과제명		생성형 AI 저작권 관리 및 보호 기술 개발을 위한 국제공동연구 및 글로벌 인재 양성
과제번호		RS-2024-00345025
연구개발기관명		(주관) 고려대학교산학협력단
연구개발비	정부지원금	4,000,000,000원
	기관부담금	33,336,000원
	합계	4,033.336.000원
성과발생연도		2026년
과제 주요 성과		**생성형 AI 저작권 보호 및 인공지능 연구성과의 오픈소스 (소프트웨어) 공개를 통한 글로벌 기술 확산**

1. 홍보 활동 개요

- 생성형 AI 저작권 관리 및 보호 기술 개발 과제에서 수행한 연구성과 및 관련 인공지능 기술의 대외 확산을 위해, 총 32건의 연구 관련 소프트웨어 코드를 글로벌 오픈소스 플랫폼인 GitHub에 공개함.

- 생성형 AI 저작권 보호, 디지털 워터마킹, 머신 언러닝, 영상 생성, 3차원 복원 및 멀티모달 인공지능 등 다양한 분야의 연구성과를 국내외 연구자 및 산업계 관계자가 자유롭게 열람할 수 있도록 공개하여 기술 접근성과 연구성과의 가시성을 제고하고자 함.

- 논문과 연계된 소프트웨어 구현 자료를 공개함으로써 연구 방법론에 대한 이해를 높이고, 연구성과의 재현성과 후속 연구 활용 가능성을 확대하기 위한 온라인 기술 공유 활동을 추진함.

2. 주요 홍보 내용

○ **생성형 AI 저작권 보호 및 핵심 기술 연구성과 공개**

- WaTeRFlow, CompMarkGS, LVMark 등 생성형 AI 콘텐츠의 저작권 보호 및 워터마킹 관련 연구 코드를 공개하여, 영상 생성 과정에서의 워터마크 강인성 확보와 3D Gaussian Splatting 기반 콘텐츠 보호 기술 등 주요 연구성과를 대외적으로 소개함.

- Machine Unlearning, 영상 생성 및 편집, 3D 장면 복원, 멀티모달 생성 모델 등 관련 연구 분야의 소프트웨어 구현 자료를 함께 공개하여 생성형 AI 기술 전반에 대한 연구성과 공유를 확대함.

- 개별 GitHub 저장소를 통해 연구 코드와 관련 설명 자료를 제공하고, 국내외 연구자가 연구성과에 접근하고 후속 연구에 참고할 수 있는 공개 기반을 마련함.

3. 홍보 성과 및 기대효과

○ **오픈소스 기반 연구성과 확산 및 글로벌 연구 협력 기반 강화**

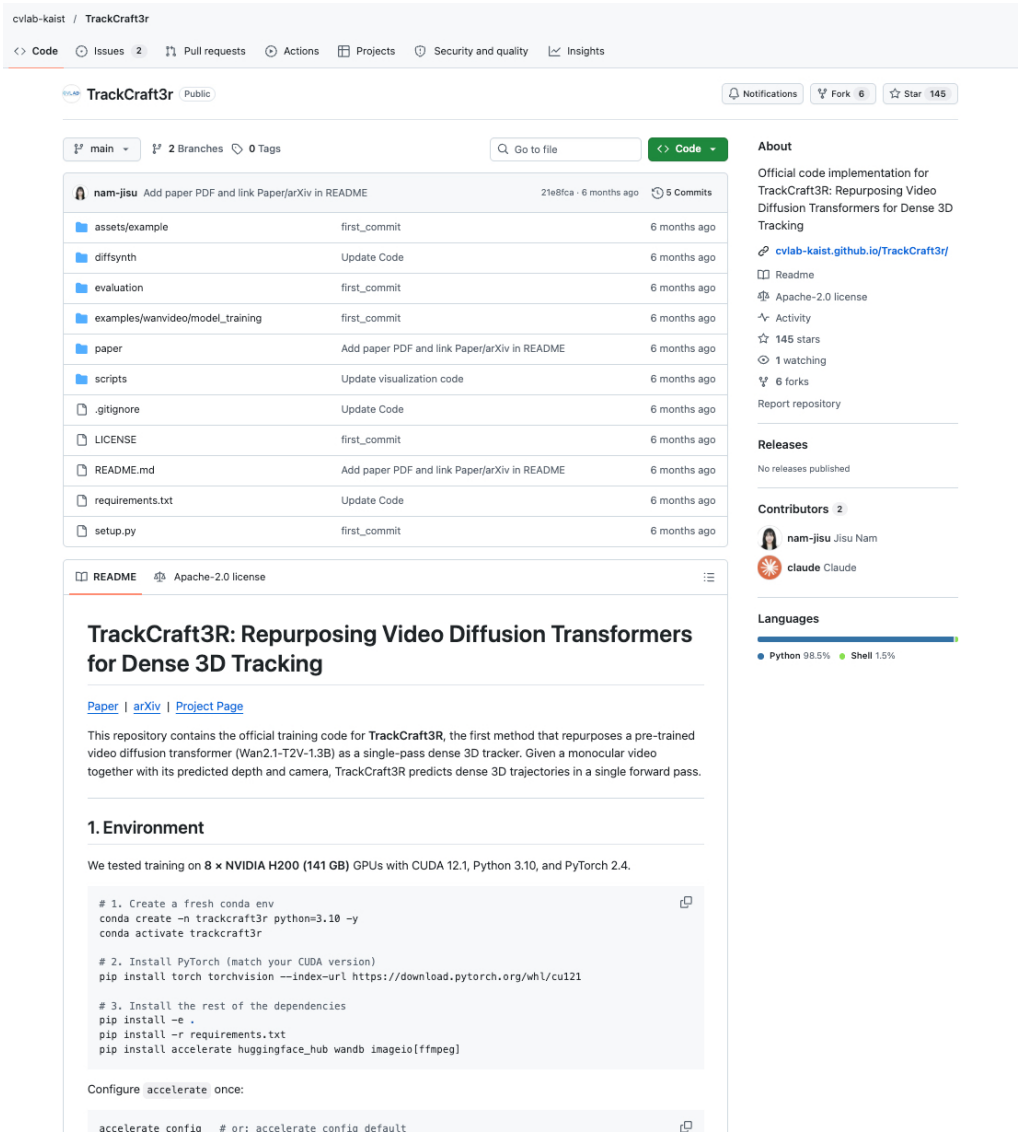
- 총 32건의 연구 관련 소프트웨어를 공개함으로써 연구성과를 논문 발표에 그치지 않고 실제 구현 자료의 공유로 확장하여, 국내외 연구자 및 산업계 관계자의 기술 접근성과 활용 가능성을 높임.

- 특히 생성형 AI 저작권 보호 및 워터마킹 분야의 연구 코드를 공개하여 관련 기술의 이해와 검증을 지원하고, 생성형 AI 콘텐츠 보호 기술의 연구 저변 확대에 기여할 것으로 기대됨.

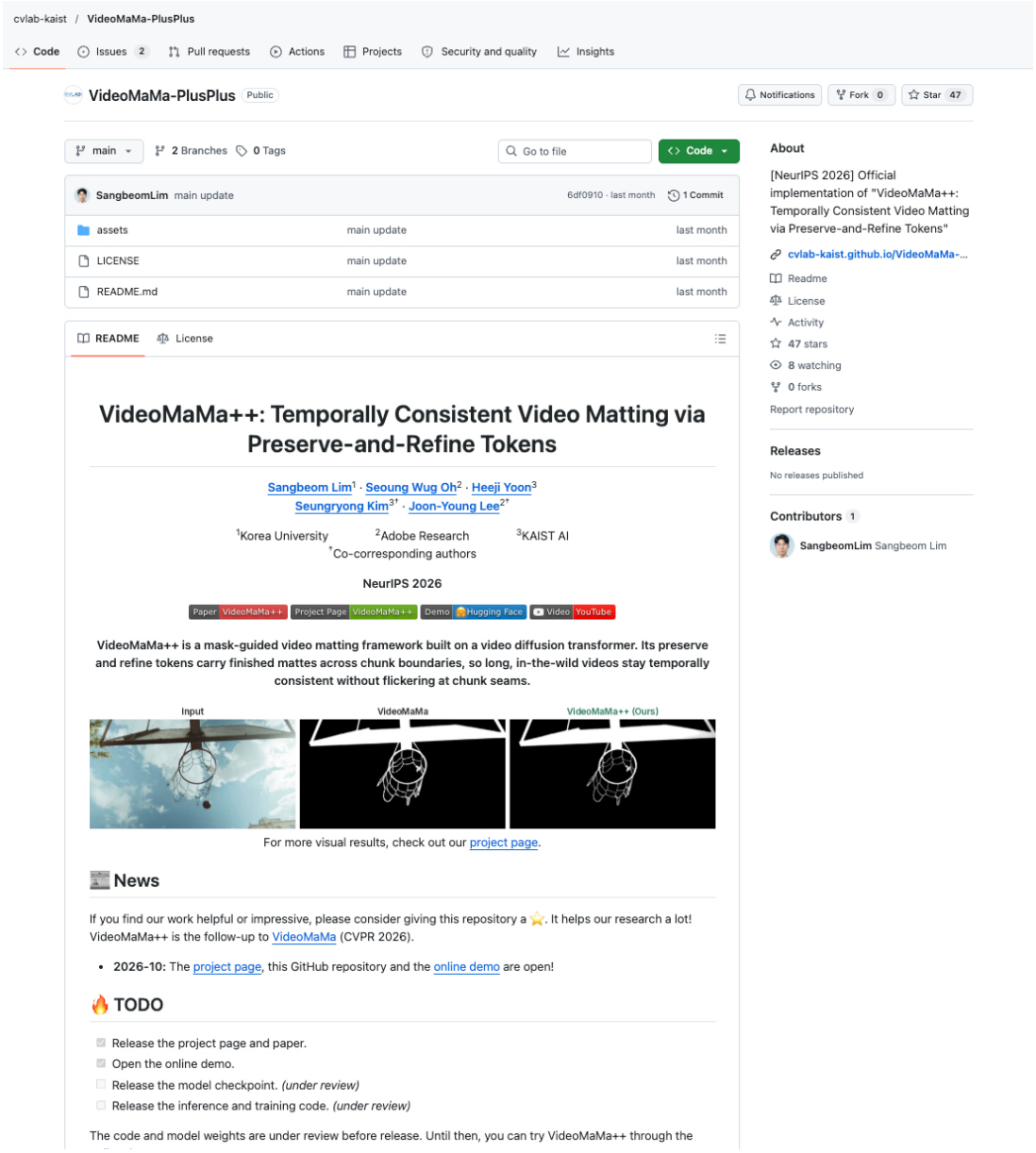
- 공개된 연구성과를 기반으로 후속 연구 및 기술 교류 기회를 확대하고, 국제공동연구와 글로벌 연구 협력

네트워크를 강화하기 위한 기반을 마련함.

TrackCraft3R: Repurposing Video Diffusion Transformers for Dense 3D Tracking 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/TrackCraft3r



VideoMaMa++: Temporally Consistent Video Matting via Preserve-and-Refine Tokens 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/VideoMaMa-PlusPlus



cvlab-kaist / VideoMaMa-PlusPlus

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VideoMaMa-PlusPlus Public

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SangbeomLim main update 6df0910 · last month 1 Commit

assets	main update	last month
LICENSE	main update	last month
README.md	main update	last month

README | License

VideoMaMa++: Temporally Consistent Video Matting via Preserve-and-Refine Tokens

Sangbeom Lim[1] · Seoung Wug Oh[2] · Heeji Yoon[3]
Seungryong Kim[3†] · Joon-Young Lee[2†]

[1]Korea University [2]Adobe Research [3]KAIST AI
[†]Co-corresponding authors

NeurIPS 2026

Paper VideoMaMa++ | Project Page VideoMaMa++ | Demo Hugging Face | Video YouTube

VideoMaMa++ is a mask-guided video matting framework built on a video diffusion transformer. Its preserve and refine tokens carry finished mattes across chunk boundaries, so long, in-the-wild videos stay temporally consistent without flickering at chunk seams.

Input VideoMaMa VideoMaMa++ (Ours)

For more visual results, check out our project page.

News

If you find our work helpful or impressive, please consider giving this repository a ⭐. It helps our research a lot!
VideoMaMa++ is the follow-up to VideoMaMa (CVPR 2026).

- **2026-10:** The project page, this GitHub repository and the online demo are open!

TODO

- [x] Release the project page and paper.
- [x] Open the online demo.
- [ ] Release the model checkpoint. *(under review)*
- [ ] Release the inference and training code. *(under review)*

The code and model weights are under review before release. Until then, you can try VideoMaMa++ through the

About

[NeurIPS 2026] Official implementation of "VideoMaMa++: Temporally Consistent Video Matting via Preserve-and-Refine Tokens"

cvlab-kaist.github.io/VideoMaMa-...

