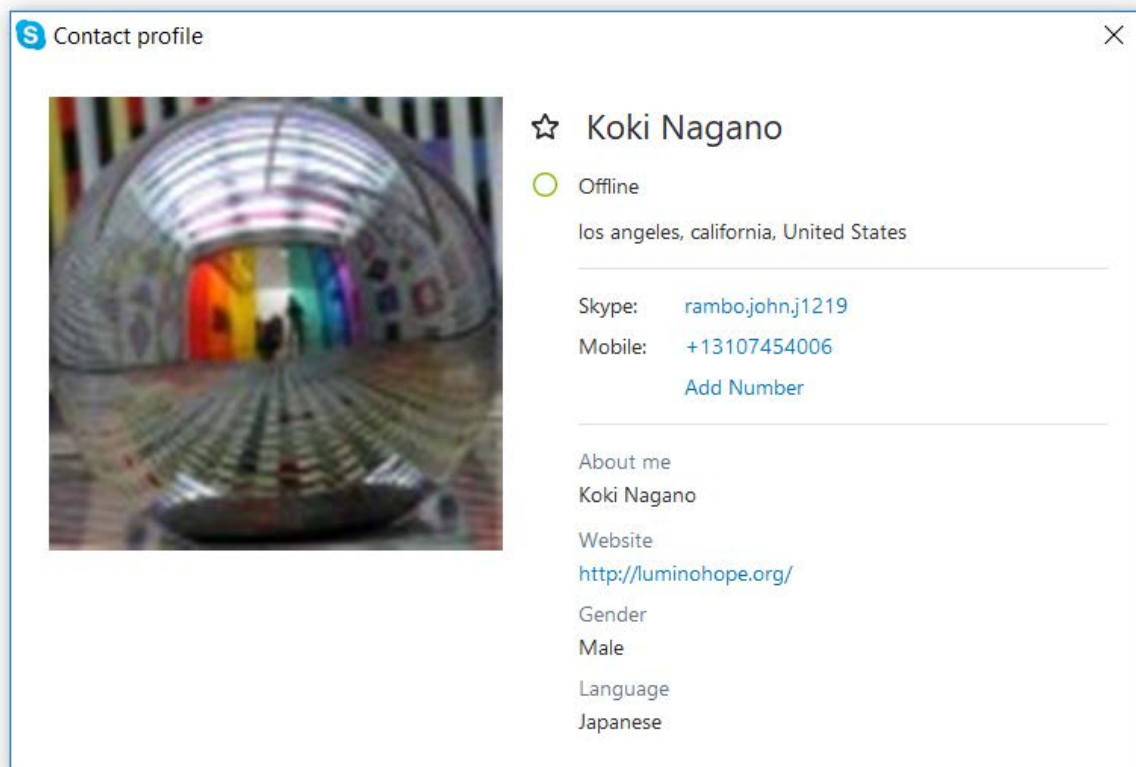


Liwen Hu

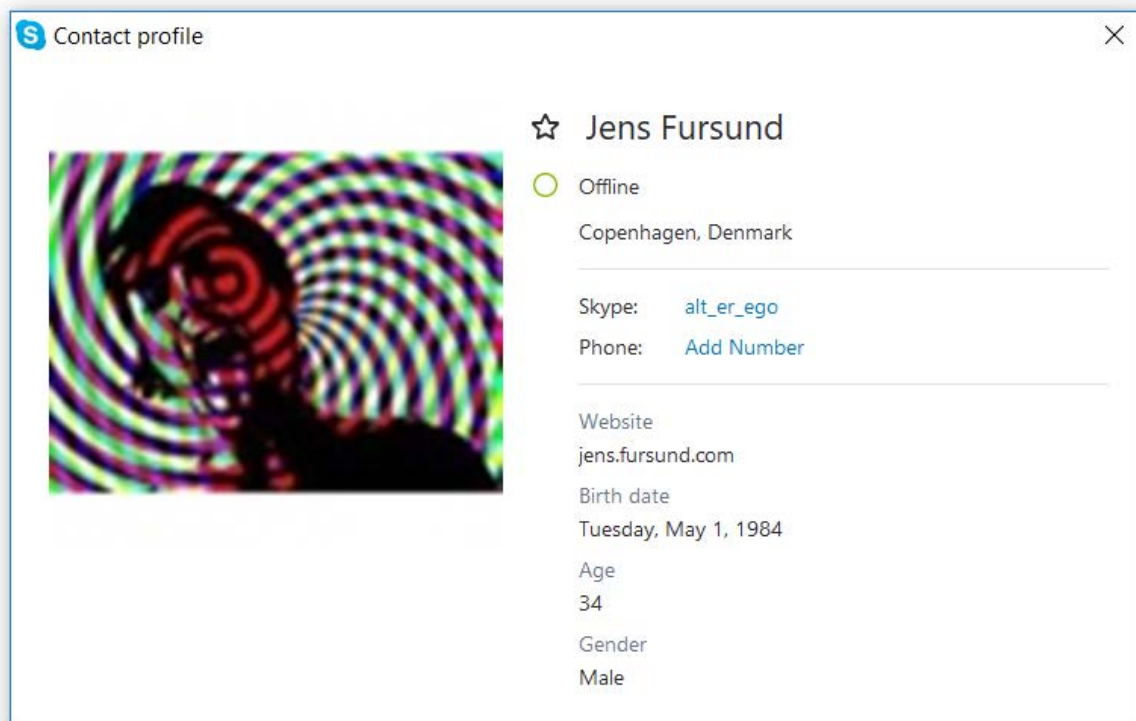
now the current automatic segmentation results are not always
very good
so i think we need manually refine them

12:10 AM

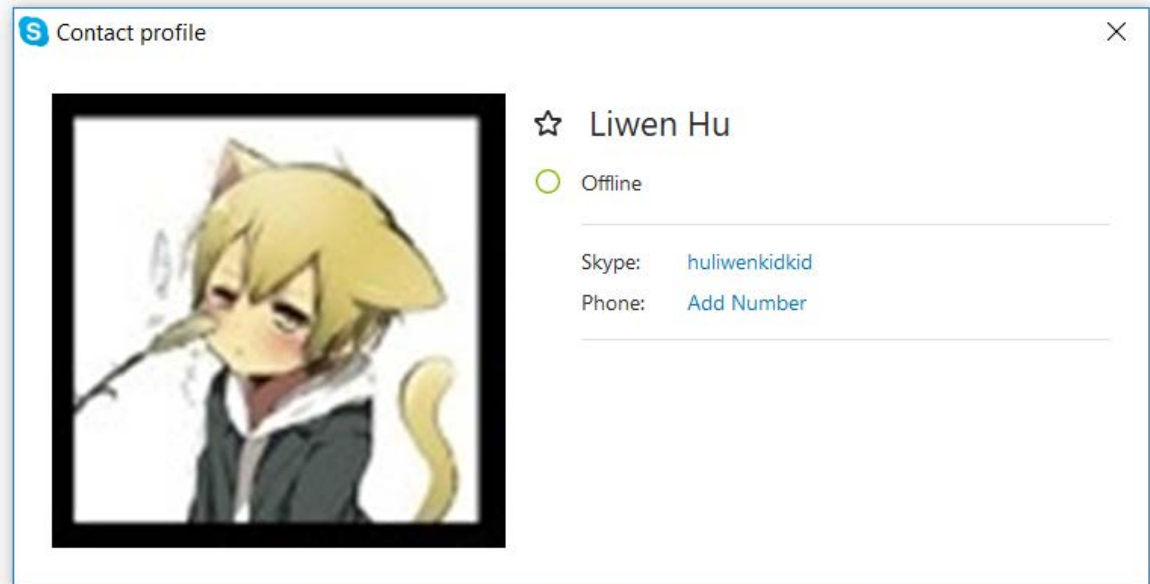
Nagano's Skype profile with Skype ID "rambo.john.j1219":



Fursund's Skype profile with Skype ID "alt_er_ego":



Hu's Skype profile with Skype ID "huliwenkidkid":



22. Pinscreen's claims in its SIGGRAPH Asia 2017 Technical Papers publication, titled "Avatar Digitization from a Single Image for Real-Time Rendering," published on ACM Digital Library:

- <https://dl.acm.org/citation.cfm?id=31310887>
- "The eye color texture (black, brown, green, blue) is computed using a similar convolutional neural network for semantic attributes inference as the one used for hair color classification."

The eye color texture (black, brown, green, blue) is computed using a similar convolutional neural network for semantic attribute inference as the one used for hair color classification. The input

23. Li's private messages to Sadeghi on Skype, dated February 27, 2017:

- [February 27, 2017] Li: "let me tell you"
- [February 27, 2017] Li: "RTL is the best event at siggraph"
- [February 27, 2017] Li: "it sa big show"
- [February 27, 2017] Li: "much more visibility than papers"



Hao Li



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Contact request sent - [Resend contact request](#)

Lets talk about what would be our demo
Monday, February 27, 2017

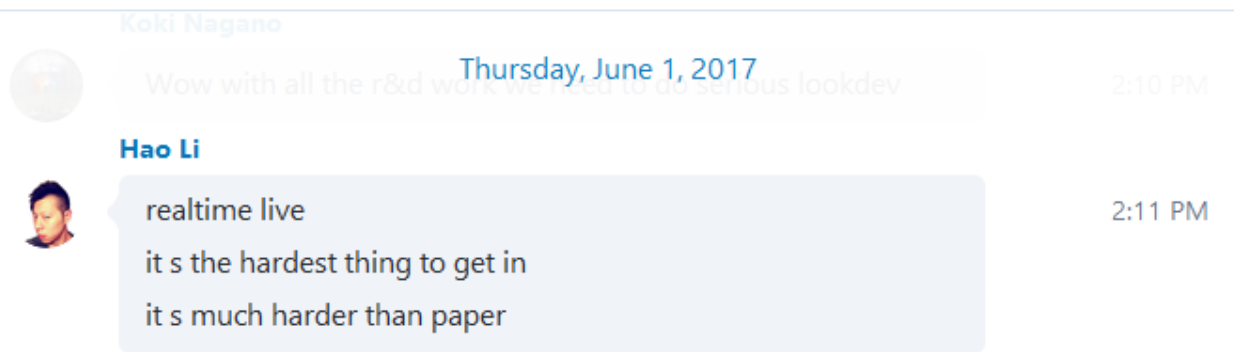
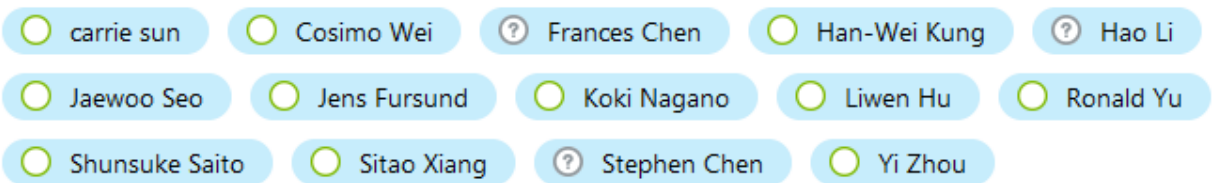


let me tell you
RTL is the best event at siggraph
it sa big show
much more visibility than papers

