Chaelin Kim

chaelin.kim@kaist.ac.kr cherry-leki.github.io cherry-leki chaelin-kim-a942ba218

Research Interests

Character Animation, Motion Retargeting, Motion Control, Motion Stylization, Computer Graphics

Education

Ph.D. Student in Graduate School of Culture Technology — Feb. 2020 – Present
Korea Advanced Institute of Science and Technology (KAIST), South Korea
Adviser: Junyong Noh

M.S. in Graduate School of Culture Technology — Feb. 2018 – Feb. 2020
Korea Advanced Institute of Science and Technology (KAIST), South Korea
Thesis: Foot Contact-based Gait Motion Style Synthesis
Adviser: Junyong Noh

B.S. in Computer Engineering — Feb. 2014 – Feb. 2018
Seoul National University of Science and Technology, South Korea
Cum Laude
Received National Science & Technology Scholarship (2 years)

Work Experience

MOVIN Inc., Software Engineer Intern — Apr. 2024 – Jun. 2024
- Full-body character motion retargeting
- Implementing skeletal-based and IK-based retargeting methods

KAI Inc., Software Engineer — Nov. 2023 – Jan. 2024
- Auto-rigging for generative 3D character models
- Implementing auto-rigging module in Maya and Blender

Webizing Research Lab, KIST, Reserach Intern — Mar. 2017 – Aug. 2017
- Agile Maintenance Platform Using Asymmetric Collaborative 3D Printing for Weapons System (AR3DP)
- Interactive participatory class system based on augmented reality using Microsoft HoloLens

Publications

MingleAvatar: A Personalized Avatar Creation Framework Leveraging Abstract Features for Unconstrained Stylization -
(In submission)
Jung Eun Yoo*, Jaesung Park*, Minsun Kim, **Chaelin Kim**, Jaeryung Chung, Bumki Kim, Junyong Noh

SALAD: Skeleton-aware Latent Diffusion for Text-driven Motion Generation and Editing Jun. 2025
CVPR 2025
Seokhyeon Hong, **Chaelin Kim**, Serin Yoon, Junghyun Nam, Sihun Cha, Junyong Noh

AnyMoLe: Any Character Motion In-betweening Leveraging Video Diffusion Models Jun. 2025
CVPR 2025
Kwan Yun, Seokhyeon Hong, **Chaelin Kim**, Junyong Noh

FFaceNeRF: Few-shot Face Editing in Neural Radiance Fields Jun. 2025
CVPR 2025
Kwan Yun, **Chaelin Kim**, Hangyeul Shin, Junyong Noh

ASMR: Adaptive Skeleton-Mesh Rigging and Skinning via 2D Generative Prior May. 2025
Eurographics 2025
Seokhyeon Hong*, Soojin Choi*, **Chaelin Kim**, Sihun Cha, Junyong Noh

Geometry-Aware Retargeting for Two Skinned Characters Interaction Dec. 2024
SIGGRAPH Asia 2024
Inseo Jang, Soojin Choi, Seokhyeon Hong, **Chaelin Kim**, Junyong Noh

Interactive Locomotion Style Control for a Human Character based on Gait Cycle Features Oct. 2023
Computer Graphics Forum 2023; Eurographics 2024
Chaelin Kim, Haekwang Eom, Jung Eun Yoo, Soojin Choi, Junyong Noh

Online Avatar Motion Adaptation to Morphologically-similar Spaces May. 2023
Eurographics 2023
Soojin Choi, Seokpyo Hong, Kyungmin Cho, **Chaelin Kim**, Junyong Noh

Motion Recommendation for Online Character Control Dec. 2021
SIGGRAPH Asia 2021
Kyungmin Cho, **Chaelin Kim**, Jungjin Park, Joonkyu Park, Junyong Noh

Publications (Domestic)

Interactive Participatory Class System based on Augmented Reality Using Hololens Aug 2017
Summer Conference of Society for Computational Design and Engineering, 2017 (Poster)
Dawon Lee, **Chaelin Kim**, Choi Lim, Daeil Seo, Byunghyun Yoo

Color Recognizing Mobile Application for Color-blindness or Color-weakness Dec. 2016
Winter Conference of the Korean Institute of Information Scientists and Engineers, 2016
Chaelin Kim, Koangho Yeom, Jongseong Lee, Moo-hyoung Kim

Development of Exercise Assistance Application Using Smart Band (Myo) Jun. 2016
Fall Conference of the Society of Digital Policy and Management, 2016
Koangho Yeom, **Chaelin Kim**, Jehyung Sung, Jeongbong Kim, Chan Koh

Projects

NRF Character Motion Retargeting May 2024 - Present
- Contact-guided Human Object Interaction Motion Retargeting *Lead*
- Motion retargeting based on generative model independent of 3D character structure *Researcher*

IITP Cinemagraph Aug. 2022 - Dec. 2022
- Real-time interactive 3D human character animation controller *Researcher*

Samsung Strategic Animation Framework Development May 2019 – Dec 2021
- Real-time human motion adaptation/transfer between similar environments (3rd year) *Lead, Researcher*
- Deep learning-based 3D human character animation framework to interact with the user and the surrounding environment in real-time (2nd year) *Lead, Researcher*
- 3D human-like character animation framework to interact with the surrounding environment in real-time (1st year) *Researcher*

Technical Skills

Programming Languages: Python, C#, C++, Java

Tools: Unity3D, Maya, Motion Builder, Blender, 3DS MAX, Vicon Shogun, Vicon Blades, SketchUp

References

Prof. Junyong Noh (Ph.D. supervisor)

Professor of Graduate School of Culture Technology, KAIST
Head of Visual Media Lab
Email: junyongnoh@kaist.ac.kr

Visual Media Lab Website

https://vml.kaist.ac.kr/
Personal Page: https://vml.kaist.ac.kr/main/people/person/128