Readme
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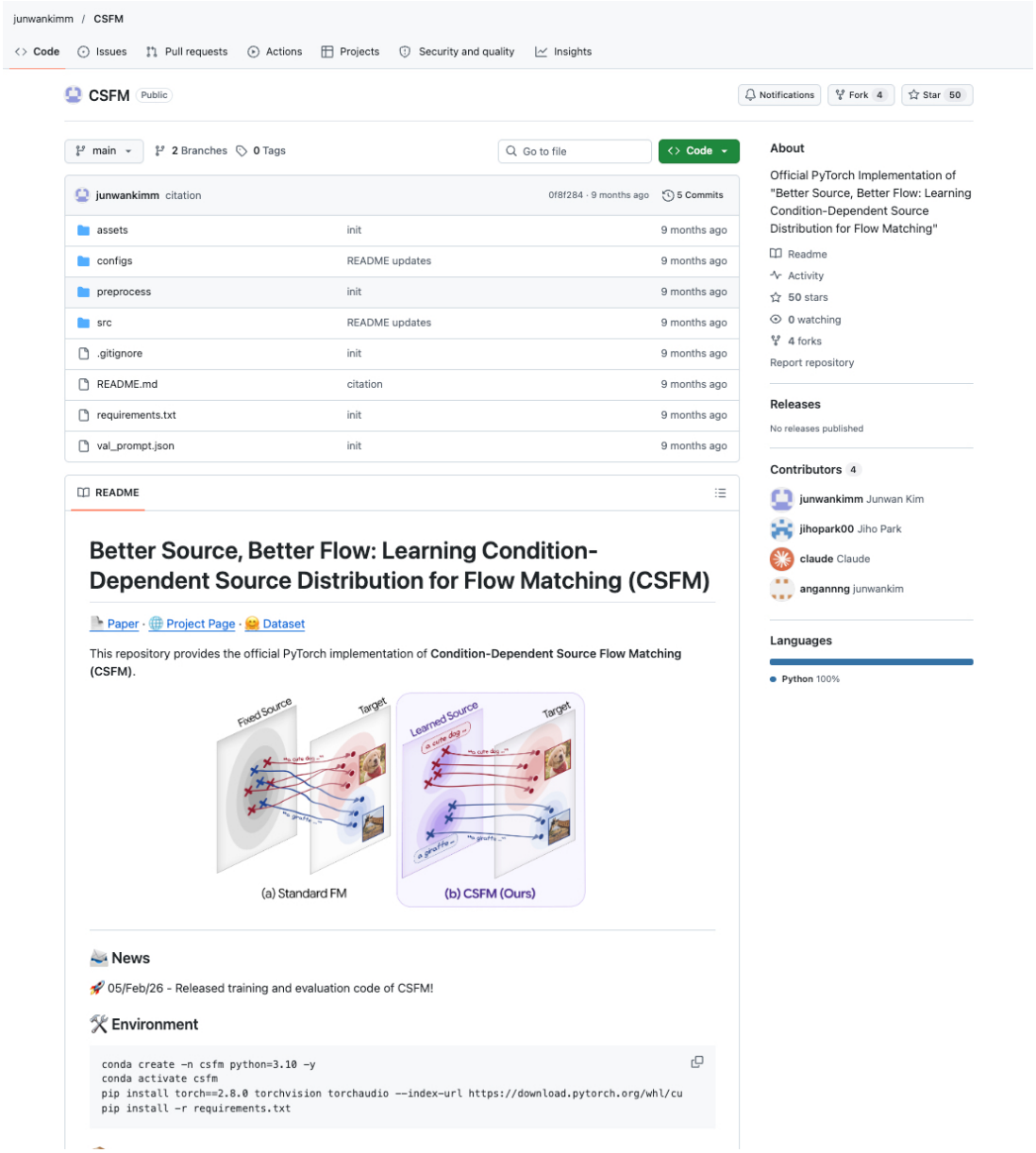
Releases

No releases published

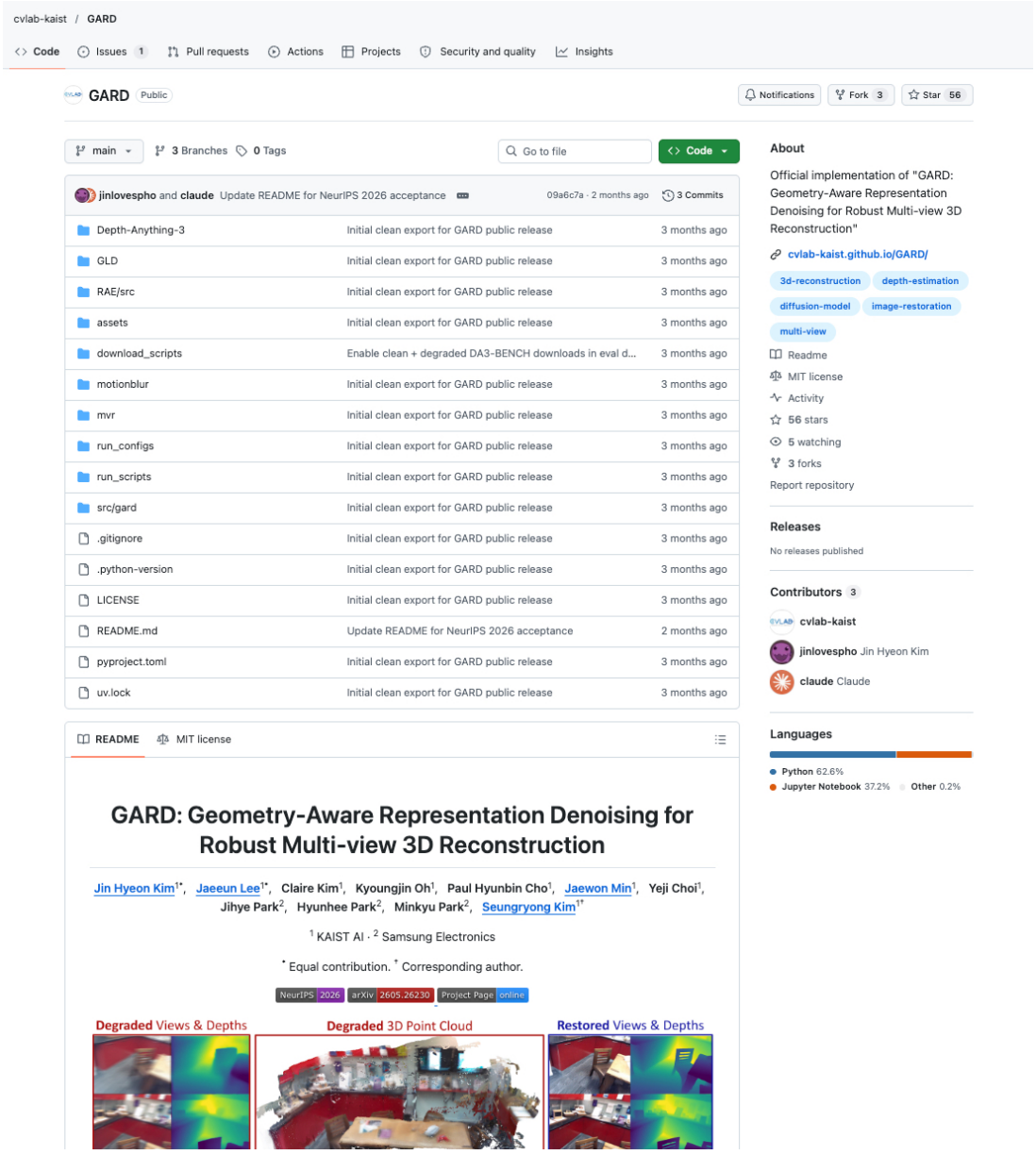
Contributors 1

SangbeomLim Sangbeom Lim

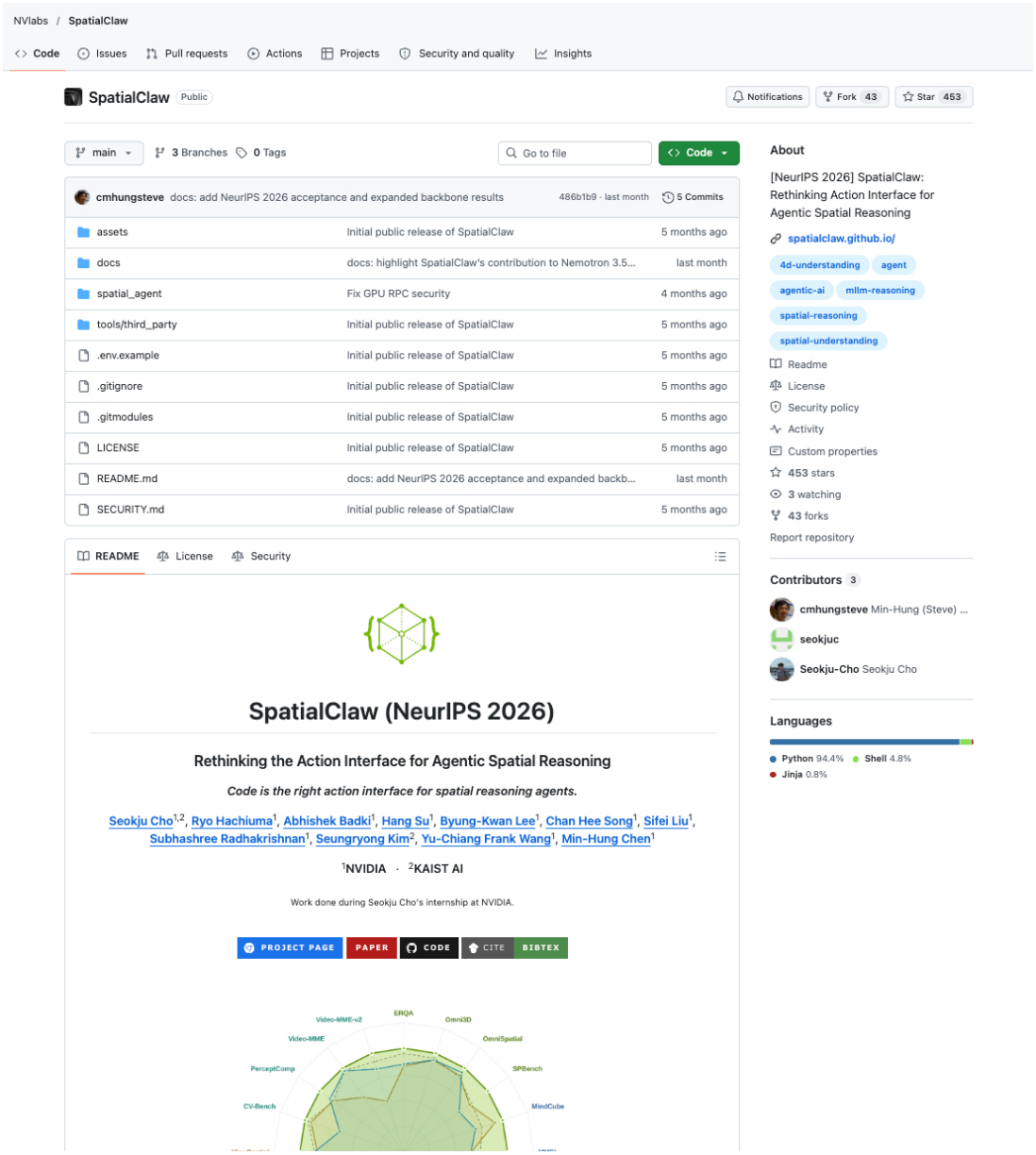
Better Source, Better Flow: Learning Condition-Dependent Source Distribution for Flow Matching (CSFM) 논문의 코드를 Github에 공개
https://github.com/junwankimm/CSFM



GARD: Geometry-Aware Representation Denoising for Robust Multi-view 3D Reconstruction 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/GARD

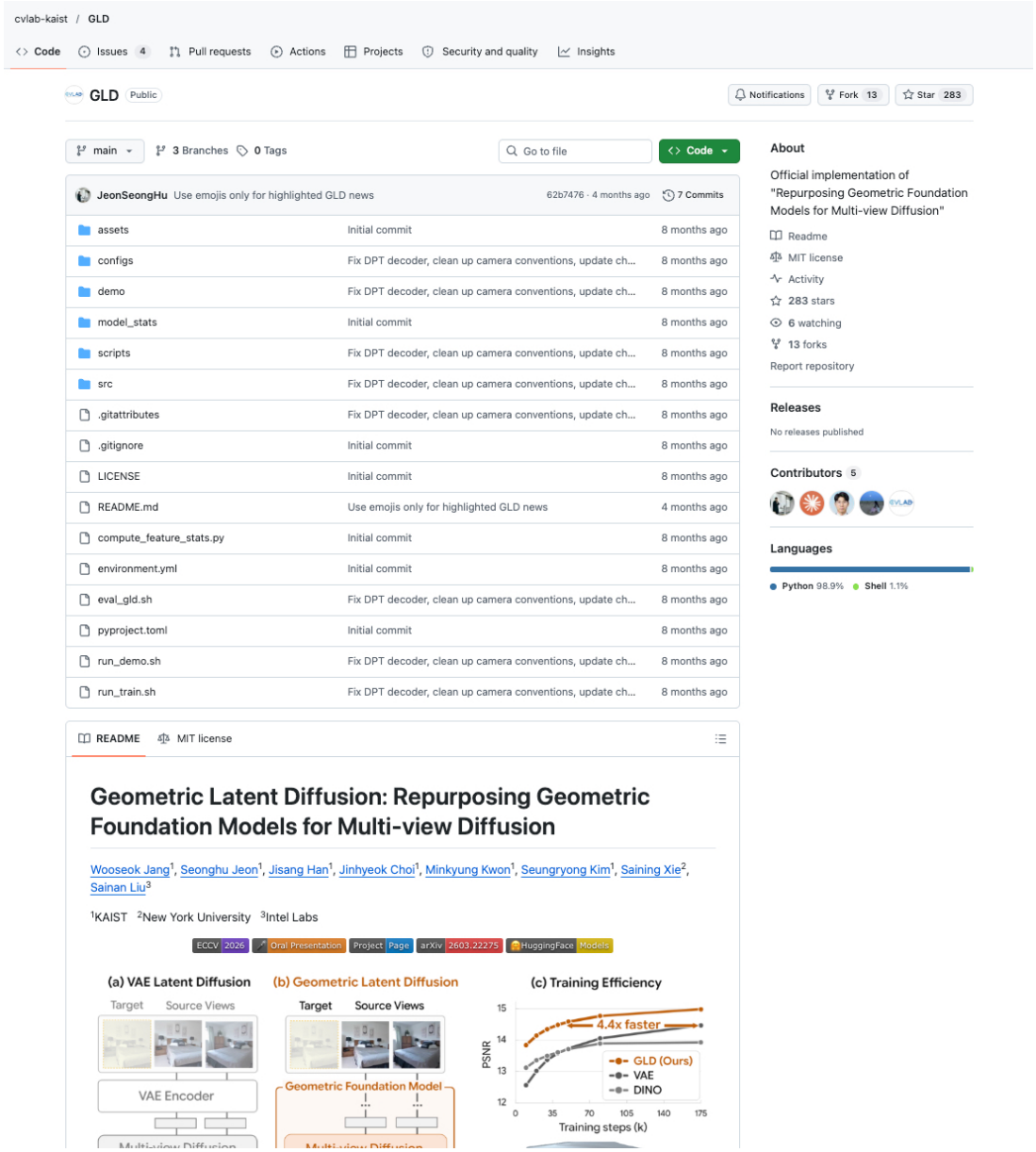


Rethinking the Action Interface for Agentic Spatial Reasoning 논문의 코드를 Github에 공개
https://github.com/NVlabs/SpatialClaw