1:19 AM

Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated June 1, 2017:

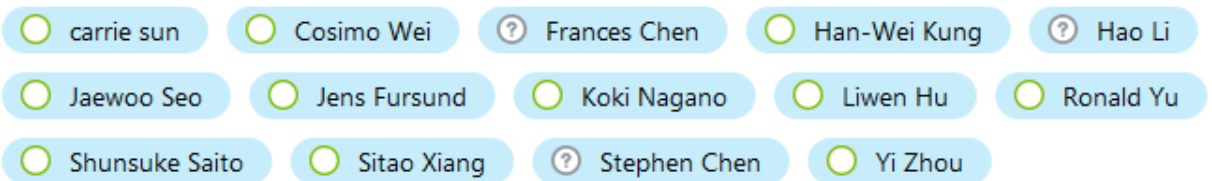
- [June 1, 2017] Li: "realtime live"
- [June 1, 2017] Li: "it s the hardest thing to get in"
- [June 1, 2017] Li: "it s much harder than paper"



Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated June 1, 2017:

- [June 1, 2017] Li: "if someone asks you at siggraph if you have a siggraph paper, you say we don't always publish papers but when we do, we go straight to real-time live!"
- [June 1, 2017] Li: "it s the only show that matters at siggraph"
- [June 1, 2017] Li: "we did the minimum work to get it in"
- [June 1, 2017] Li: "we were one spot away"
- [June 1, 2017] Li: "baker baker!"
- [June 1, 2017] Li: "baker baker!"
- [June 1, 2017] Li: "mamamamammama ma er duo"
- [June 1, 2017] Li: "ma er duo!"
- [June 1, 2017] Li: "avatar"
- [June 1, 2017] Li: "let me tell you"

- [June 1, 2017] Nagano: “It doesn’t matter if we pull off the best demo”
- [June 1, 2017] Li: “@cosimo: let s just cash everything”
- [June 1, 2017] Li: “yes!”



1 24. Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other
2 participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu,
3 Saito, Xiang, Stephen Chen, and Zhou, dated May 5, 2017:

- 4 • [May 5, 2017] Li: "loom.ai needs 1:30 min to reconstruct face"
- 5 • [May 5, 2017] Li: "quality is still the same as the one they have released"
- 6 • [May 5, 2017] Li: "so we beat them in terms of face accuracy"
- 7 • [May 5, 2017] Li: "they have no solution for hair yet"
- 8 • [May 5, 2017] Li: "they are planning to do loomojis"
- 9 • [May 5, 2017] Li: "similar to us"
- 10 • [May 5, 2017] Li: "we need to be first"
- 11 • [May 5, 2017] Li: "their API is quite advanced and they have plugins to both unity and
12 unreal"
- 13 • [May 5, 2017] Li: "but fuck APIs for now, we need to create high end pinmojis and high
14 end interface"
- 15 • [May 5, 2017] Li: "i told everyone we do deep nearning, ahahahaha!"
- 16 • [May 5, 2017] Li: "now everyone is nervous"



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



○ carrie sun

○ Cosimo Wei

○ ? Frances Chen

○ Han-Wei Kung

○ ? Hao Li

○ Jaewoo Seo

○ Jens Fursund

○ Koki Nagano

○ Liwen Hu

○ Ronald Yu

○ Shunsuke Saito

○ Sitao Xiang

○ ? Stephen Chen

○ Yi Zhou

How do we pick the representative color for each eye?

@Shunsuke Saito ?

Friday, May 5, 2017

12:11 PM

Hao Li



loom.ai needs 1:30 min to reconstruct face
quality is still the same as the one they have released
so we beat them in terms of face accuracy
they have no solution for hair yet
they are planning to do loomojis
similar to us
we need to be first
their API is quite advanced and they have plugins to both
unity and unreal
but fuck APIs for now, we need to create high end pinmojis
and high end interface
i told everyone we do deep nearning, ahahahaha!
now everyone is nervous

12:12 PM





25. Sadeghi's group message on Skype:

- Sadeghi: "For the rehearsal, if we don't generate a brand new avatar, then we have full control and everything can be cached."


For the rehearsal, if we don't generate a brand new avatar, then we have full control and everything can be cached.


26. Li's group conversation with Sun on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 20, 2017:


- [July 20, 2017] Sun: "in that case is it necessary to have the file upload UI? maybe just load the whole app wiht the thumbnails at the bottom?"
- [July 20, 2017] Sun: "plus with many images, if we fake the loading time, it can add up"
- [July 20, 2017] Li: "i think file load is reasonable because it give the people the feeling the avatar is not pre-built"
- [July 20, 2017] Li: "we should give them a sense that it is computing"
- [July 20, 2017] Li: "if it s just loaded it s not impressive"


**PinscreenTeamAll**


14 participants | <https://join.skype.com/L4luq1aWUhl2>


carrie sun


Cosimo Wei


Frances Chen


Han-Wei Kung


Hao Li


Jaewoo Seo


Jens Fursund


Koki Nagano


Liwen Hu


Ronald Yu

Shunsuke Saito

Sitao Xiang

Stephen Chen


Yi Zhou



probably
i think it s not a bad idea

Thursday, July 20, 2017


2:41 PM



carrie sun

in that case is it necessary to have the file upload UI?
maybe just load the whole app wiht the thumbnails at the bottom?
plus with many images, if we fake the loading time, it can add up

2:41 PM

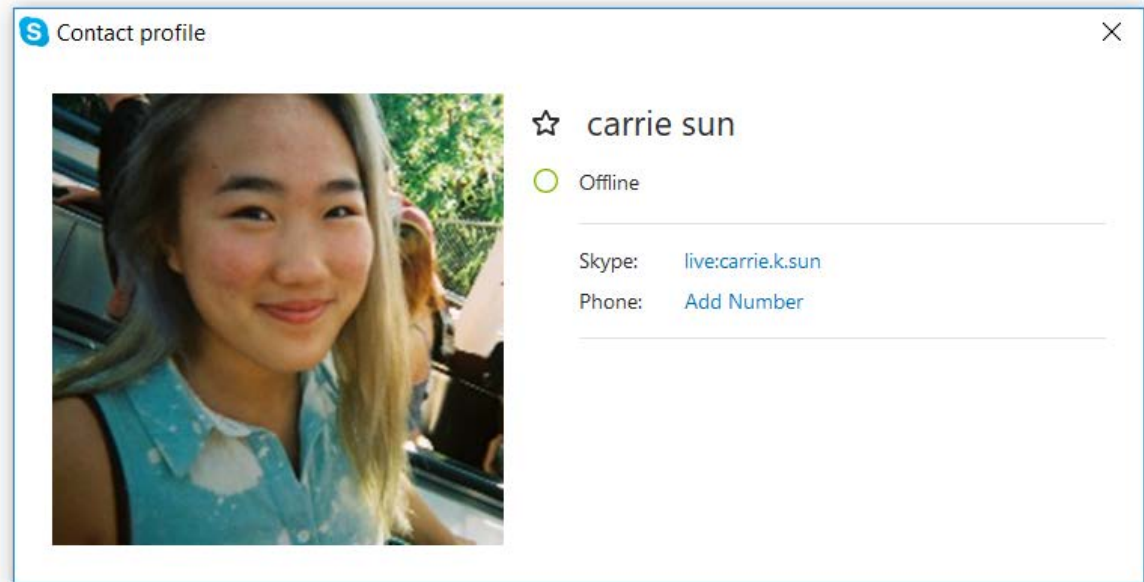


Hao Li

i think file load is reasonable because it give the people the feeling the avatar is not pre-built
we should give them a sense that it is computing
if it s just loaded it s not impressive

2:42 PM

Sun's Skype profile with Skype ID "live:carrie.k.sun":



27. Sadeghi's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 22, 2017:

- [July 22, 2017] Sadeghi: [image]
- [July 22, 2017] Sadeghi: [image]
- [July 22, 2017] Sadeghi: "The creation took ~90 seconds."

☆ PinscreenTeamAll

14 participants | <https://join.skype.com/Pnpuje9QIkEZ>

carrie sun

Cosimo Wei

Frances Chen

Han-Wei Kung

Hao Li

Jaewoo Seo

Jens Fursund

Koki Nagano

Liwen Hu

Ronald Yu

Shunsuke Saito

Sitao Xiang

Stephen Chen

Yi Zhou

Saturday, July 22, 2017



3:13 PM



3:15 PM

The creation took ~90 seconds.

3:16 PM

Sadeghi’s Skype profile with Skype ID “iman.sadeghi”:

Contact profile

☆ Iman Sadeghi

Online

Los Angeles, California, United States

Skype: [iman.sadeghi](#)

Phone: [Add Number](#)

Website

<http://www.sadeghi.com>

Language

English

28. Sadeghi's private messages to Li on Skype, dated July 22, 2017:

- [July 22, 2017] Sadeghi: "Heya! 😊"
- [July 22, 2017] Sadeghi: "So for the live webcam avatar generation at RTL, are you thinking we will compute everything from scratch (~90 seconds now with some risk for a hairstyle miss) or we cache some stuff?"



Hao Li



This person has not shared their de... | New York, New Y...



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Saturday, July 22, 2017

Saturday, July 22, 2017

Heya! 😊

4:28 PM

So for the live webcam avatar generation at RTL, are you thinking we will compute everything from scratch (~90 seconds now with some risk for a hairstyle miss) or we cache some stuff?

