

HAN LIANG

Research Scientist, ByteDance Seed

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ABOUT ME

I am a research scientist at [ByteDance Seed](#), where I work on video foundation models. I am a core contributor to the [Seedance](#) series of video generation models and the [OmniHuman](#) series of digital human models.

I received my Ph.D. in computer science from [ShanghaiTech University](#) in 2025, where I worked at the [VRVC Lab](#), advised by [Prof. Lan Xu](#) and [Prof. Jingyi Yu](#). My ultimate aspiration is to realise human-centered super agents that liberate people from tedious and heavy work.

EXPERIENCE

ByteDance Seed Research scientist	Mar. 2025 to Present
Tencent AI Lab Research scientist intern	Aug. 2024 to Feb. 2025

EDUCATION

ShanghaiTech University Ph.D. in Computer Science	Sep. 2020 to Jun. 2025
University of Electronic Science and Technology of China B.E. in Computer Software Engineering	Sep. 2016 to Jun. 2020 Rank 3/134

AWARDS

Bytedance Seed Spot Bonus Winner	2026
National Doctorial Scholarship	2024
National Encouragement Scholarship	2016

PROJECTS

- **Seedance: Video Generation Foundation Models** Aug. 2025 to Present
| 2026 Seed Spot Bonus Winner
Core contributor to the **Seedance** series of video generation foundation models. **Seedance 1.5 Pro**, a native audio-visual joint generation foundation model that synthesizes video and synchronized audio in a single pass. **Seedance 2.0 to Seedance 2.5**, scaling video-audio foundation models towards world-level **SOTA** performance with stronger physical plausibility and complex multi-modal reference control.
- **OmniHuman: Digital Human Video Generation** Mar. 2025 to Aug. 2025
Core contributor to **OmniHuman-1.5**, an **SOTA** audio-driven avatar video generation framework that instills an active mind in avatars via cognitive simulation, coupling an MLLM brain with a MM-DiT to turn a single image and speech into semantically coherent, long-horizon character performances, accepted at **ICLR'26 Oral**.
- **Physics-based Humanoid Control** Sep. 2024 to Present
Proposed **SCRIPT**, a scalable diffusion policy with multi-stage training for language-driven physics-based humanoid control, accepted at **SIGGRAPH Asia'26**. Proposed **InterAgent**, a physics-based multi-agent framework that executes natural-language commands via diffusion on interaction graphs, enabling scalable multi-agent physical interactions, accepted at **CVPR'26**.

- **Human Motion Generation**

Sep. 2021 to Aug. 2024

Proposed **OMG**, an open-vocabulary SOTA text-to-motion model based on a Mixture-of-Controllers design with large-scale unsupervised pre-training, accepted at **CVPR'24**. Proposed **InterGen**, the first diffusion framework for two-person interactive motion generation, released with the **InterHuman** dataset, published in **IJCV'24**. Proposed **HybridCap**, an inertia-aided monocular capture method for challenging human motions, accepted at **AAAI'23 Oral**.

SELECTED PUBLICATIONS ([COMPLETE LIST](#))

* Equal contribution † Corresponding author

Video Generation

- [1] **Seedance 2.5**
Seedance Team, ByteDance Seed
Technical Report, 2026 [\[Project\]](#)
- [2] **Seedance 2.0: Advancing Video Generation for World Complexity**
Seedance Team, ByteDance Seed
Technical Report, 2026 [\[Project\]](#) [\[arXiv\]](#)
- [3] **Seedance 1.5 Pro: A Native Audio-Visual Joint Generation Foundation Model**
Seedance Team, ByteDance Seed
Technical Report, 2025 [\[Project\]](#) [\[arXiv\]](#)
- [4] **OmniHuman-1.5: Instilling an Active Mind in Avatars via Cognitive Simulation**
OmniHuman Team, ByteDance Seed
International Conference on Learning Representations (ICLR), 2026 **Oral** [\[Project\]](#) [\[arXiv\]](#)

Digital Humans

- [3] **SCRIPT: Scalable diffusion policy for language-driven physics-based humanoid control**
Jingyan Zhang, **Han Liang**[†], Ruichi Zhang, Bin Li, Juze Zhang, Xin Chen, Lan Xu, Jingyi Yu[†]
ACM SIGGRAPH Asia, 2026 [\[Project\]](#) [\[arXiv\]](#)
- [4] **InterAgent: Physics-based multi-agent command execution via diffusion on interaction graphs**
Bin Li*, Ruichi Zhang*, **Han Liang**[†], Juze Zhang, Xin Chen, Lan Xu, Jingyi Yu, Jingya Wang[†]
IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2026 [\[Project\]](#) [\[arXiv\]](#) [\[Code\]](#)
- [5] **OMG: Towards open-vocabulary motion generation via mixture of controllers**
Han Liang, Jiacheng Bao, Ruichi Zhang, Sihan Ren, Sibe Yang, Xin Chen, Jingyi Yu[†], Lan Xu[†]
IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2024 [\[Project\]](#) [\[arXiv\]](#)
- [6] **InterGen: Diffusion-based multi-human motion generation under complex interactions**
Han Liang, Wenqian Zhang, Wenxuan Li, Jingyi Yu[†], Lan Xu[†]
International Journal of Computer Vision (IJCV), 2024 [\[Project\]](#) [\[arXiv\]](#) [\[Code\]](#)
- [7] **HybridCap: Inertia-aid monocular capture of challenging human motions**
Han Liang, Yannan He, Chengfeng Zhao, Mutian Li, Jingya Wang, Jingyi Yu[†], Lan Xu[†]
AAAI Conference on Artificial Intelligence (AAAI), 2023 **Oral** [\[Paper\]](#) [\[arXiv\]](#)

ACADEMIC SERVICES

Conference Reviewer: ICLR, AAAI, ICCV, CVPR, SIGGRAPH

Journal Reviewer: IJCV, TOG, TVCG, TMM