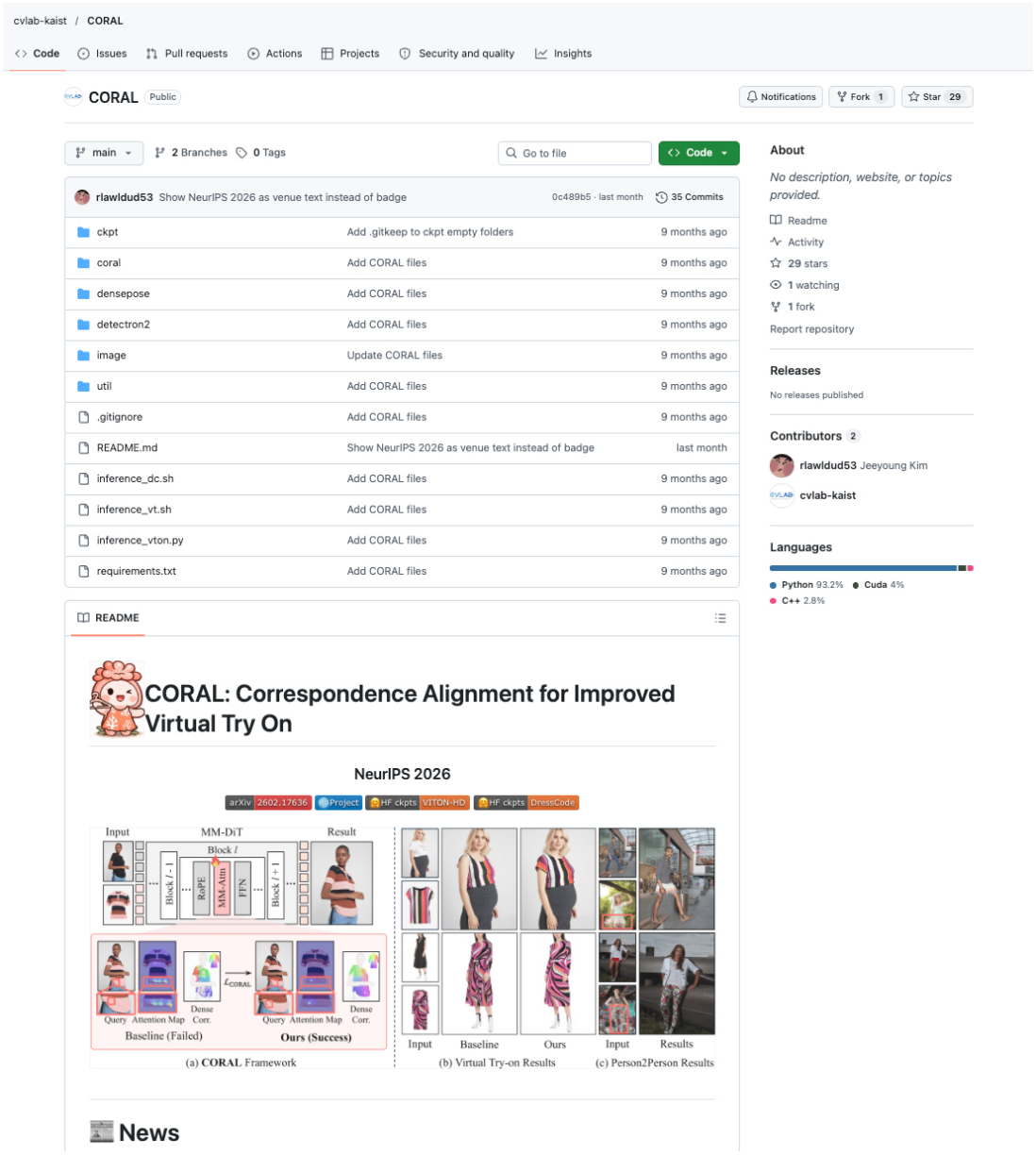


Geometric Latent Diffusion: Repurposing Geometric Foundation Models for Multi-view Diffusion 논문의 코드를 Github에 공개

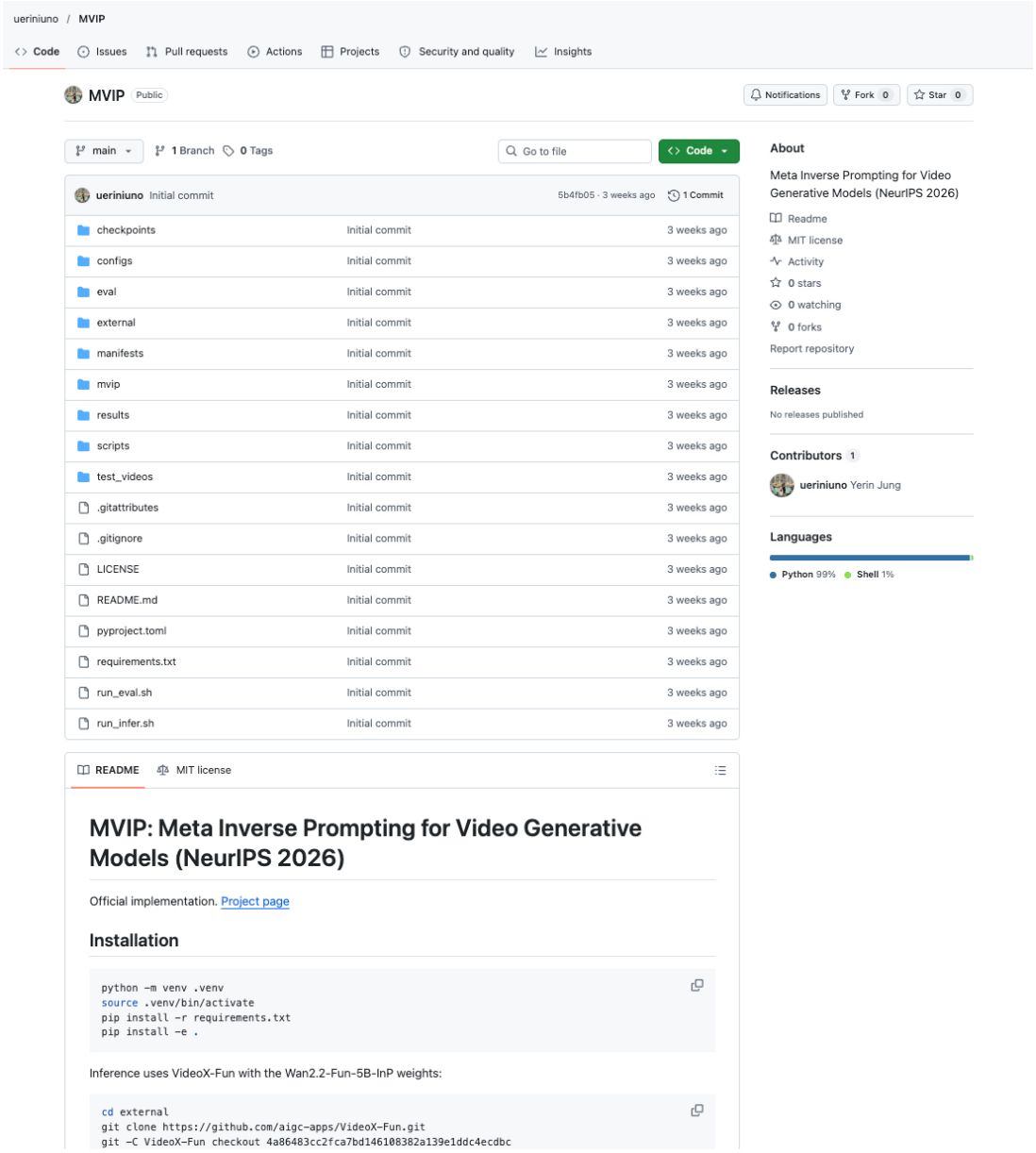
https://github.com/cvlab-kaist/GLD



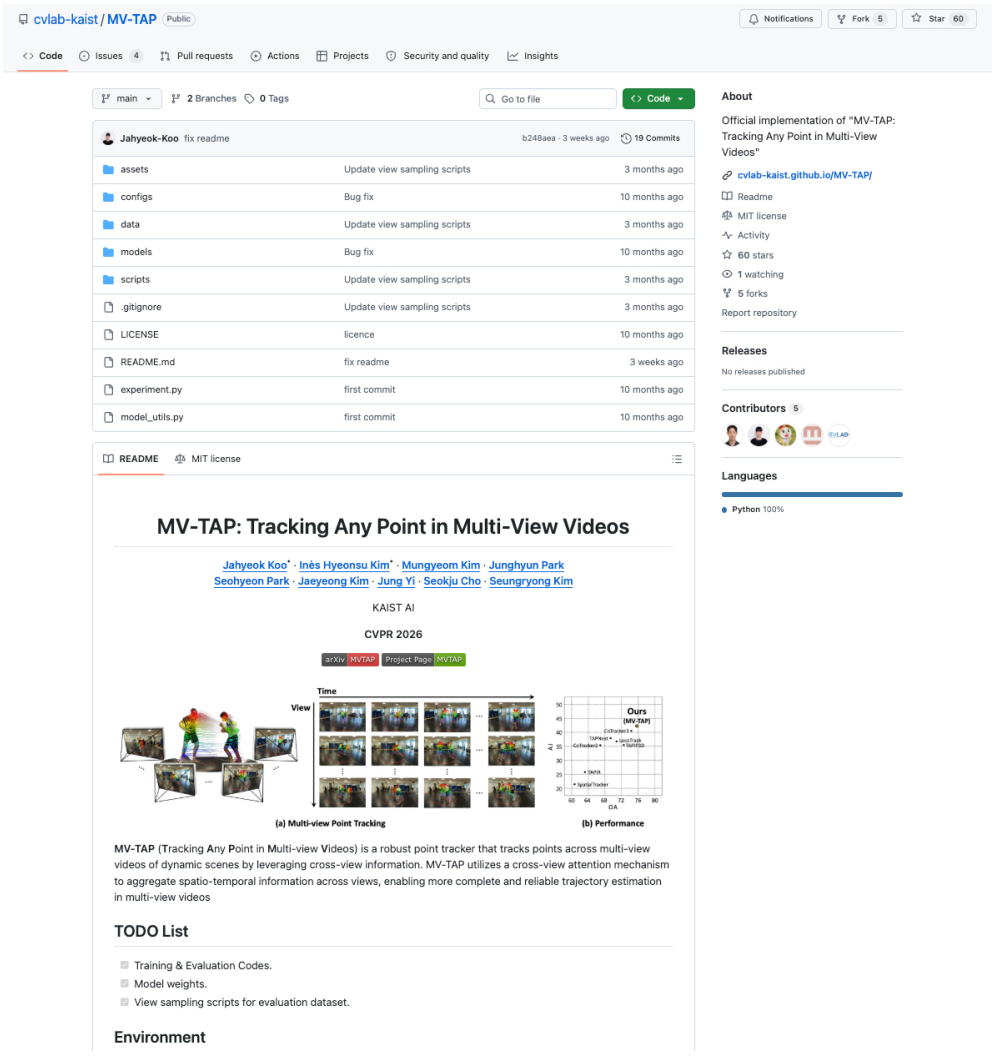
CORAL: Correspondence Alignment for Improved Virtual Try On 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/CORAL



MVIP: Meta Inverse Prompting for Video Generative Models (NeurIPS 2026) 논문의 코드를 Github에 공개
https://github.com/ueriniuno/MVIP



MV-TAP: Tracking Any Point in Multi-View Videos 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/MV-TAP



3D Scene Prompting for Scene-Consistent Camera-Controllable Video Generation 논문의 코드를 Github에 공개

https://github.com/cvlab-kaist/3DScenePrompt

cvlab-kaist / 3DScenePrompt Public

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joungbinlee fix : pipeline figure — b83adf9 · 9 months ago — 17 Commits

Depth-Anything-3	first commit	9 months ago
Spatio-CogVideo	first commit	9 months ago
dataset	first commit	9 months ago
images	fix : pipeline figure	9 months ago
.gitmodules	first commit	9 months ago
README.md	first commit	9 months ago
download_weight.sh	first commit	9 months ago
requirements.txt	first commit	9 months ago

About

[ICLR'26] Official implementation of "3D Scene Prompting for Scene-Consistent Camera-Controllable Video Generation"

cvlab-kaist.github.io/3DScenePro...

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48 stars
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0 forks
Report repository

Releases

No releases published

Contributors 2

joungbinlee 이정빈
cvlab-kaist

Languages

Python 80.1% Jupyter Notebook 19.3% Other 0.6%

README

3D Scene Prompting for Scene-Consistent Camera-Controllable Video Generation

arXiv 2510.14945 | Project Page online

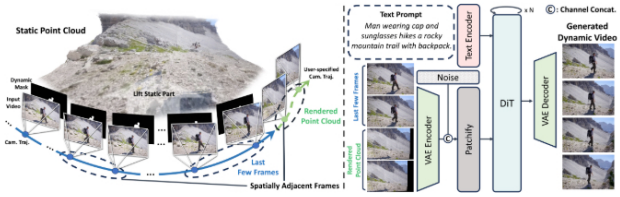
This is the official implementation of the paper
"3D Scene Prompting for Scene-Consistent Camera-Controllable Video Generation"

by Joungbin Lee[1*] · Jaewoo Jung[1*] · Jisang Han[1*] · Takuya Narihira[2] · Kazumi Fukuda[2] · Junyoung Seo[1] · Sunghwan Hong[3] · Yuki Mitsufuji[2,4†] · Seungryong Kim[1†]