Monday, July 24, 2017

29. Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 28, 2017:

- [July 28, 2017] Li: "oh no"
- [July 28, 2017] Li: "we are all screwed"



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou

stream is off, and only retargeting is on. And it seems to be
maxing out all the cores

Friday, July 28, 2017

Hao Li



oh no
we are all screwed

1:00 AM

- [July 28, 2017] Li: “everyone will laugh at us”
- [July 28, 2017] Li: “😞”



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou

Friday, July 28, 2017

Hao Li



everyone will laugh at us

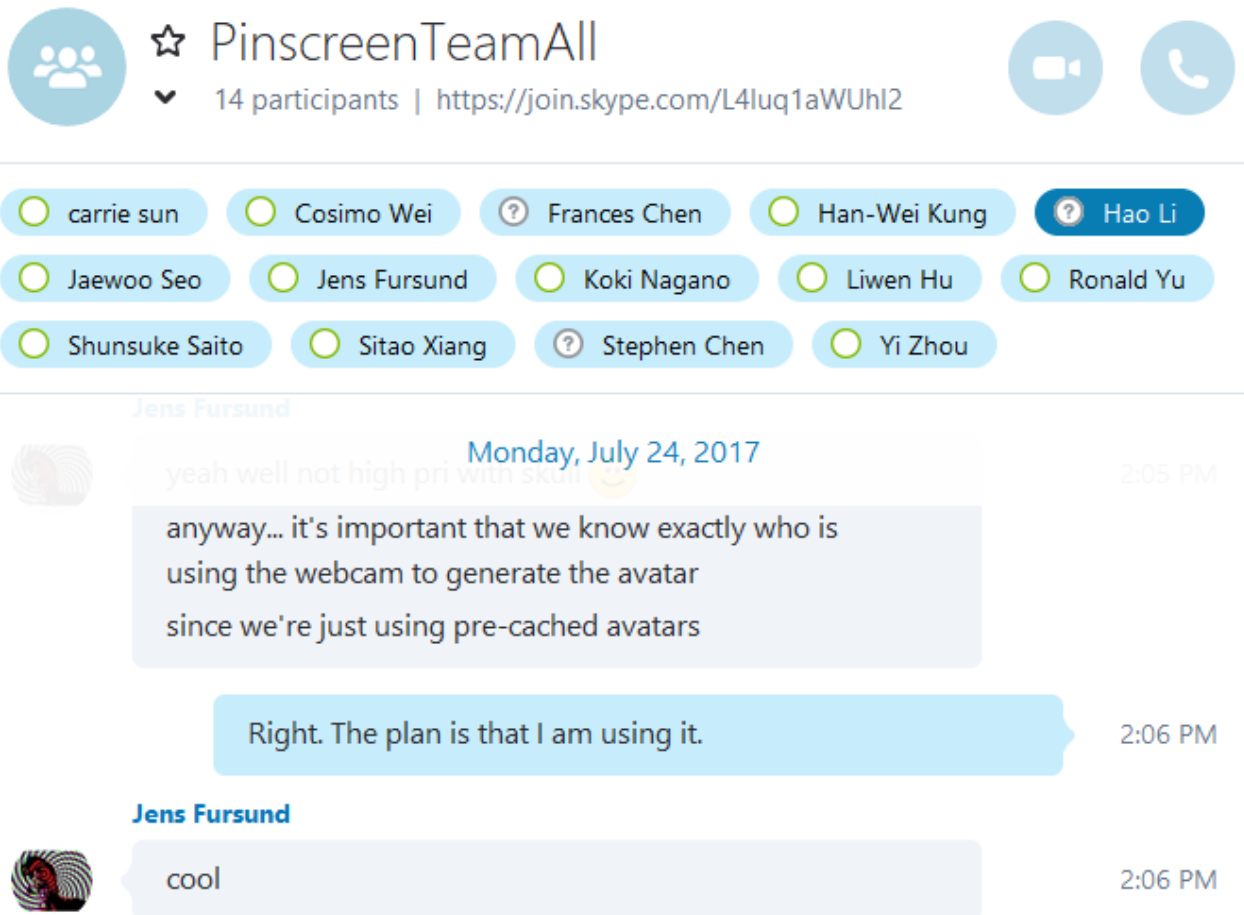
1:00 AM



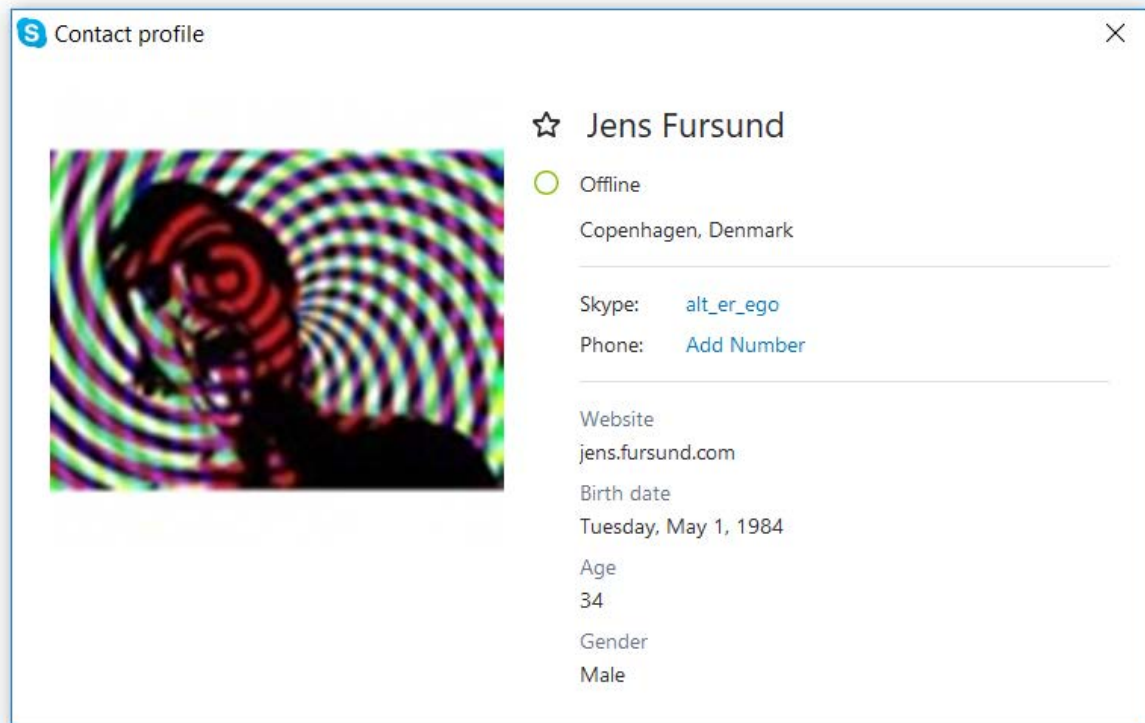
1:00 AM

30. Fursund's and Sadeghi's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 24, 2017:

- [July 24, 2017] Fursund: "anyway... it's important that we know exactly who is using the webcam to generate the avatar"
- [July 24, 2017] Fursund: "since we're just using pre-cached avatars"
- [July 24, 2017] Sadeghi: "Right. The plan is that I am using it."
- [July 24, 2017] Fursund: "cool"



Fursund's Skype profile with Skype ID "alt_er_ego":



31. Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 17, 2017:

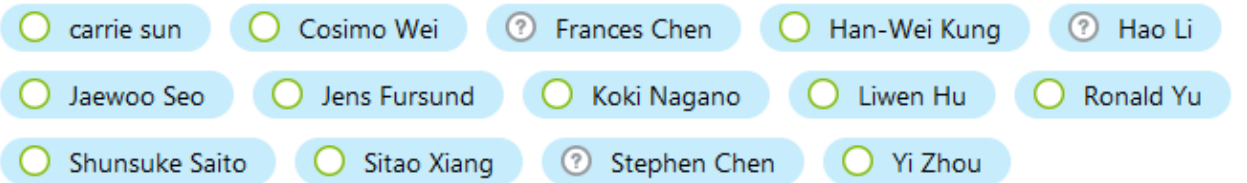
- [July 17, 2017] Li: "hair models/avatars: carrie"

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☆ PinscreenTeamAll
14 participants | <https://join.skype.com/L4luq1aWUhl2>





carrie sun Cosimo Wei Frances Chen Han-Wei Kung Hao Li
Jaewoo Seo Jens Fursund Koki Nagano Liwen Hu Ronald Yu
Shunsuke Saito Sitao Xiang Stephen Chen Yi Zhou

