

# KARAN SINGH

**Date of Birth:** 16th Dec. 1969

**Nationality:** Indian

## Office

Paraform, 3052 Bunker Hill Lane,  
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## EDUCATION

**Ph.D.**, Computer and Information Science, GPA 3.99/4

Nov. 1995

Ohio State University, Columbus, OH

**Dissertation:** Realistic Human Figure Synthesis and Animation for VR Applications (Advisor: Richard Parent).

**M.S.**, Computer and Information Science, GPA 3.98/4

Dec. 1992

Ohio State University, Columbus, OH

**B.S.**, Computer Science and Engineering, GPA 8.76/10

July 1991

Indian Institute of Technology, Madras, India

## EXPERIENCE

Technical lead: sculpting, design for manufacturability and conceptual automotive design  
June 1999-present

Paraform.

Maya modeling and character setup consulting  
1998-present

Disney FA, Weta, luuluu.com.

Researcher/Troublemaker/Maya plug-in making machine  
Nov. 1997-May 1999

Alias|Wavefront, Toronto, ON.

Visiting Lecturer, Bungee Jumper  
Mar.-May 1999

Computer Science, University of Otago, Dunedin, New Zealand.

Cloth effects, TD work on animated short, Bingo  
Sept. 1997-Jan. 1998

Alias|Wavefront, Toronto, ON.

Maya1.0 R+D  
Dec. 1995- Oct. 1997

Designed and implemented deformations, character skinning and facial animation in Maya1.0.  
Alias|Wavefront, Toronto ON, Santa Barbara CA.

Invited researcher  
Jan.-Dec. 1994

Virtual Space Teleconferencing Project. Communication Systems Research Labs  
Advanced Telecommunications Research (ATR), Kyoto, Japan.

Bartender  
Feb.-June 1994

Taberuna Matano, Oriental Izakaya, Nara, Japan.

Graduate Research Assoc., ACCAD  
Sep. 1992-Dec. 1993

Viento Project: Weather Visualization using NASA ACTS satellite.  
Ohio State Univ., Columbus, OH.

## PATENTS

- Motion synthesis equipment using 3D models  
Tokuganhei 7-42120 (Japanese patent no. 1995 - 42120).
- 3D image synthesis equipment for enabling wrinkle formation  
Tokuganhei 7-105012 (Japanese patent no. 1995 - 105012).
- Wires: A geometric deformation technique  
U.S. Patent pending

## SELECTED PUBLICATIONS

### Curve and Surface Design

- Skinning Characters using Surface Oriented Free-Form Deformations, K. Singh & E. Kokkevis. *Graphics Interface 2000*.
- Interactive Curve and Surface Design using Digital French Curves, K. Singh, *ACM Symposium on Interactive 3D Graphics, 1999*.
- Exploring Interactive Curve and Surface Manipulation Using a Bend and Twist Sensitive Input Strip, R. Balakrishnan, G. Fitzmaurice, G. Kurtenbach, & K. Singh, *ACM Symposium on Interactive 3D Graphics, 1999*.
- Wires: A geometric deformation technique, K. Singh & E. Fiume, *405-414 SIGGRAPH'98*.

### Implicit Surfaces

- Joining Polyhedral Objects using Implicitly Defined Surfaces, K. Singh & R. Parent. *Eurographics 1999, The Visual Computer (accepted, pending pub.)*
- Implicit function based deformations of polyhedral objects, K. Singh & R. Parent. *Eurographics workshop on Implicit Surfaces, Grenoble, France, 113-128, 1995*.
- Realistic modeling and animation of a muscle and skin layer for human figures using implicit function techniques, K. Singh, J. Ohya & F. Kishino. *IPS Japan, CG & CAD Conf, 49-56, 1994 (Paper of the year)*.

### Virtual Reality and Human Figure Animation

- Human figure synthesis and animation for virtual space teleconferencing, K. Singh, J. Ohya & R. Parent. *IEEE Virtual Reality Ann. International Symposium, 118-126, 1995*.
- Real-time cloth animation effects for virtual space teleconferencing using texture morphing, K. Singh, J. Ohya & F. Kishino. *Proc. IEICI, Japan, IE94-88, 1-8, 1994*.

### Graph algorithms and Robotics

- Optimal path cover problem on block graphs and bipartite permutation graphs, R. Srikanth, R. Sundaram, K. Singh & C. Rangan. *Theoretical Computer Science, 115:2, 351-357, 1993*.
- Planning cooperative motion for distributed mobile agents, K. Fujimura & K. Singh. *Journal of Robotics and Mechatronics Vol. 8, No. 1, (February 1996), 75-80*.
- Treewidth of circular-arc graphs, R. Sundaram, K. Singh & C. Rangan. *SIAM J. of Discrete Math, 7:4, 647-655, 1994*.