[1]KAIST AI [2]Sony AI [3]ETH Zürich [4]Sony Group Corporation

*: Co-First Author
†: Co-Corresponding Author

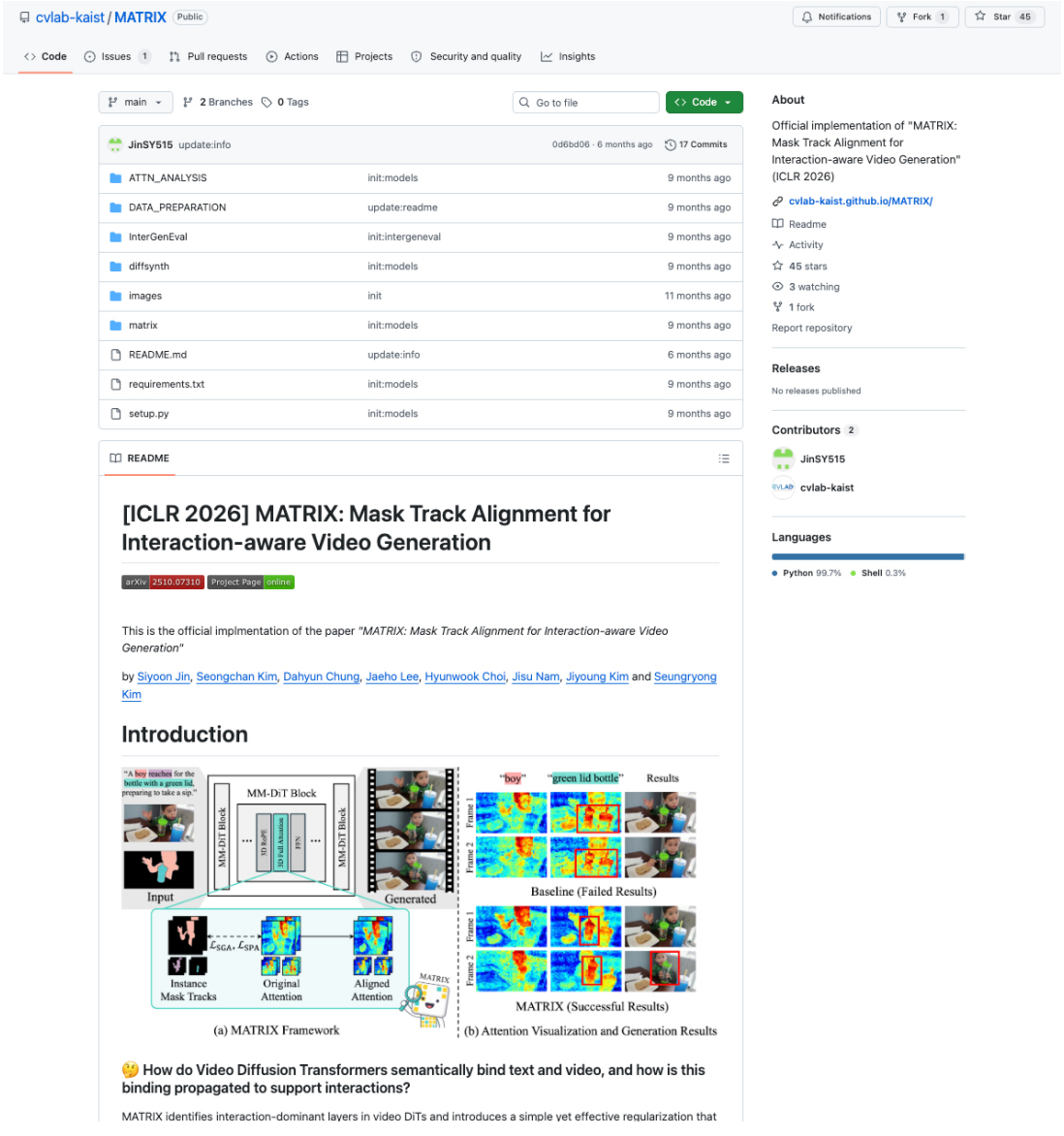
Introduction



3DScenePrompt is a framework to generate a **next chunk video** from any **arbitrary-length** in-the-wild input video while allowing precise **camera control** and maintaining **scene-consistency** with the input video.

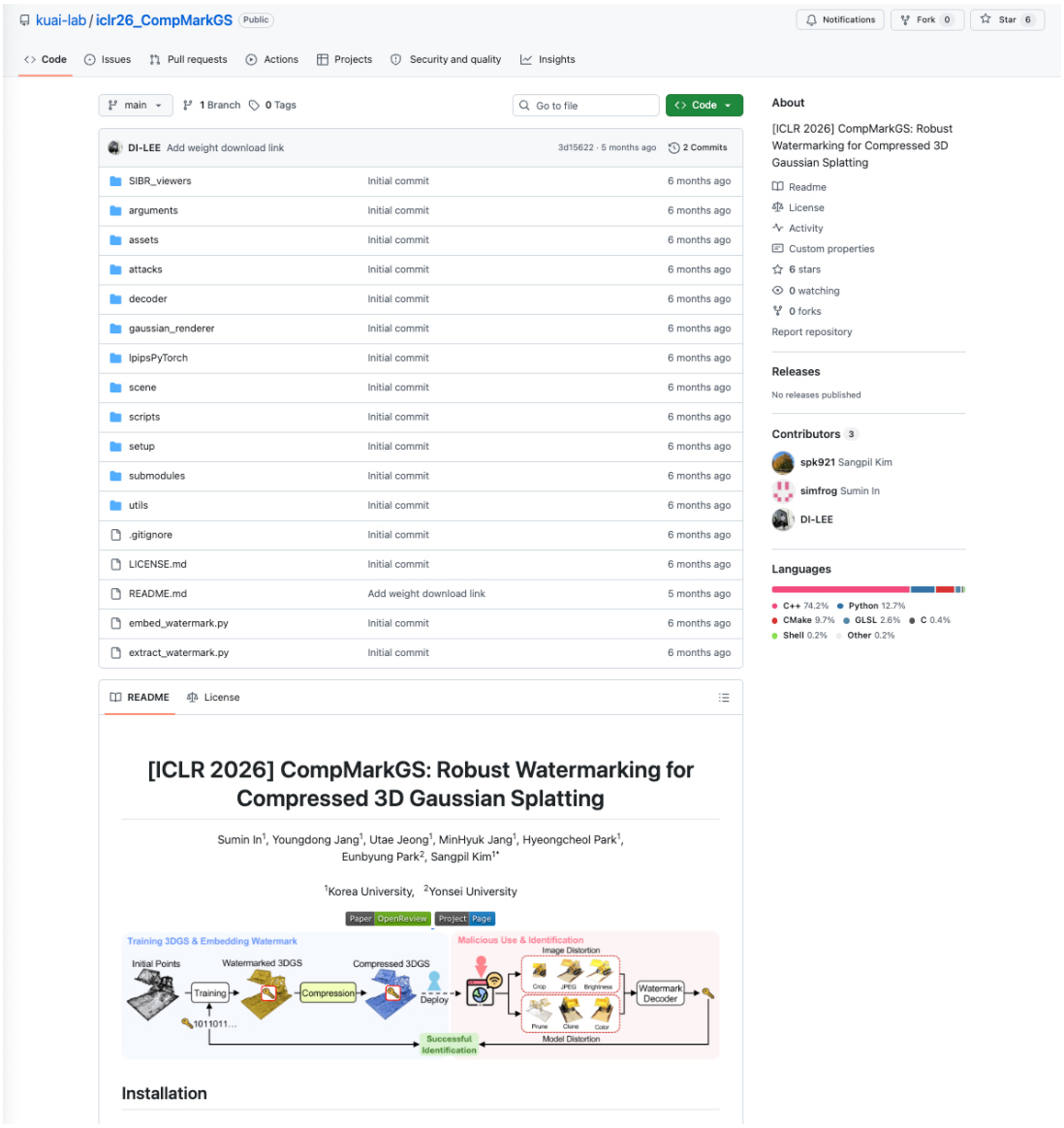
🚀 ToDo

MATRIX: Mask Track Alignment for Interaction-aware Video Generation 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/MATRIX

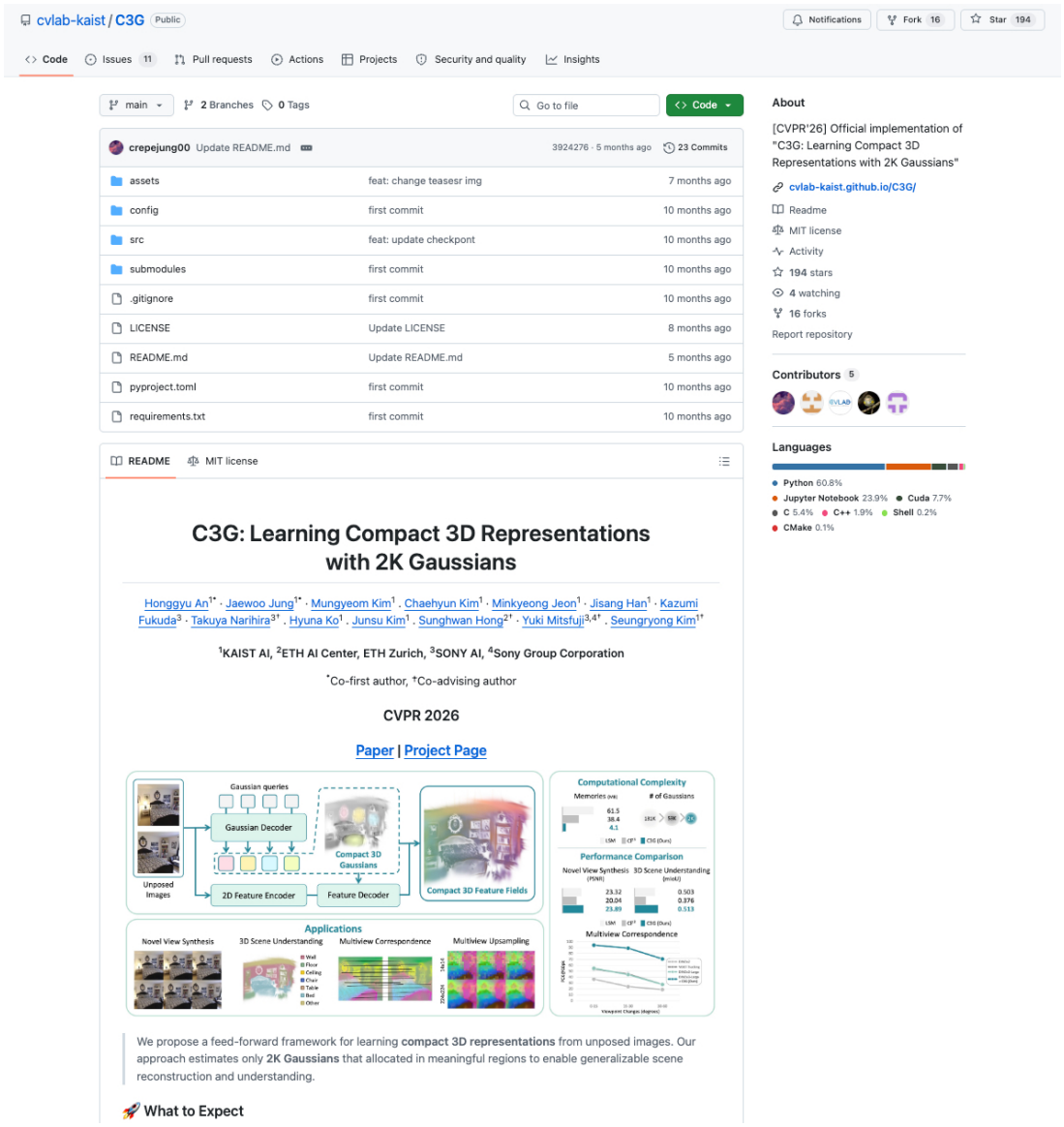


CompMarkGS: Robust Watermarking for Compression 3D Gaussian Splatting 논문의 코드를 Github에 공개

https://github.com/kuai-lab/iclr26_CompMarkGS



C3G: Learning Compact 3D Representations with 2K Gaussians 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/C3G



RobustVGGT: Emergent Outlier View Rejection in Visual Geometry Grounded Transformers
https://github.com/cvlab-kaist/RobustVGGT

cvlab-kaist / RobustVGGT Public

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ONground-Korea chore — a1dd631 · 7 months ago — 11 Commits

assets	feat: initial commit	10 months ago
examples	feat: initial commit	10 months ago
vggt	feat: initial commit	10 months ago
.gitignore	feat: initial commit	10 months ago
README.md	chore	7 months ago
requirements.txt	feat: initial commit	10 months ago
robust_vggt.py	feat: initial commit	10 months ago

README

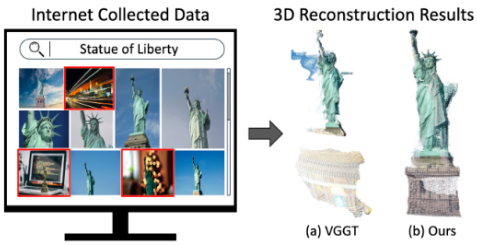
Emergent Outlier View Rejection in Visual Geometry Grounded Transformers

Jisang Han[1,2*] · Sunghwan Hong[3*] · Jaewoo Jung[1] · Wooseok Jang[1] · Honggyu An[1] · Qianqian Wang[4] · Seungryong Kim[1†] · Chen Feng[2†]

[1]KAIST AI, [2]New York University, [3]ETH AI Center, ETH Zurich, [4]UC Berkeley

arXiv | Paper (High quality) | Project Page

CVPR 2026



> We reveal that Visual Geometry Grounded Transformers (VGGT) has a built-in ability to detect outliers, which we leverage to perform outlier-view rejection without any fine-tuning.