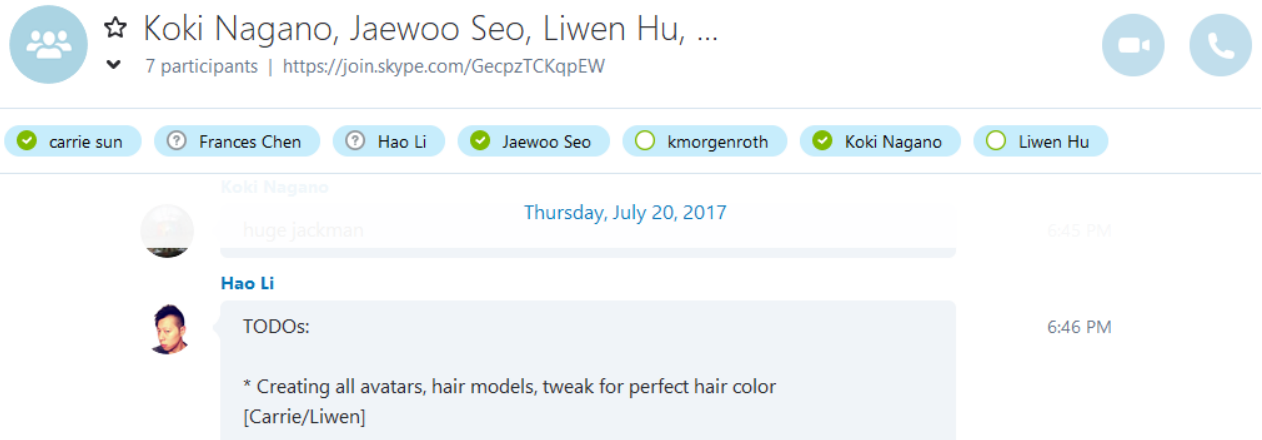
* people will be able to try this
* swap faces
Monday, July 17, 2017

```
=====

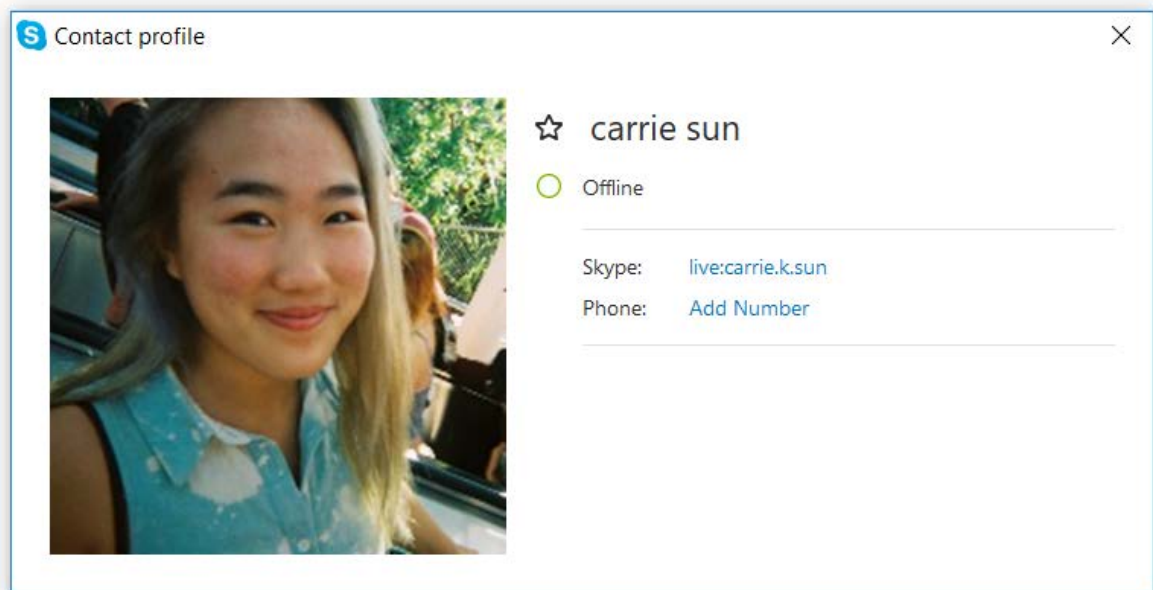
* performance koki/jaewoo
* webcam thing: carrie/kyle/cosimo
* fixing webcam with unity app: Kyle
* simplify the progress bar color/add sleep(); -> Kyle
* switching: Jens/Kyle
* visualization mesh / skeleton: Han Wei Kung
* hair models/avatars: carrie
```

Li's group messages on Skype, shared with Sadeghi and 7 other participants, including Sun, Yen-Chun Chen, Seo, Morgenroth, Nagano, and Hu, dated July 20, 2017:

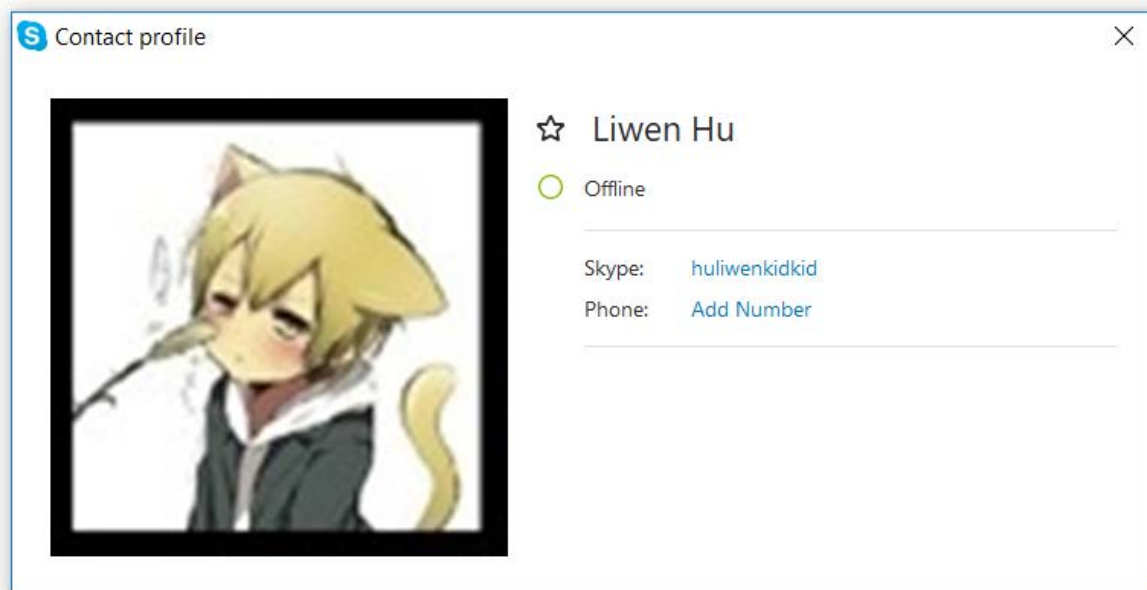
- [July 20, 2017] Li: "TODOs:"
- [July 20, 2017] Li: "* Creating all avatars, hair models, tweak for perfect hair color [Carrie /Liwen]"



Sun's Skype profile with Skype ID "live:carrie.k.sun":



Hu's Skype profile with Skype ID "huliwenkidkid":



Morgenroth's Skype profile with Skype ID "kmorgenroth":



Sun's private messages to Sadeghi on Skype, dated July 24, 2017:

- [July 24, 2017] Sun: "hey"
- [July 24, 2017] Sun: "i created a hair for koki's avatar"



☆ carrie sun
Offline



Monday, July 24, 2017



hey
i created a hair for koki's avatar

11:32 AM

Sun's and Nagano's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 26, 2017:

- [July 26, 2017] Sun: "oh btw I also fixed my hair – I'll upload the updated mesh"
- [July 26, 2017] Sun: "it looks like there are some intersections for your hair too, should i fix?"
- [July 26, 2017] Nagano: "Thanks! Yeah this video shows the current status of the avatars / hairs. So anything you can improve in the asset would be great like the hair intersection"
- [July 26, 2017] Nagano: "oh and for my hair if you can lower it down a bit if it's not too hard, that would be nice. (I don;t think my forehead is that large 😊)"



PinscreenTeamAll



14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou

Chatting scene

Wednesday, July 26, 2017

Iman, do you think you can make the hair look better?

2:59 PM

carrie sun



oh btw i also fixed my hair - i'll upload the updated mesh
it looks like there are some intersections for your hair too,
should i fix?

3:02 PM

Koki Nagano



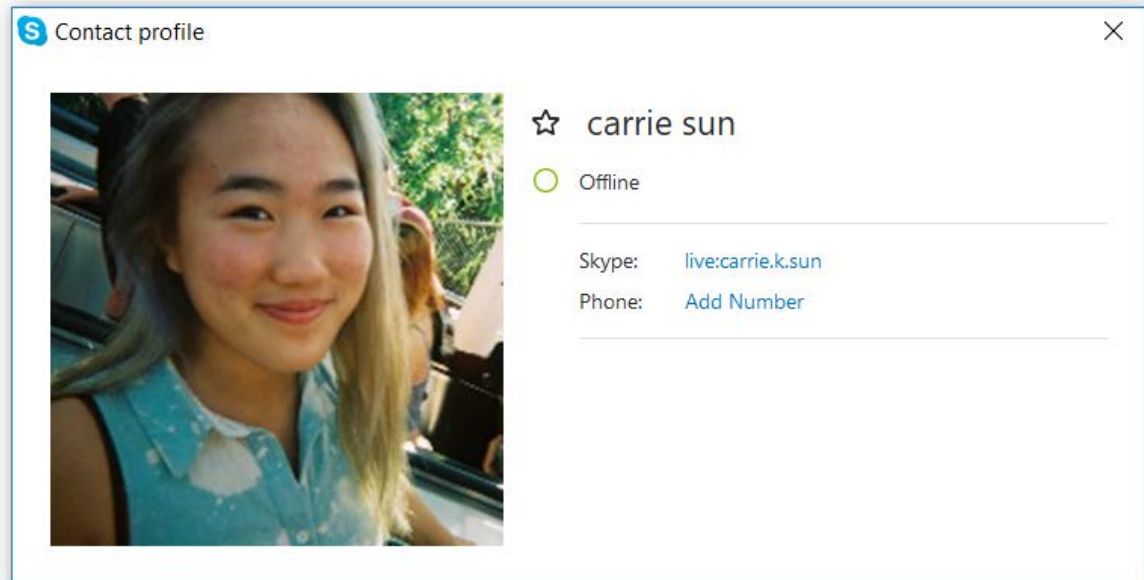
Thanks! Yeah this video shows the current status of the
avatars / hairs. So anything you can improve in the asset
would be great like the hair intersection

