

Seokhyeon Hong

Ph.D. Student, [Graduate School of Culture Technology, KAIST](#)

Contact Information

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Research Interests

Character Animation, Computer Graphics, 3D Machine Learning, Computer Vision

Education

Sep 2023–Current	Ph.D. in Culture Technology, Korea Advanced Institute of Science and Technology (KAIST) Daejeon, South Korea Advisor: Junyong Noh
Sep 2021–Aug 2023	M.S. in Culture Technology, Korea Advanced Institute of Science and Technology (KAIST) Daejeon, South Korea Advisor: Junyong Noh
Mar 2015–Aug 2021	B.S. in Computer Science and Engineering (<i>Cum Laude</i>), Handong Global University (HGU) Pohang, South Korea

Work Experience

Jun 2026–Sep 2026 | [Microsoft](#), Research Intern (Manager: Kamran Ghasedi Dizaji)

Publications

1. **Skinned Motion Retargeting via Artifact-driven Kinematic Prior Refinement**
Seokhyeon Hong*, Chaelin Kim*, Inseo Jang, Soojin Choi, Junyong Noh
(* Equal contributions)
SIGGRAPH Asia 2026; ACM TOG
2. **CHOIR: Contact-guided Human Object Interaction Motion Retargeting**
Chaelin Kim, **Seokhyeon Hong**, Kwan Yun, Soojin Choi, Inseo Jang, Junyong Noh
SIGGRAPH Asia 2026; ACM TOG
3. **Length-varying Neural Motion Stitching via Cluster Transition Graph**
Haemin Kim, Junghyun Nam, **Seokhyeon Hong**, Vanessa Tan, Junyong Noh
SIGGRAPH Asia 2026; ACM TOG
4. **Stylized Text-to-Motion Generation via Hypernetwork-Driven Low-Rank Adaptation**
Junhyuk Jeon*, **Seokhyeon Hong***, Junyong Noh
(* Equal contributions)
SIGGRAPH 2026
5. **Skinned Motion Retargeting with Spatially Adaptive Interaction Guidance**
Soojin Choi, **Seokhyeon Hong**, Chaelin Kim, Junghyun Nam, Junhyuk Jeon, Junyong Noh
SIGGRAPH 2026; ACM TOG

6. **X-AVDT: Audio-Visual Cross-Attention for Robust Deepfake Detection**
Youngseo Kim, Kwan Yun, **Seokhyeon Hong**, Sihun Cha, Colette Suhjung Koo, Junyong Noh
CVPR 2026
7. **SALAD: Skeleton-aware Latent Diffusion for Text-driven Motion Generation and Editing**
Seokhyeon Hong, Chaelin Kim, Serin Yoon, Junghyun Nam, Sihun Cha, Junyong Noh
CVPR 2025
8. **AnyMoLe: Any Character Motion In-betweening Leveraging Video Diffusion Models**
Kwan Yun, **Seokhyeon Hong**, Chaelin Kim, Junyong Noh
CVPR 2025
9. **ASMR: Adaptive Skeleton-Mesh Rigging and Skinning via 2D Generative Prior**
Seokhyeon Hong^{*}, Soojin Choi^{*}, Chaelin Kim, Sihun Cha, Junyong Noh
(* Equal contributions)
Eurographics 2025; CGF
10. **Geometry-Aware Retargeting for Two Skinned Characters Interaction**
Inseo Jang, Soojin Choi, **Seokhyeon Hong**, Chaelin Kim, Junyong Noh
SIGGRAPH Asia 2024; ACM TOG
11. **Long-term Motion In-betweening via Keyframe Prediction**
Seokhyeon Hong, Haemin Kim, Kyungmin Cho, Junyong Noh
SCA 2024; CGF
12. **Recurrent Motion Refiner for Locomotion Stitching**
Haemin Kim, Kyungmin Cho, **Seokhyeon Hong**, Junyong Noh
CGF (Presented at Eurographics 2024)

Academic Services

2026	<i>Reviewer</i> , Pacific Graphics <i>Reviewer</i> , SIGGRAPH Asia <i>Reviewer</i> , SIGGRAPH <i>Reviewer</i> , IEEE Transactions on Visualization and Computer Graphics
2025	<i>Committee member</i> , SIGGRAPH Asia (Technical Communications and Posters) <i>Reviewer</i> , SIGGRAPH Asia <i>Reviewer</i> , IEEE Transactions on Visualization and Computer Graphics <i>Reviewer</i> , IEEE Transactions on Systems, Man, and Cybernetics: Systems