What to expect:

- [x] Demo inference code
- [ ] Evaluation code
- [ ] Visualization code

Installation

About

[CVPR'26] Official implementation of "Emergent Outlier View Rejection in Visual Geometry Grounded Transformers"

cvlab-kaist.github.io/RobustVGGT/

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Releases 1

Paper (High quality) Latest — 10 months ago

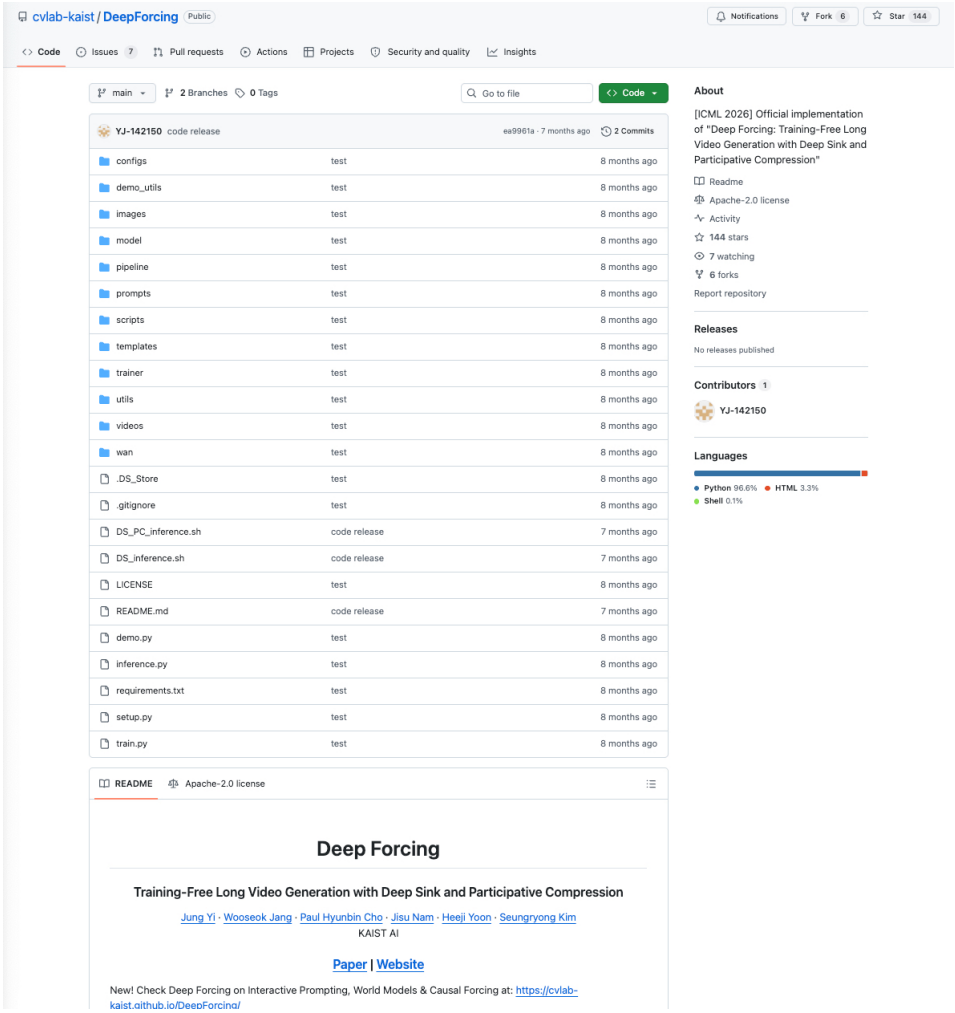
Contributors 4

ONground-Korea Jisang Han
cvlab-kaist
jinlovespho Jin Hyeon Kim
SangbeomLim Sangbeom Lim

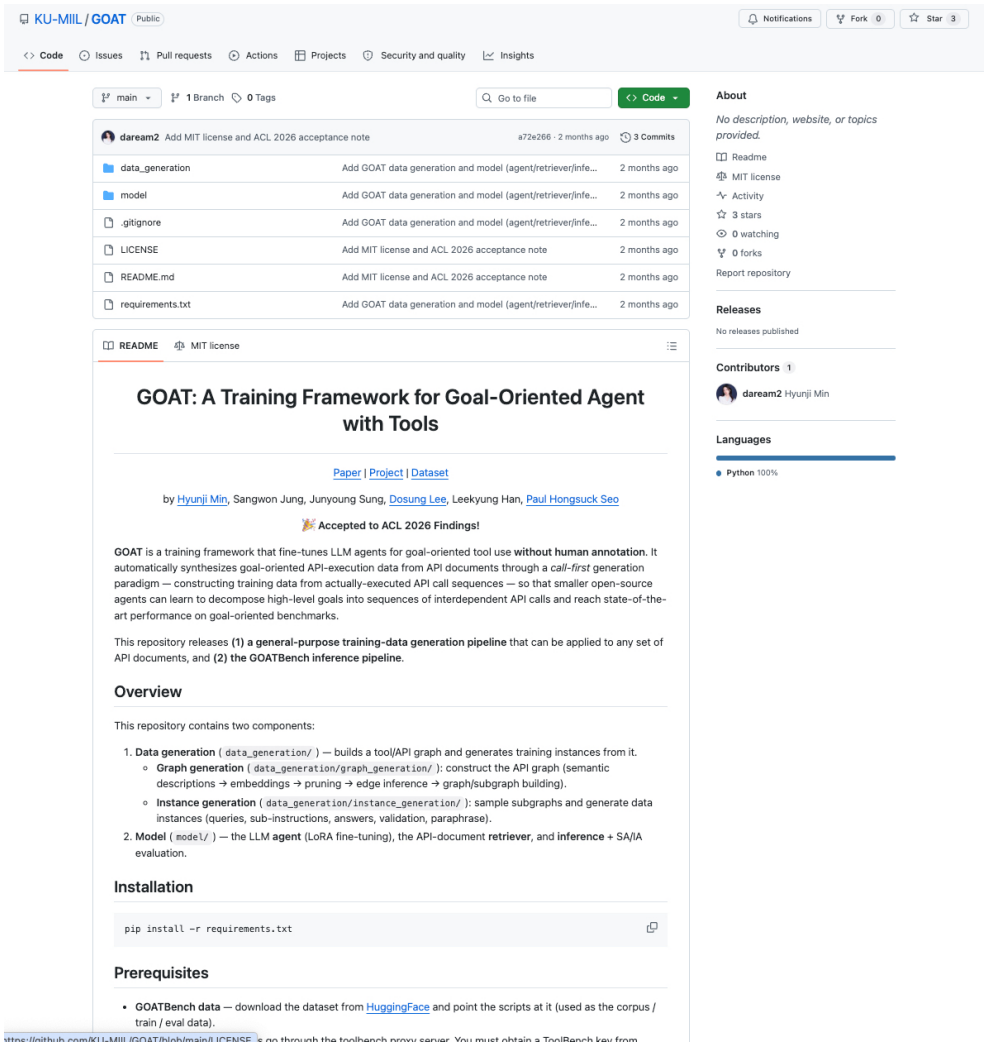
Languages

Python 100%

Training-Free Long Video Generation with Deep Sink and Participative Compression 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/DeepForcing



GOAT: A Training Framework for Goal-Oriented Agent with Tools 논문의 코드를 Github에 공개
https://github.com/KU-MIIL/GOAT



KU-MIIL / GOAT Public

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dream2 Add MIT license and ACL 2026 acceptance note a72e266 · 2 months ago 3 Commits

data_generation	Add GOAT data generation and model (agent/retriever/infe...	2 months ago
model	Add GOAT data generation and model (agent/retriever/infe...	2 months ago
.gitignore	Add GOAT data generation and model (agent/retriever/infe...	2 months ago
LICENSE	Add MIT license and ACL 2026 acceptance note	2 months ago
README.md	Add MIT license and ACL 2026 acceptance note	2 months ago
requirements.txt	Add GOAT data generation and model (agent/retriever/infe...	2 months ago

README MIT license

GOAT: A Training Framework for Goal-Oriented Agent with Tools

Paper | Project | Dataset

by Hyunji Min, Sangwon Jung, Junyoung Sung, Dosung Lee, Leekyung Han, Paul Hongsuck Seo

🎉 **Accepted to ACL 2026 Findings!**

GOAT is a training framework that fine-tunes LLM agents for goal-oriented tool use **without human annotation**. It automatically synthesizes goal-oriented API-execution data from API documents through a *call-first* generation paradigm — constructing training data from actually-executed API call sequences — so that smaller open-source agents can learn to decompose high-level goals into sequences of interdependent API calls and reach state-of-the-art performance on goal-oriented benchmarks.

This repository releases **(1) a general-purpose training-data generation pipeline** that can be applied to any set of API documents, and **(2) the GOATBench inference pipeline**.

Overview

This repository contains two components:

1. **Data generation** (`data_generation/`) — builds a tool/API graph and generates training instances from it.
   - **Graph generation** (`data_generation/graph_generation/`): construct the API graph (semantic descriptions → embeddings → pruning → edge inference → graph/subgraph building).
   - **Instance generation** (`data_generation/instance_generation/`): sample subgraphs and generate data instances (queries, sub-instructions, answers, validation, paraphrase).
2. **Model** (`model/`) — the LLM **agent** (LoRA fine-tuning), the API-document **retriever**, and **inference** + SA/IA evaluation.

Installation

```
pip install -r requirements.txt
```

Prerequisites

- **GOATBench data** — download the dataset from HuggingFace and point the scripts at it (used as the corpus / train / eval data).

https://github.com/KU-MIIL/GOAT/blob/main/LICENSE s go through the toolbench proxy server. You must obtain a ToolBench key from

About

No description, website, or topics provided.

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Releases

No releases published

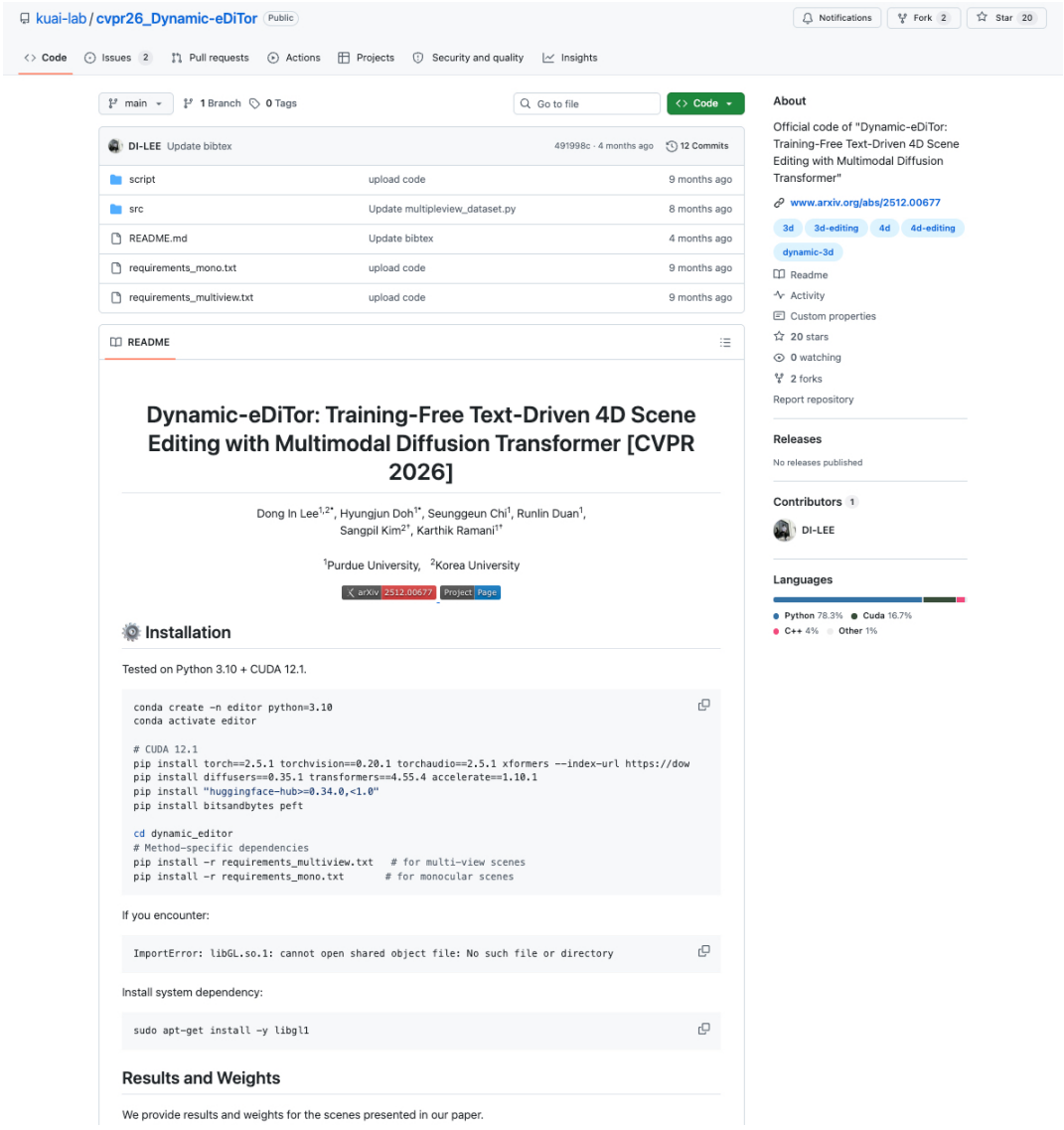
Contributors 1

dream2 Hyunji Min

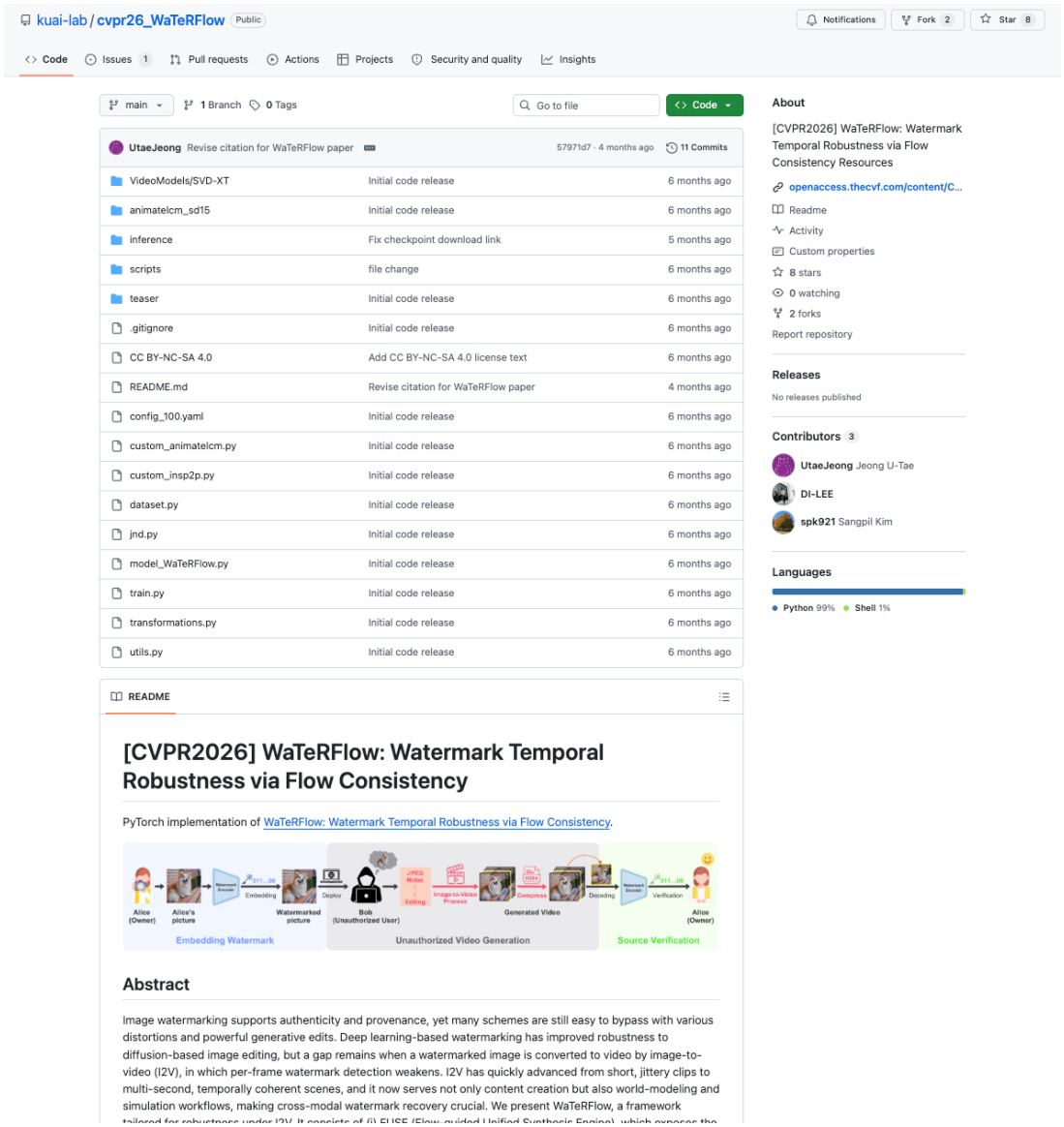
Languages

Python 100%

Dynamic-eDiTor: Training-Free Text-Driven 4D Scene Editing with Multimodal Diffusion Transformer 논문의 코드를 Github에 공개
https://github.com/kuai-lab/cvpr26_Dynamic-eDiTor