3:12 PM

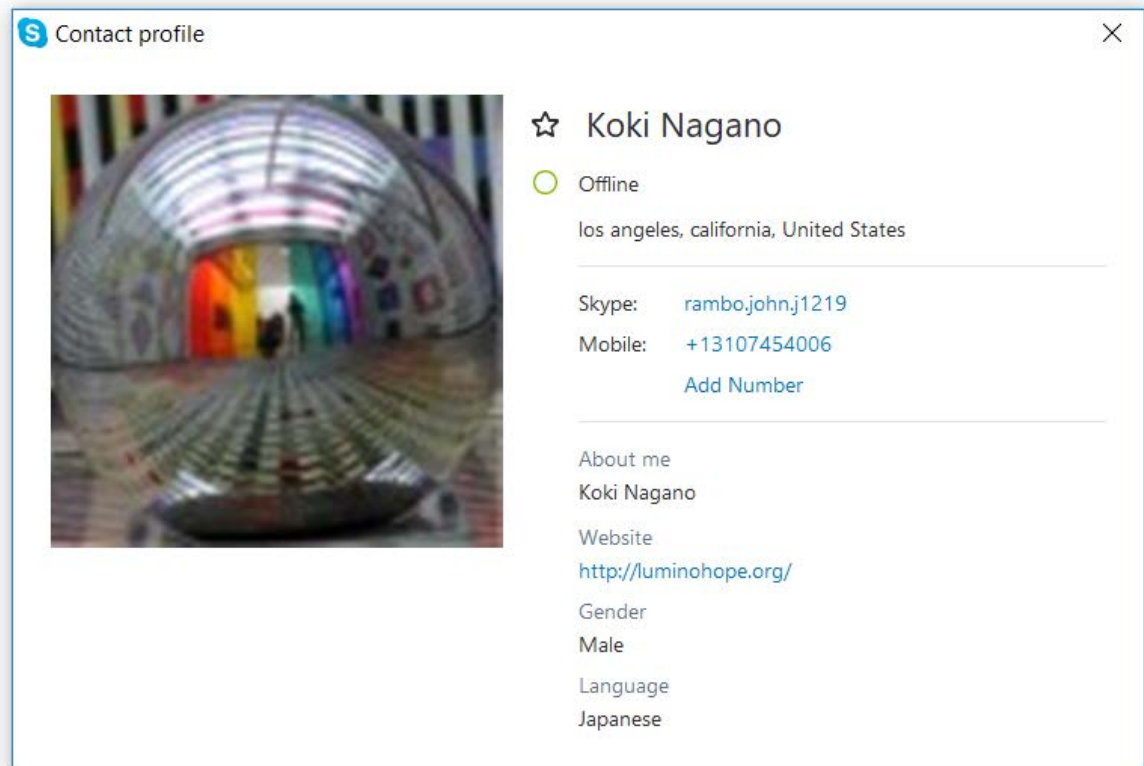
oh and for my hair if you can lower it down a bit if it's not
too hard, that would be nice. (I don't think my forehead is
that large 😊)

3:23 PM

Sun's Skype profile with Skype ID "live:carrie.k.sun":

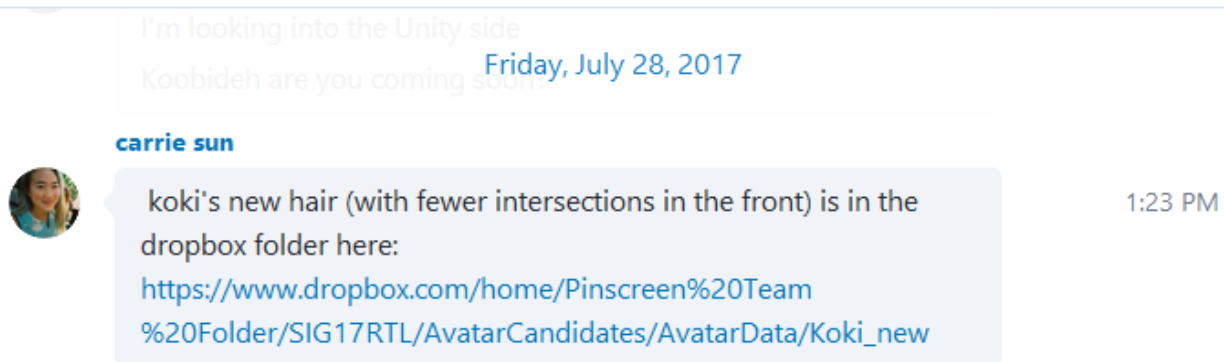
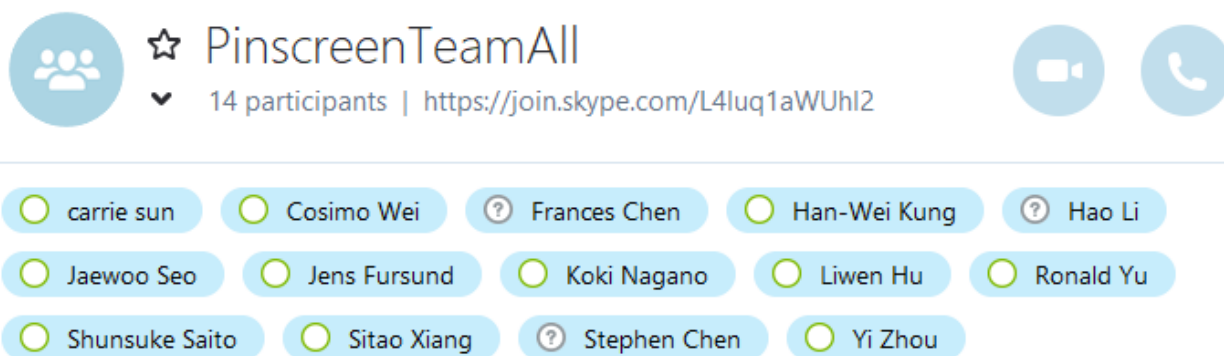


Nagano's Skype profile with Skype ID "rambo.john.j1219":



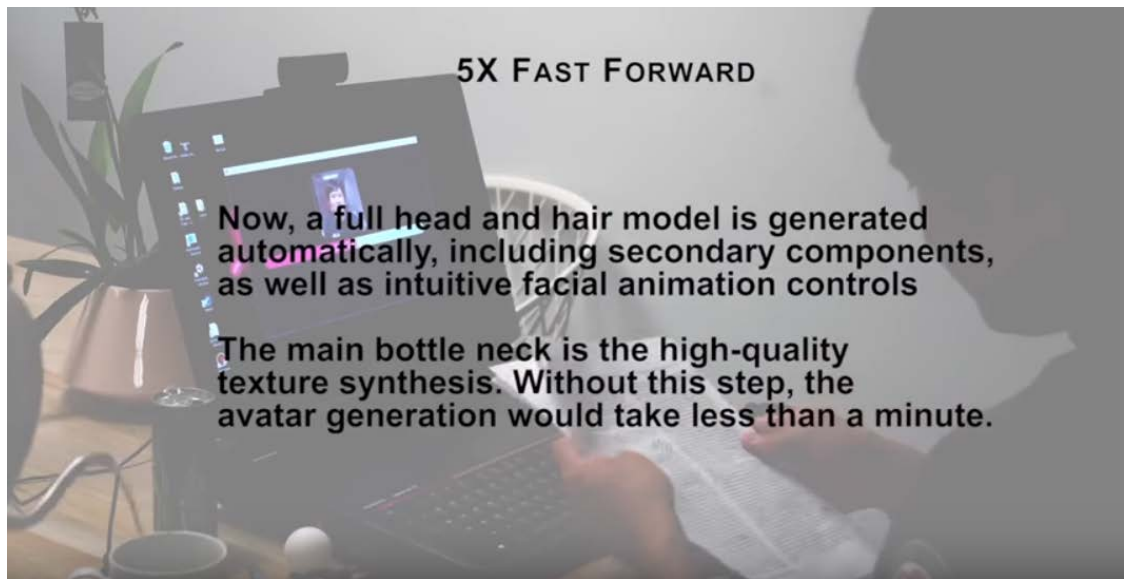
Sun's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 28, 2017:

- [July 28, 2017] Sun: "koki's new hair (with fewer intersections in the front) is in the dropbox folder here:"
- [July 28, 2017] Sun:
"https://www.dropbox.com/home/Pinscreen%20Team%20Folder/SIG17RTL/AvatarCandidates/AvatarData/Koki_new"



32. Pinscreen's SIGGRAPH Asia 2017 Technical Paper video, published on November 14, 2017:

- <https://www.youtube.com/watch?v=dERjpAaoNjk>



33. Li's private messages with Sadeghi on Skype, dated March 3, 2017:

- [March 3, 2017] Li: "don't share this paper"
- [March 3, 2017] Li: "it s under review"



Hao Li



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somehow the face is not similar enough

something is off

Friday, March 3, 2017

don't share this paper

it s under review

- [March 3, 2017] Li: “not from us”
- [March 3, 2017] Li: “incremental work”
- [March 3, 2017] Li: “but the results are not bad”
- [March 3, 2017] Li: [c118-f118_2-a53-paper-v3.pdf]
- [March 3, 2017] Li: “doing very similar stuff as we do”
- [March 3, 2017] Li: “but always good to see if there are some details that can be used”



Hao Li



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yeah I agree 🍌

Friday, March 3, 2017

7:30 PM



not from us
incremental work
but the results are not bad

7:30 PM



c118-f118_2-a53-paper-v3.pdf

15.4 MB

[Cancel](#)

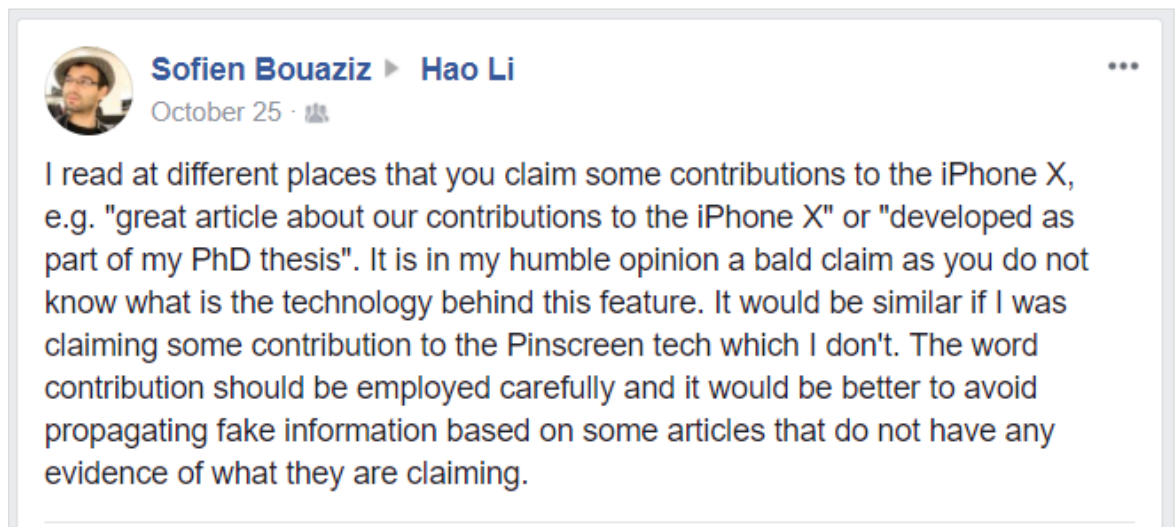
7:31 PM

doing very similar stuff as we do
but always good to see if there are some details that can
be used

7:31 PM

34. Bouaziz's post, on Li's Facebook, on October 25, 2017:

- <https://www.facebook.com/li.hao/posts/10155155647648753>
- [October 25, 2017] Bouaziz: "I read at different places that you claim some contributions to the iPhone X, e.g. 'great article about our contributions to the iPhone X' or 'developed as part of my PhD thesis'. It is in my humble opinion a bald claim as you do not know what is the technology behind this feature. It would be similar if I was claiming some contribution to the Pinscreen tech which I don't. The word contribution should be employed carefully and it would be better to avoid propagating fake information based on some articles that do not have any evidence of what they are claiming."



35. Li's private messages to Sadeghi on Skype, dated February 27:

- [February 27, 2017] Li: "actually most VCs are assholes"
- [February 27, 2017] Li: "hahahaha"
- [February 27, 2017] Li: "never trust them"



☆ Hao Li

🔒 This person has not shared their de... | New York, New Y...



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every VC will potentially try to figure out everything
they can

Monday, February 27, 2017

actually most VCs are assholes
hahahaha
never trust them

Li's private messages to Sadeghi on Skype, dated March 6:

- [March 6, 2017] Li: "also good VCs smell when u bullshit 😊"
- [March 6, 2017] Li: "unless u bullshit like a pro"
- [March 6, 2017] Li: "ahahahah!"



☆ Hao Li

🔒 This person has not shared their de... | New York, New Y...



Contact request sent - [Resend contact request](#)

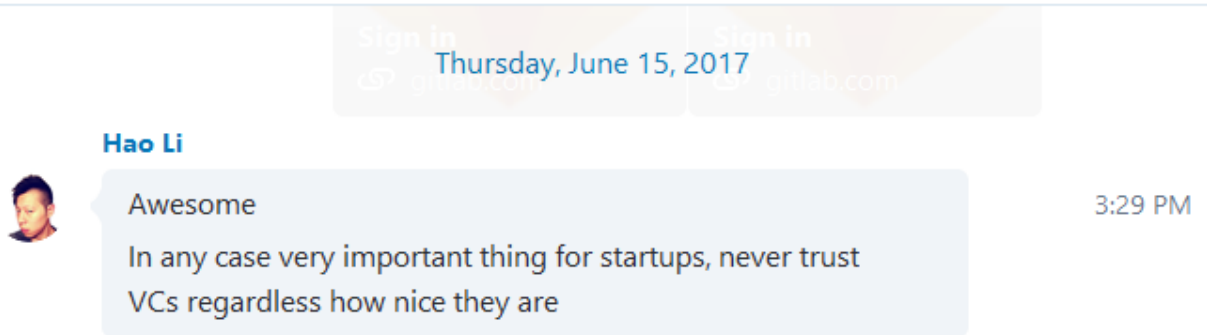
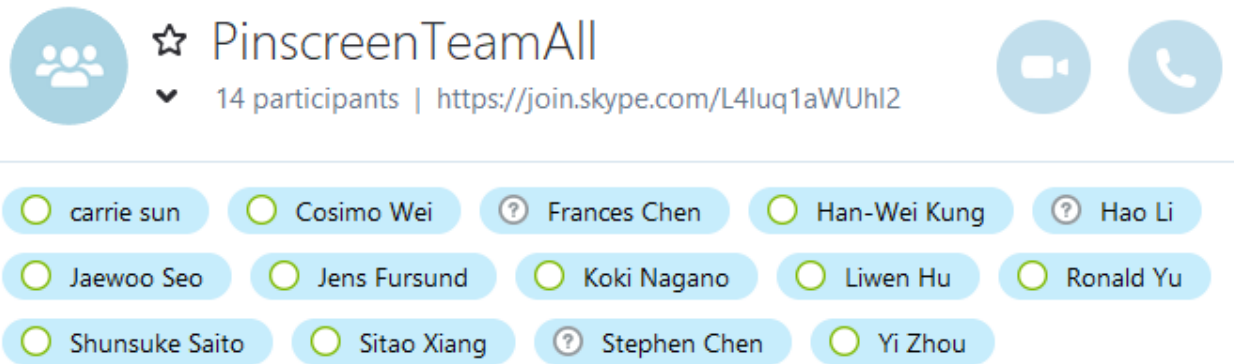
2) we are not making any mistakes by overpromising
things etc.

Monday, March 6, 2017

also good VCs smell when u bullshit 😊
unless u bullshit like a pro
ahahahah!

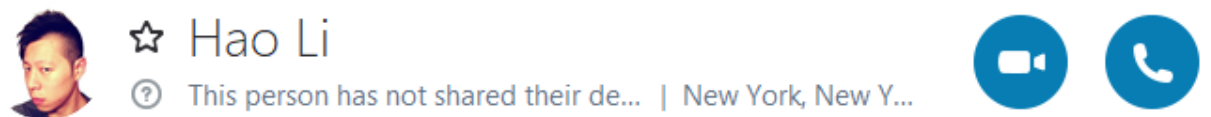
Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated June 15:

- [June 15, 2017] Li: “Awesome”
- [June 15, 2017] Li: “In any case very important thing for startups, never trust VCs regardless how nice they are”

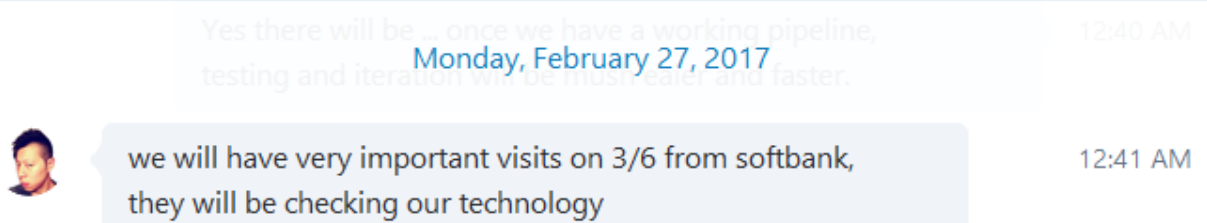


36. Li's private message to Sadeghi on Skype, dated February 27, 2017:

- [February 27, 2017] Li: “we will have very important visits on 3/6 from softbank, they will be checking our technology”

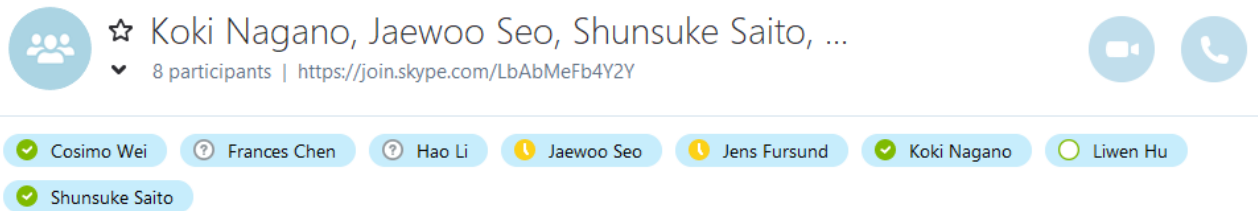


Contact request sent - [Resend contact request](#)

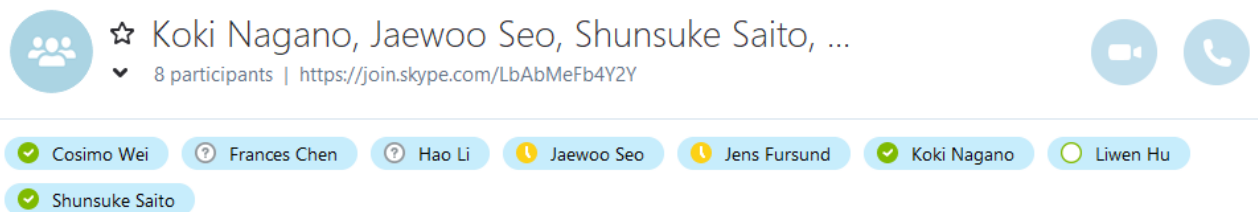


Li's group messages on Skype, shared with Sadeghi and 8 other participants, including Wei, Yen-Chun Chen, Seo, Fursund, Nagano, Hu, and Saito, dated March 6, 2017:

- [March 6, 2017] Li: "we need to get these three guys working"
- [March 6, 2017] Li: "@liwen: please pick the best possible hair"
- [March 6, 2017] Li: "if we get that we are golden"



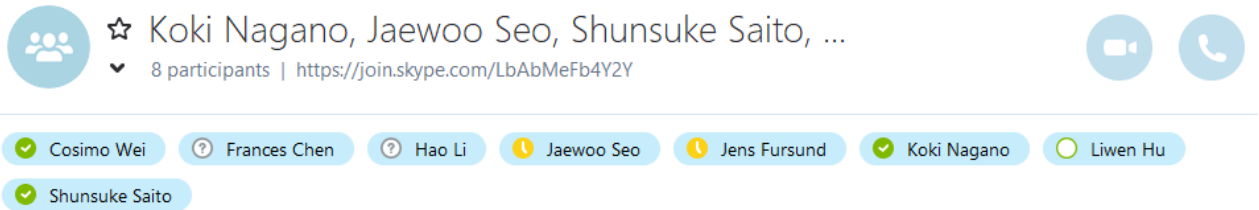
- [March 6, 2017] Li: "hao der"
- [March 6, 2017] Li: "it is related to our investment"
- [March 6, 2017] Li: "let me tell you"



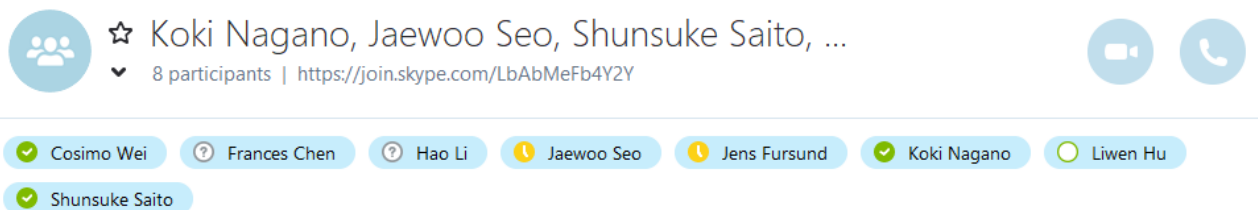
Li's group messages on Skype, shared with Sadeghi and 8 other participants, including Wei,

Yen-Chun Chen, Seo, Fursund, Nagano, Hu, and Saito, dated March 7, 2017:




- [March 7, 2017] Li: “let’s generate the 3 models at really high quality”
- [March 7, 2017] Li: “@liwen: can u pick the best hair for the 3 photographs that i sent?”