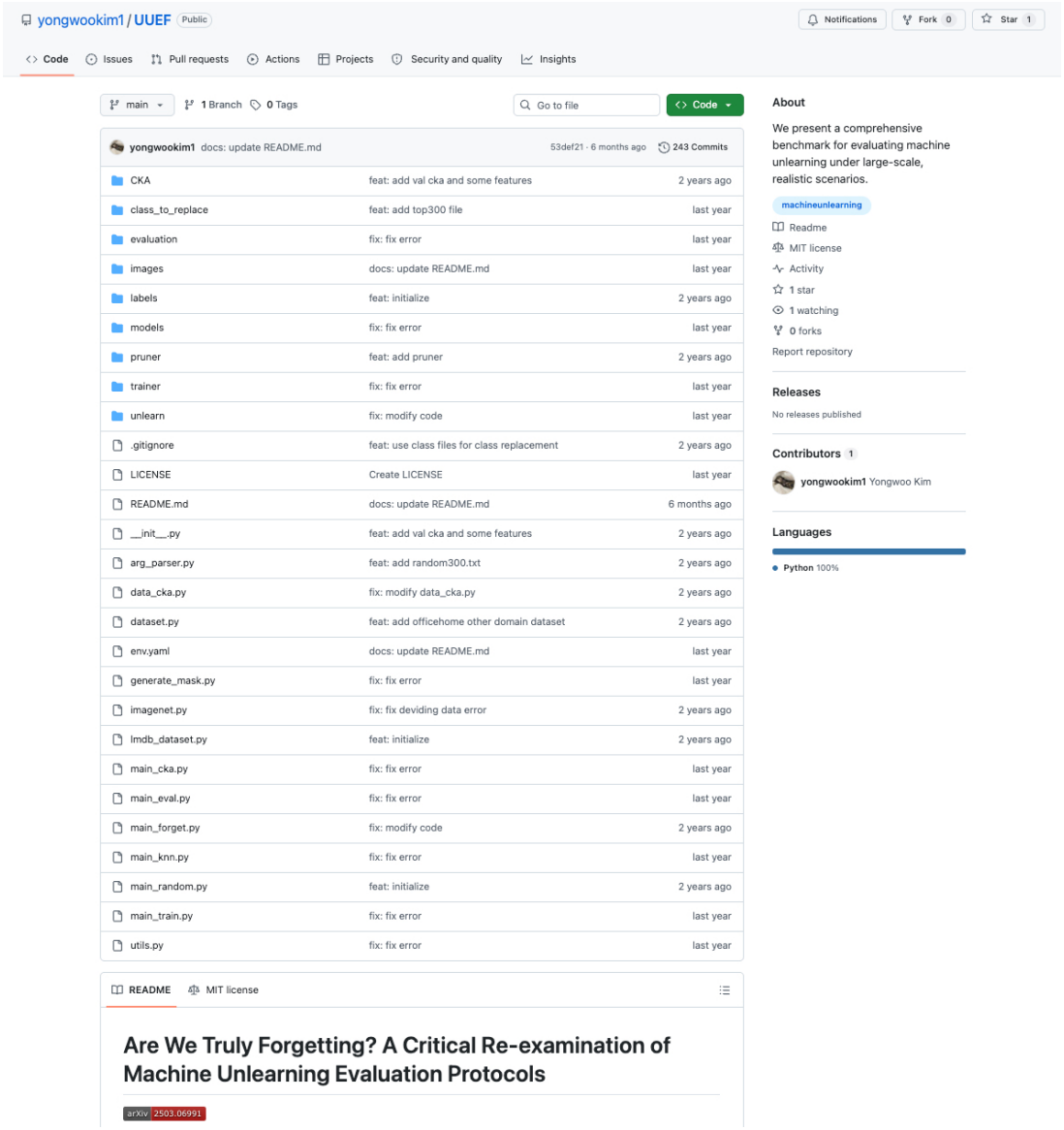


WaTeRFlow: Watermark Temporal Robustness via Flow Consistency 논문의 코드를 Github에 공개
https://github.com/kuai-lab/cvpr26_WaTeRFlow

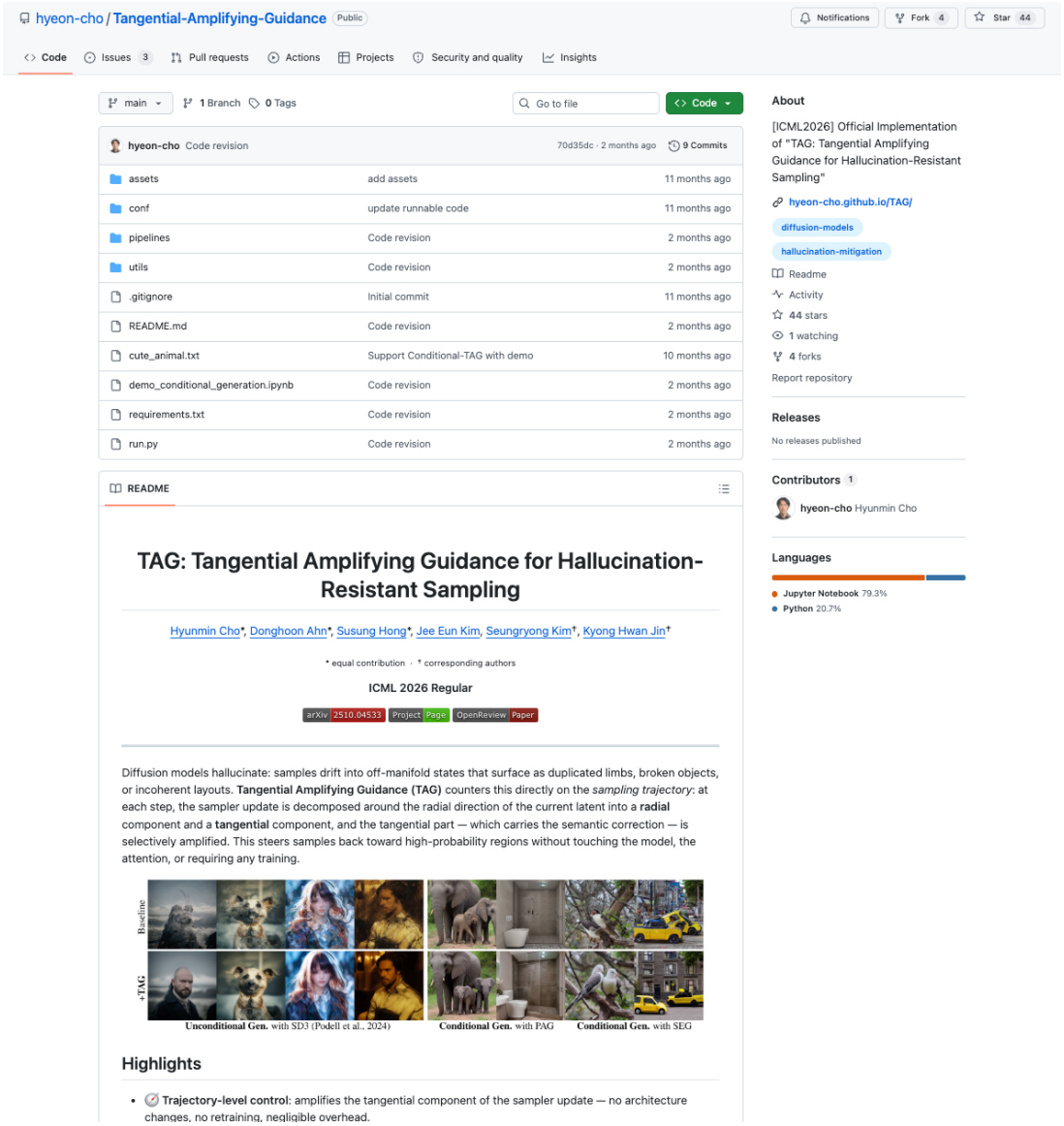


Are We Truly Forgetting? A Critical Re-examination of Machine Unlearning Evaluation Protocols 논문의 코드를 Github에 공개