- [March 7, 2017] Li: “i dun have the names”
- [March 7, 2017] Li: “but its the founder of naver”
- [March 7, 2017] Li: “the ceo of snow”
- [March 7, 2017] Li: “and GD from bang”




- [March 7, 2017] Li: “the hair has to be match perfectly to those they gave us”

1  ☆ Koki Nagano, Jaewoo Seo, Shunsuke Saito, ...
2 ▼ 8 participants | <https://join.skype.com/LbAbMeFb4Y2Y>  

3  Cosimo Wei  Frances Chen  Hao Li  Jaewoo Seo  Jens Fursund  Koki Nagano  Liwen Hu
4  Shunsuke Saito

5 Should be easy to find their names then. 9:02 AM
6 Let me see ... Tuesday, March 07, 2017

7  Hao Li
8 the hair has to be match perfectly to those they gave us 9:02 AM

9
10 Li's private messages to Sadeghi on Skype, dated March 7, 2017:

- 11 • [March 7, 2017] Li: "we wanna close the deal with them this week"
12 • [March 7, 2017] Li: "they want to invest 4M in us 😊"

13  ☆ Hao Li  
14 ⓘ This person has not shared their de... | New York, New Y...

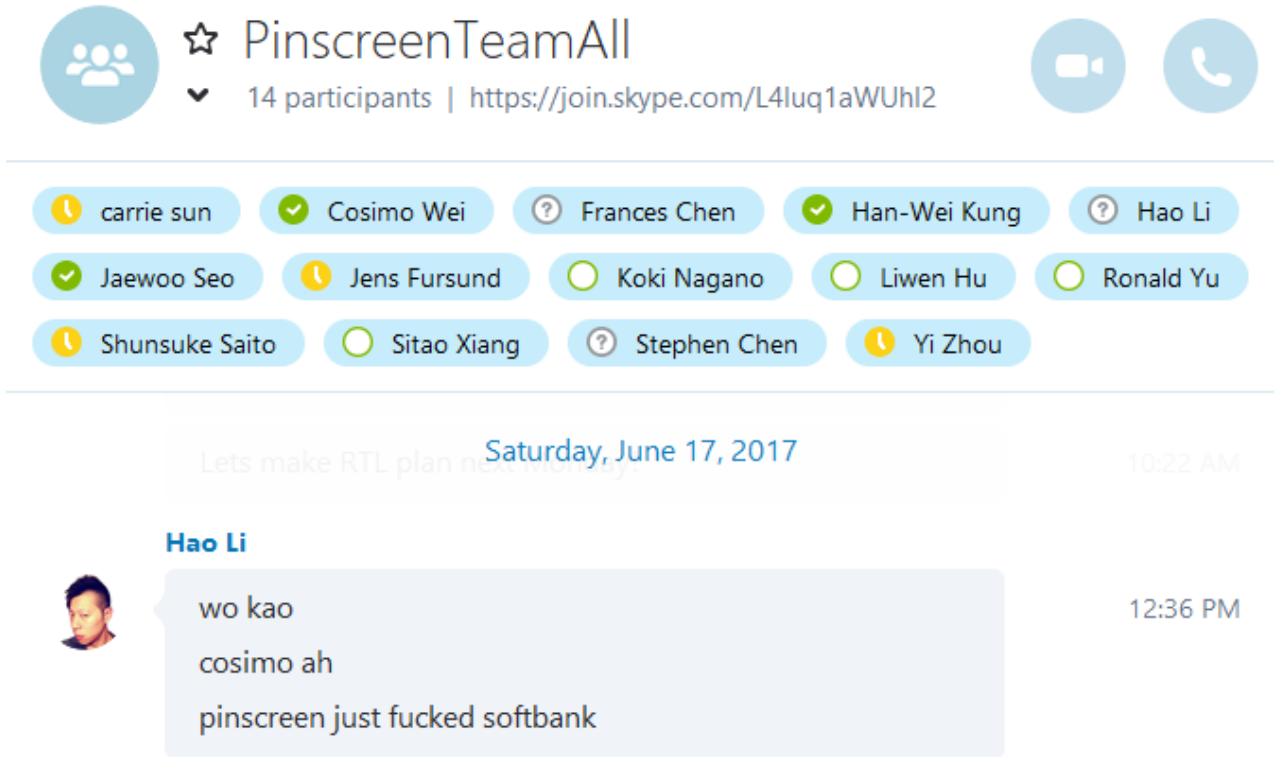
15
16 Contact request sent - [Resend contact request](#)

17
18 oh when u have a chance, can u make sure we 3 perfect
models of the input images I showed you?
Tuesday, March 7, 2017

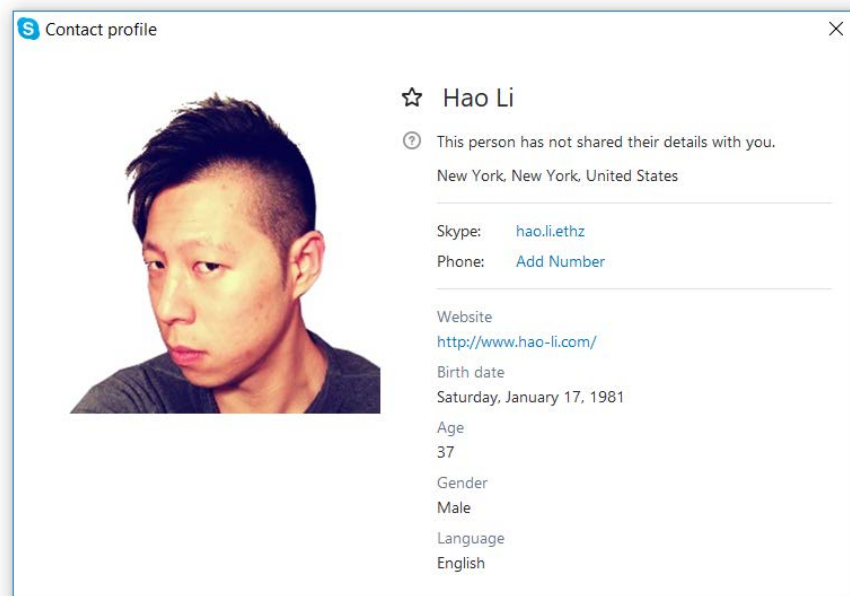
19 we wanna close the deal with them this week
20 they want to invest 4M in us 😊

37. Li's group messages on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated June 17, 2017:

- [June 17, 2017] Li: "pinscreen just fucked softbank"

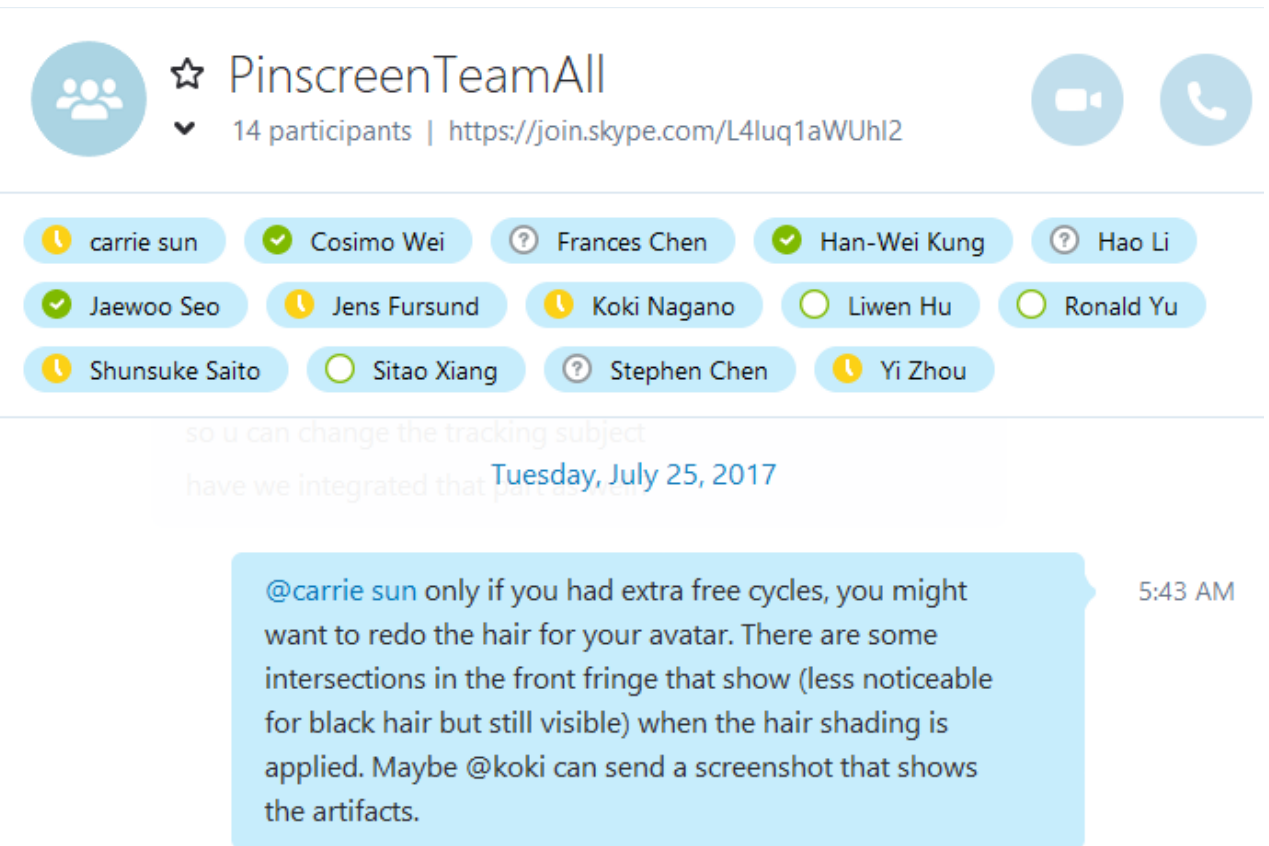


Li's Skype profile with Skype ID "hao.li.ethz":



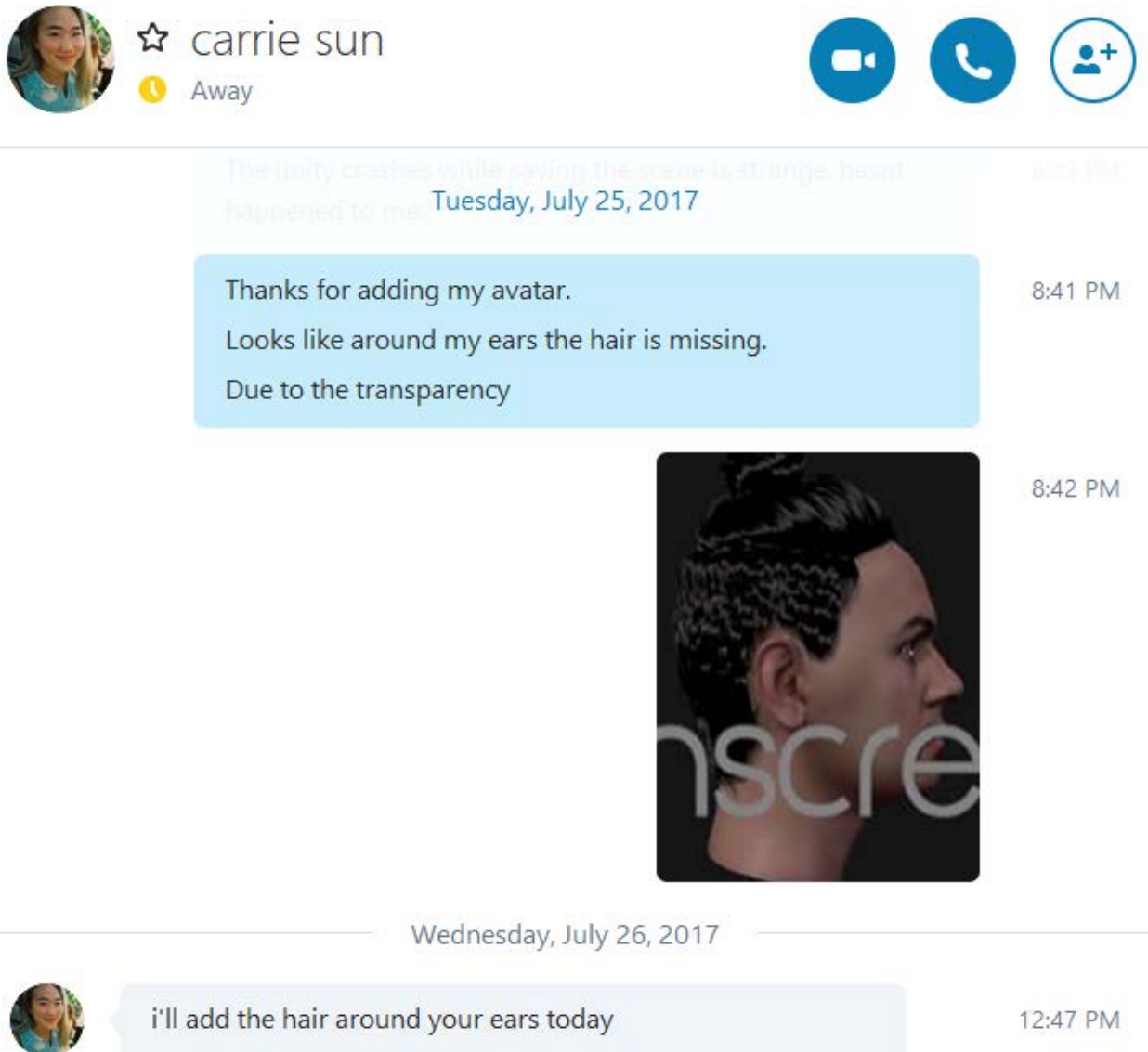
38. Sadeghi's group message on "PinscreenTeamAll" Skype thread, shared with Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund, Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 25, 2017:

- [July 25, 2017] Sadeghi: "@carrie sun only if you had extra free cycles, you might want to redo the hair for your avatar. There are some intersections in the front fringe that show (less noticeable for black hair but still visible) when the hair shading is applied. Maybe @koki can send a screenshot that shows the artifacts."



39. Sadeghi's private conversation with Sun on Skype, dated July 25, 2017 and July 26, 2017:

- [July 25, 2017] Sadeghi: "Thanks for adding my avatar."
- [July 25, 2017] Sadeghi: "Looks like around my ears the hair is missing."
- [July 25, 2017] Sadeghi: "Due to the transparency."
- [July 25, 2017] Sadeghi: [image]
- [July 26, 2017] Sun: "i'll add the hair around your ears today"



1 40. Sadeghi's group conversation with Sun on "PinscreenTeamAll" Skype thread, shared with
2 Sadeghi and 14 other participants, including Sun, Wei, Yen-Chun Chen, Kung, Seo, Fursund,
3 Nagano, Hu, Yu, Saito, Xiang, Stephen Chen, and Zhou, dated July 28, 2017:

- 4 • [July 28, 2017] Sadeghi: "I am finalizing the avatars. Cristobal hair around his ears can use
5 some more love if you have time @carrie sun Maybe a good practice to show @frances
6 while she is learning from you 😊"
- 7 • [July 28, 2017] Sadeghi: [image]
- 8 • [July 28, 2017] Sun: "do you think we're going to be showing the sides? haa"
- 9 • [July 28, 2017] Sadeghi: [image]
- 10 • [July 28, 2017] Sadeghi: "It shows if I rotate him a tiny bit."
- 11 • [July 28, 2017] Hu: @iman u are the hair modeling master, I think u can fix it very quick
12 by yourself 😊"
- 13 • [July 28, 2017] Sadeghi: "Thank thank you! ❤️"
- 14 • [July 28, 2017] Sadeghi: "I will do it if Carrie doesn't get to it and after all avatars are in
15 good shape both in RTLmaster and the Live scene. There is bunch of adjustments to be
16 done in both."
- 17 • [July 28, 2017] Sun: "i will be able to do it 😊 just letting frances use the VR a bit"



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou

Haha so good! 🤔 Friday, July 28, 2017

4:01 PM

I am finalizing the avatars. Cristobal hair around his ears can use some more love if you have time @carrie sun Maybe a good practice to show @frances while she is learning from you 😊



4:02 PM

carrie sun



do you think we're going to be showing the sides? haa

4:08 PM



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhl2>



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou

Friday, July 28, 2017

carrie sun



do you think we're going to be showing the sides? haa

4:08 PM



4:08 PM

It shows if I rotate him a tiny bit.

4:09 PM

Liwen Hu



@iman u are the hair modeling master, I think u can fix it very quick by yourself 😊

4:26 PM



☆ PinscreenTeamAll

14 participants | <https://join.skype.com/L4luq1aWUhI2>



carrie sun



Cosimo Wei



Frances Chen



Han-Wei Kung



Hao Li



Jaewoo Seo



Jens Fursund



Koki Nagano



Liwen Hu



Ronald Yu



Shunsuke Saito



Sitao Xiang



Stephen Chen



Yi Zhou

it shows if I rotate h... Friday, July 28, 2017

4:09 PM

Liwen Hu



@iman u are the hair modeling master, I think u can fix it very quick by yourself 😊

4:26 PM

Thank thank you! ❤️

4:30 PM

I will do it if Carrie doesn't get to it and after all avatars are in good shape both in RTLmaster and the Live scene. There is bunch of adjustments to be done in both.

carrie sun

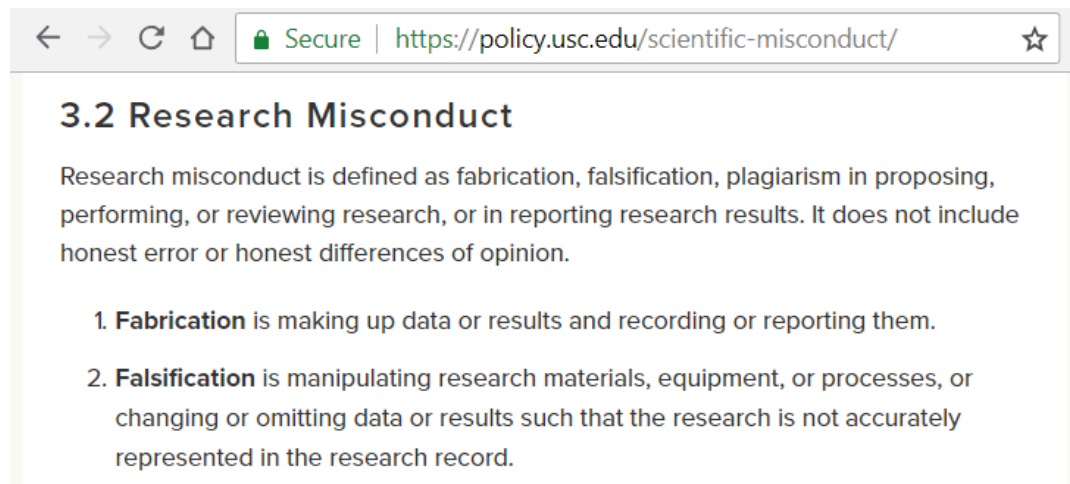


i will be able to do it 😊 just letting frances use the VR a bit

4:31 PM

1 41. USC's policy regarding "Scientific Misconduct":

- 2 • <https://policy.usc.edu/scientific-misconduct/>
- 3 • "Research misconduct is defined as fabrication, falsification, plagiarism in proposing,
- 4 performing, or reviewing research, or in reporting research results."
- 5 • "**Fabrication** is making up data or results and recording or reporting them."
- 6 • "**Falsification** is manipulating research materials, equipment, or processes, or changing or
- 7 omitting data or results such that the research is not accurately represented in the research
- 8 record."



17 ACM's "Code of Ethics and Professional Conduct":

- 18 • <https://www.acm.org/code-of-ethics>
- 19 • "Making deliberately false or misleading claims, fabricating or falsifying data, offering or
- 20 accepting bribes, and other dishonest conduct are violations of the Code."