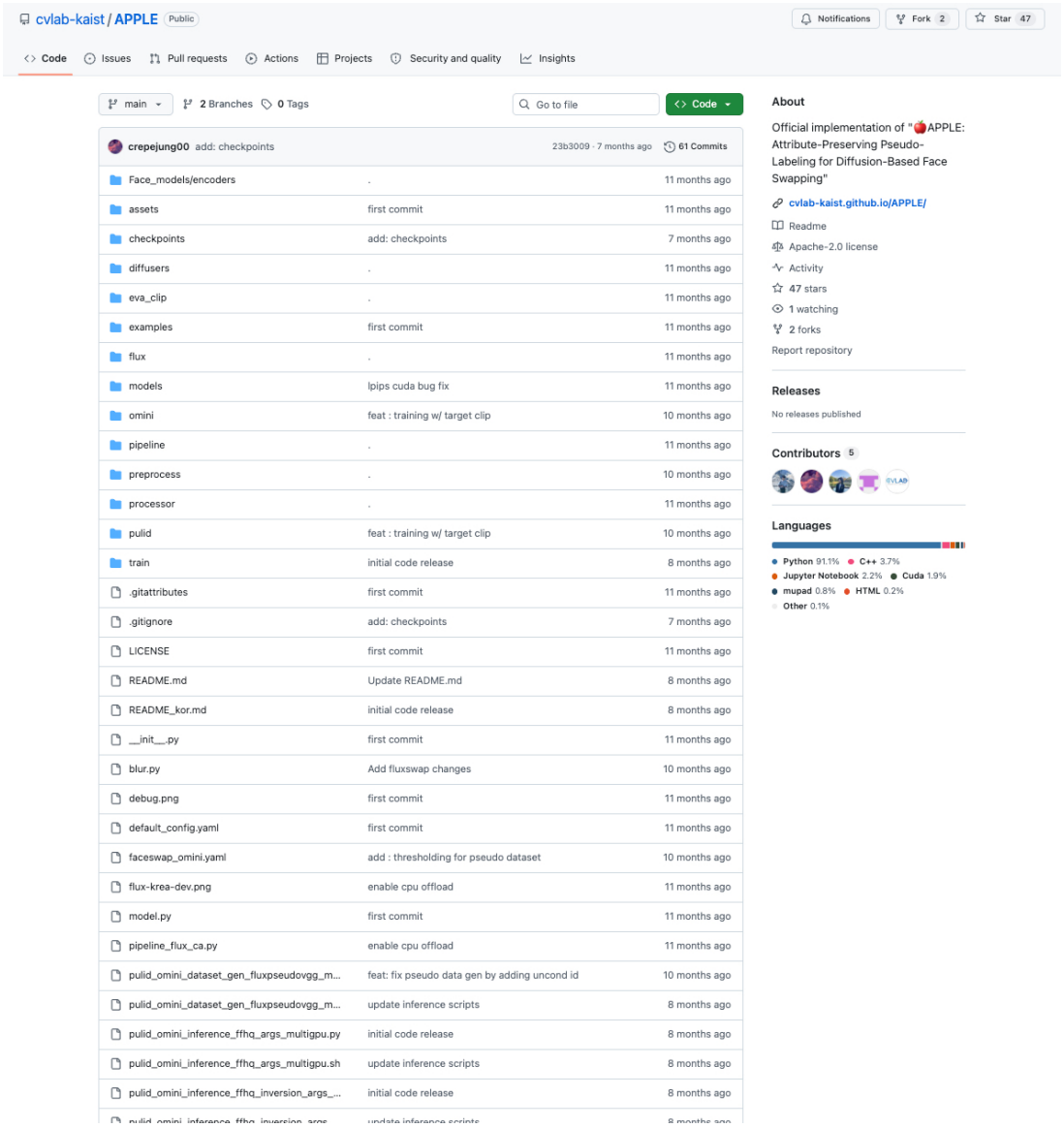
https://github.com/yongwookim1/UUEF



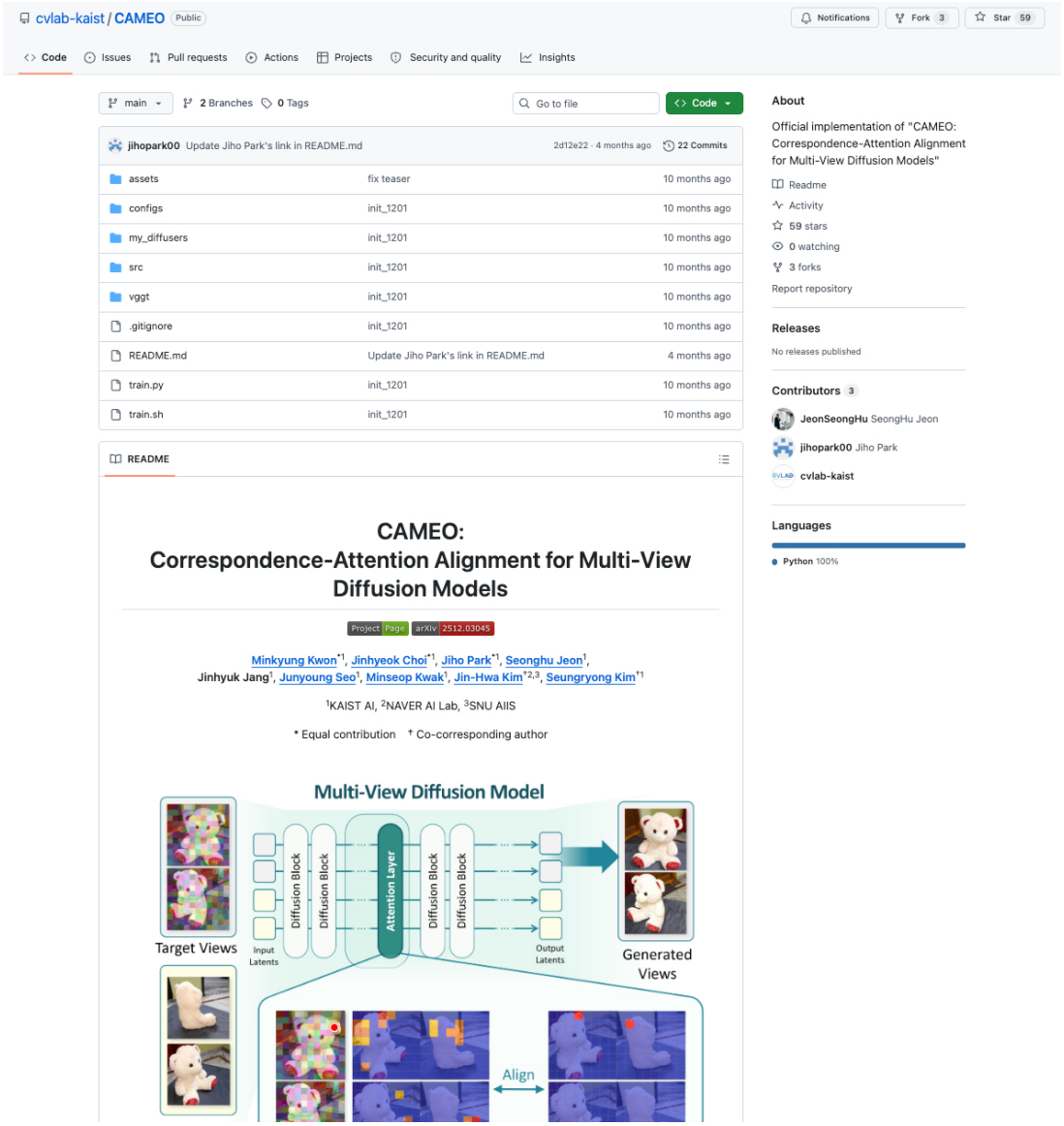
TAG: Tangential Amplifying Guidance for Hallucination-Resistant Sampling 논문의 코드를 Github에 공개
https://github.com/hyeon-cho/Tangential-Amplifying-Guidance



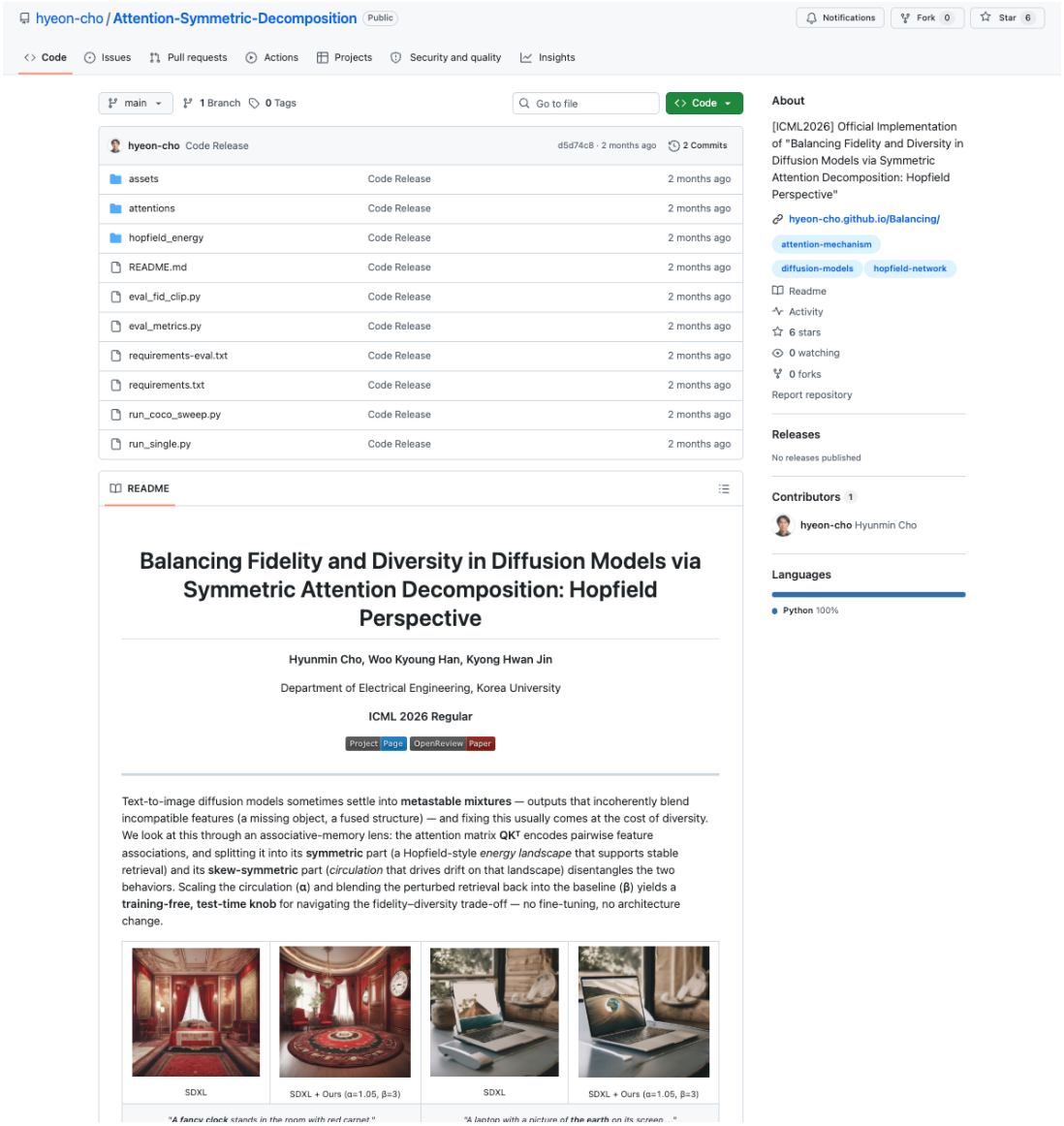
APPLE: Attribute-Preserving Pseudo-Labeling for Diffusion-Based Face Swapping 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/APPLE



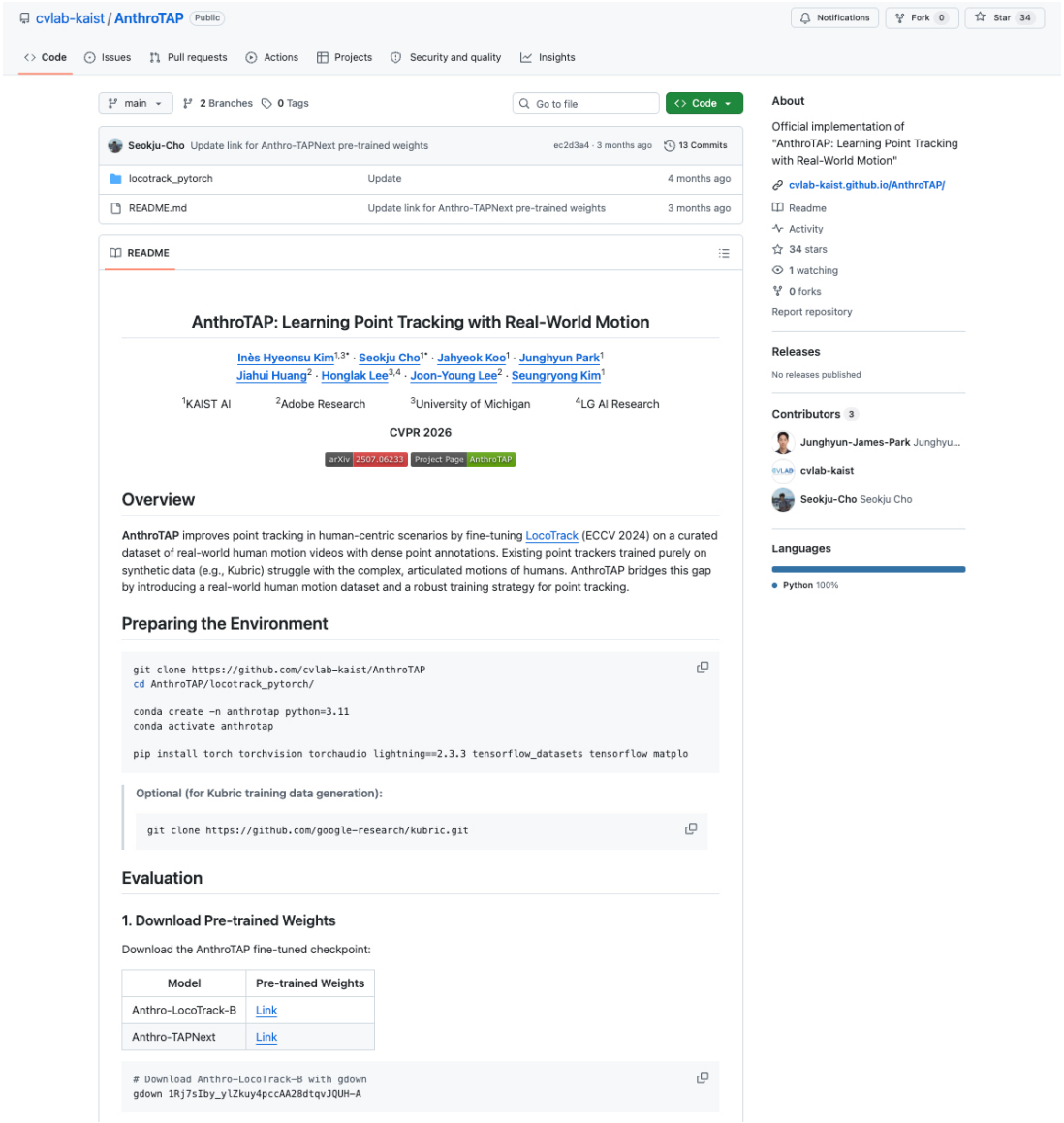
Correspondence-Attention Alignment for Multi-View Diffusion Models 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/CAMEO



Balancing Fidelity and Diversity in Diffusion Models via Symmetric Attention Decomposition: Hopfield Perspective 논문의 S/W (코드) 공개



AnthroTAP: Learning Point Tracking with Real-World Motion 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/AnthroTAP



cvlab-kaist / AnthroTAP Public

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Seokju-Cho Update link for Anthro-TAPNext pre-trained weights ec2d3a4 · 3 months ago 13 Commits

locotrack_pytorch	Update	4 months ago
README.md	Update link for Anthro-TAPNext pre-trained weights	3 months ago

README

AnthroTAP: Learning Point Tracking with Real-World Motion

Inès Hyeonsu Kim[1,3*] · Seokju Cho[1*] · Jahyeok Koo[1] · Junghyun Park[1]
Jiahui Huang[2] · Honglak Lee[3,4] · Joon-Young Lee[2] · Seungryong Kim[1]

[1]KAIST AI [2]Adobe Research [3]University of Michigan [4]LG AI Research

CVPR 2026

arXiv 2507.06233 | Project Page AnthroTAP

Overview

AnthroTAP improves point tracking in human-centric scenarios by fine-tuning LocoTrack (ECCV 2024) on a curated dataset of real-world human motion videos with dense point annotations. Existing point trackers trained purely on synthetic data (e.g., Kubric) struggle with the complex, articulated motions of humans. AnthroTAP bridges this gap by introducing a real-world human motion dataset and a robust training strategy for point tracking.

Preparing the Environment

```
git clone https://github.com/cvlab-kaist/AnthroTAP
cd AnthroTAP/locotrack_pytorch/

conda create -n anthrotap python=3.11
conda activate anthrotap

pip install torch torchvision torchaudio lightning==2.3.3 tensorflow_datasets tensorflow matplo
```

> Optional (for Kubric training data generation):
>
> ```
> git clone https://github.com/google-research/kubric.git
> ```

Evaluation

1. Download Pre-trained Weights

Download the AnthroTAP fine-tuned checkpoint:

Model	Pre-trained Weights
Anthro-LocoTrack-B	Link
Anthro-TAPNext	Link

```
# Download Anthro-LocoTrack-B with gdown
gdown 1Rj7sIby_ylZkuy4pccAA28dtqvJQUH-A
```

About

Official implementation of "AnthroTAP: Learning Point Tracking with Real-World Motion"

cvlab-kaist.github.io/AnthroTAP/

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Releases

No releases published

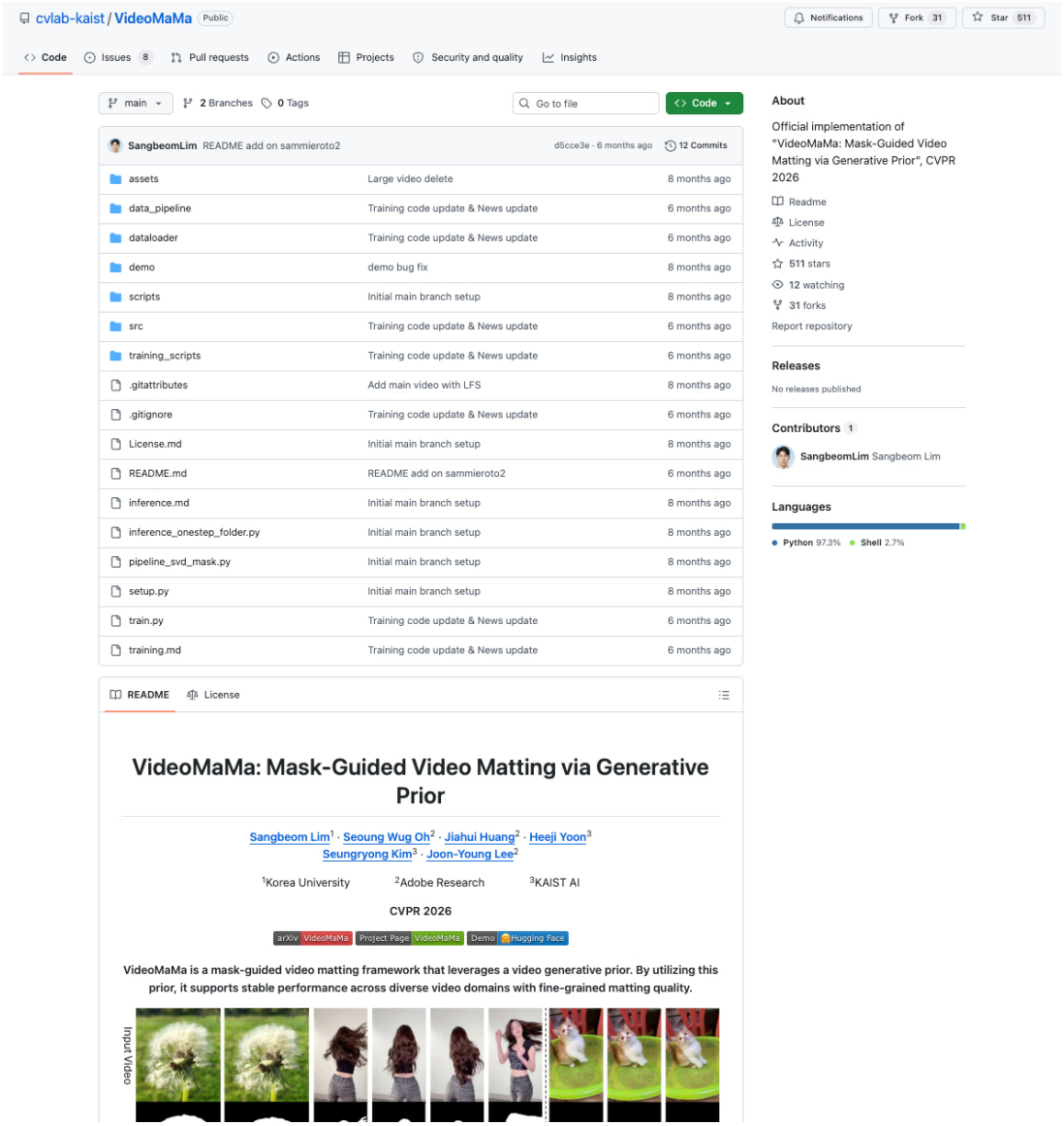
Contributors 3

Junghyun-James-Park Junghyu...
cvlab-kaist
Seokju-Cho Seokju Cho

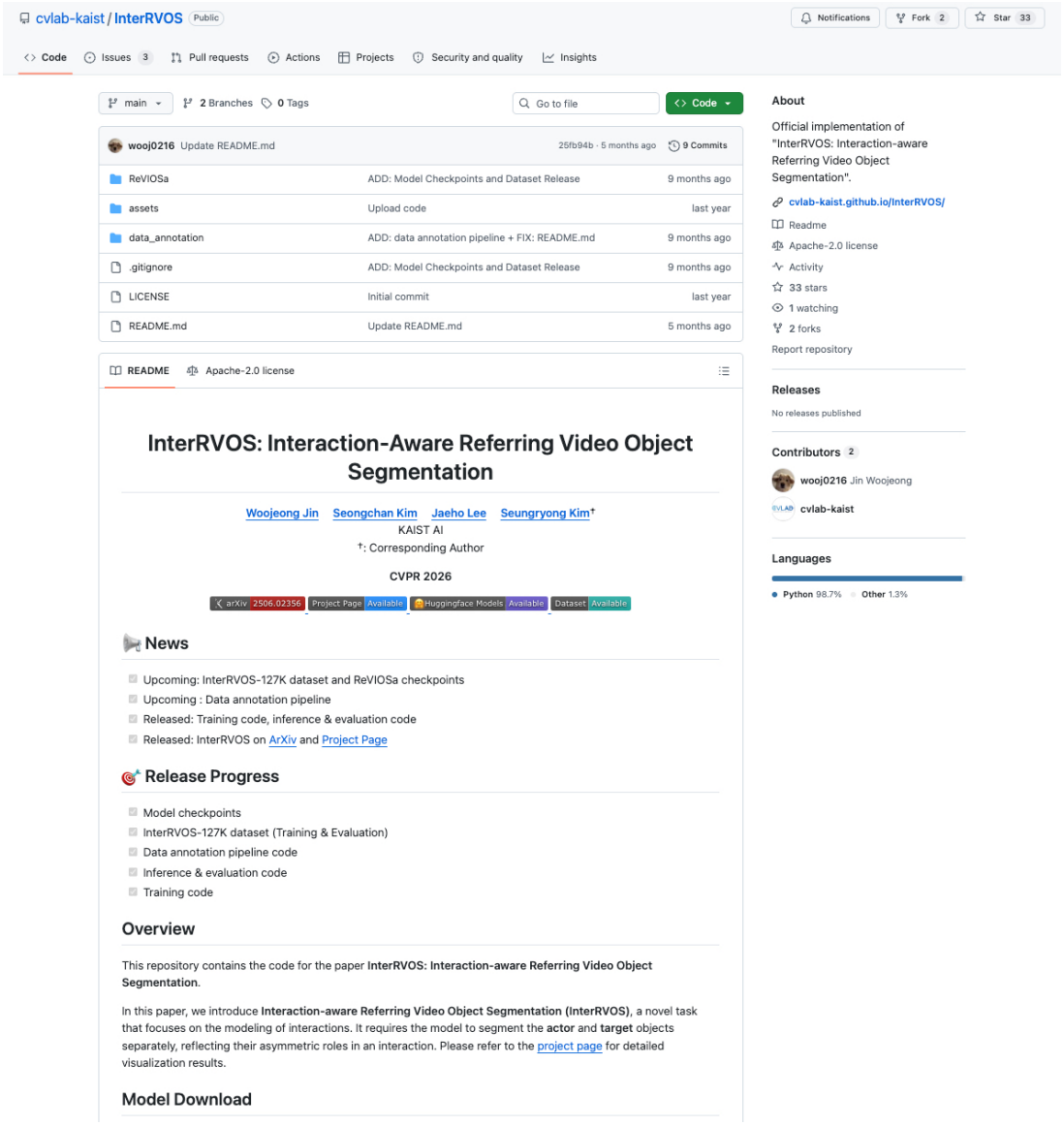
Languages

Python 100%

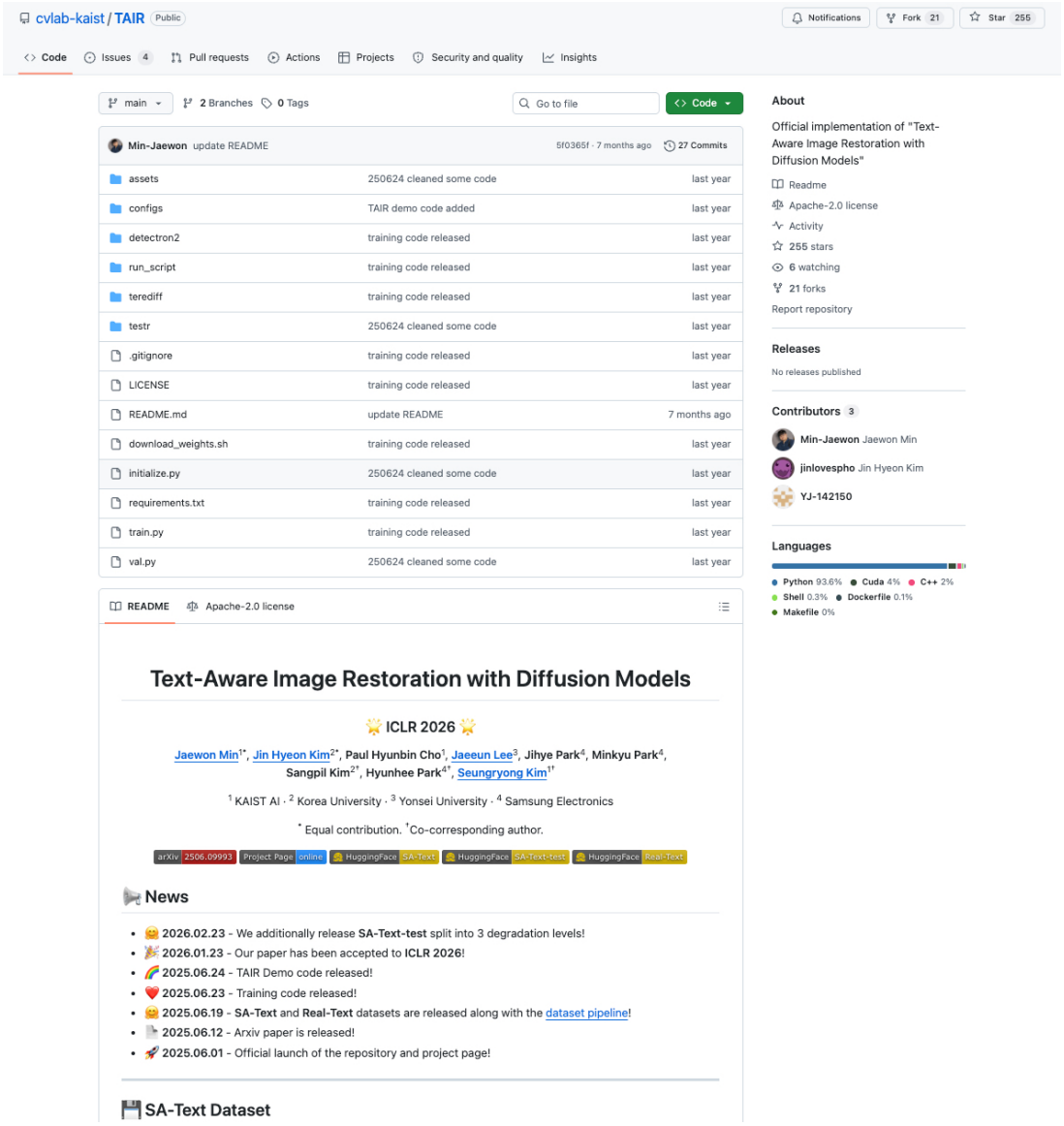
VideoMaMa: Mask-Guided Video Matting via Generative Prior 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/VideoMaMa



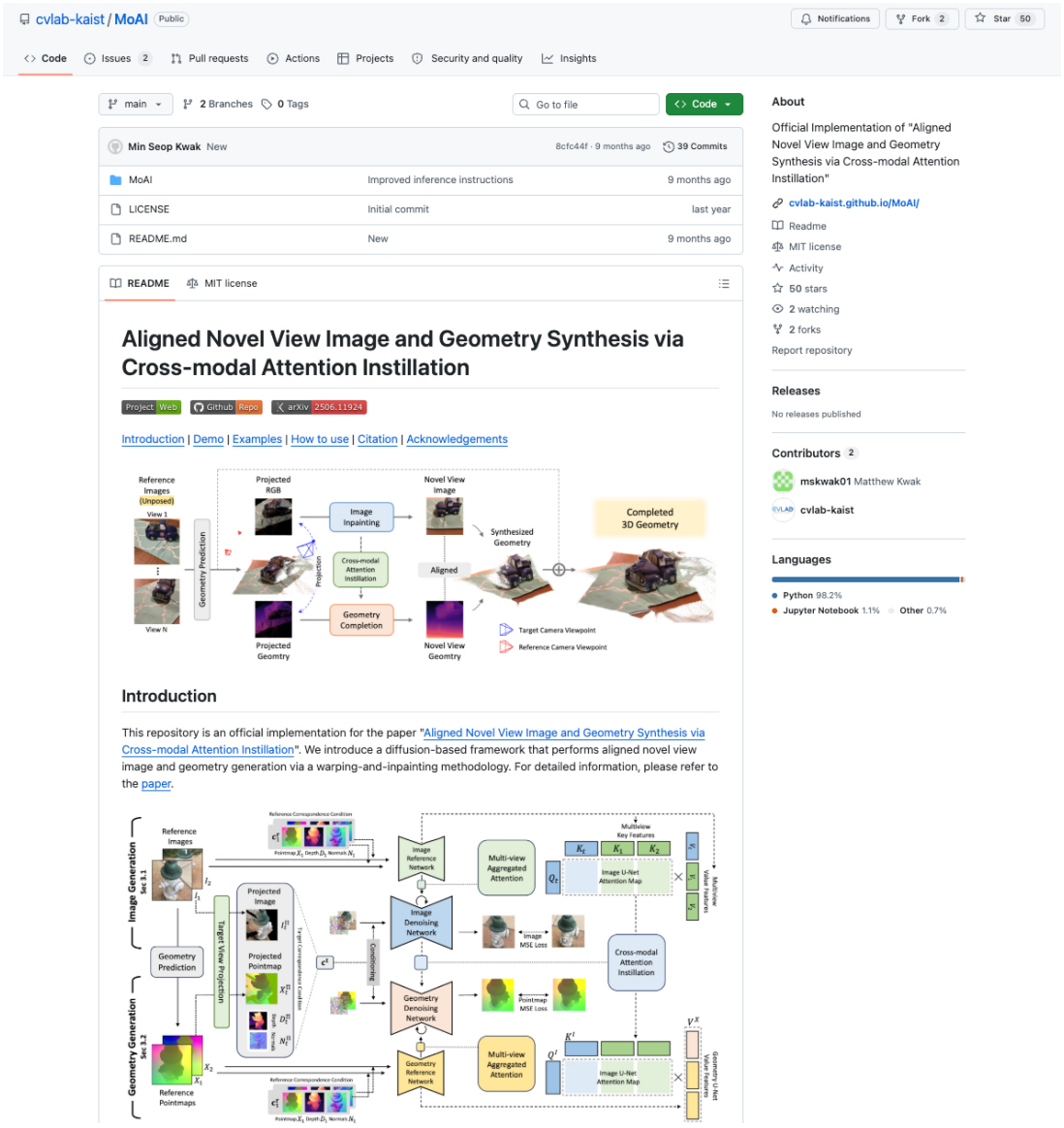
InterRVOS: Interaction-Aware Referring Video Object Segmentation 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/InterRVOS



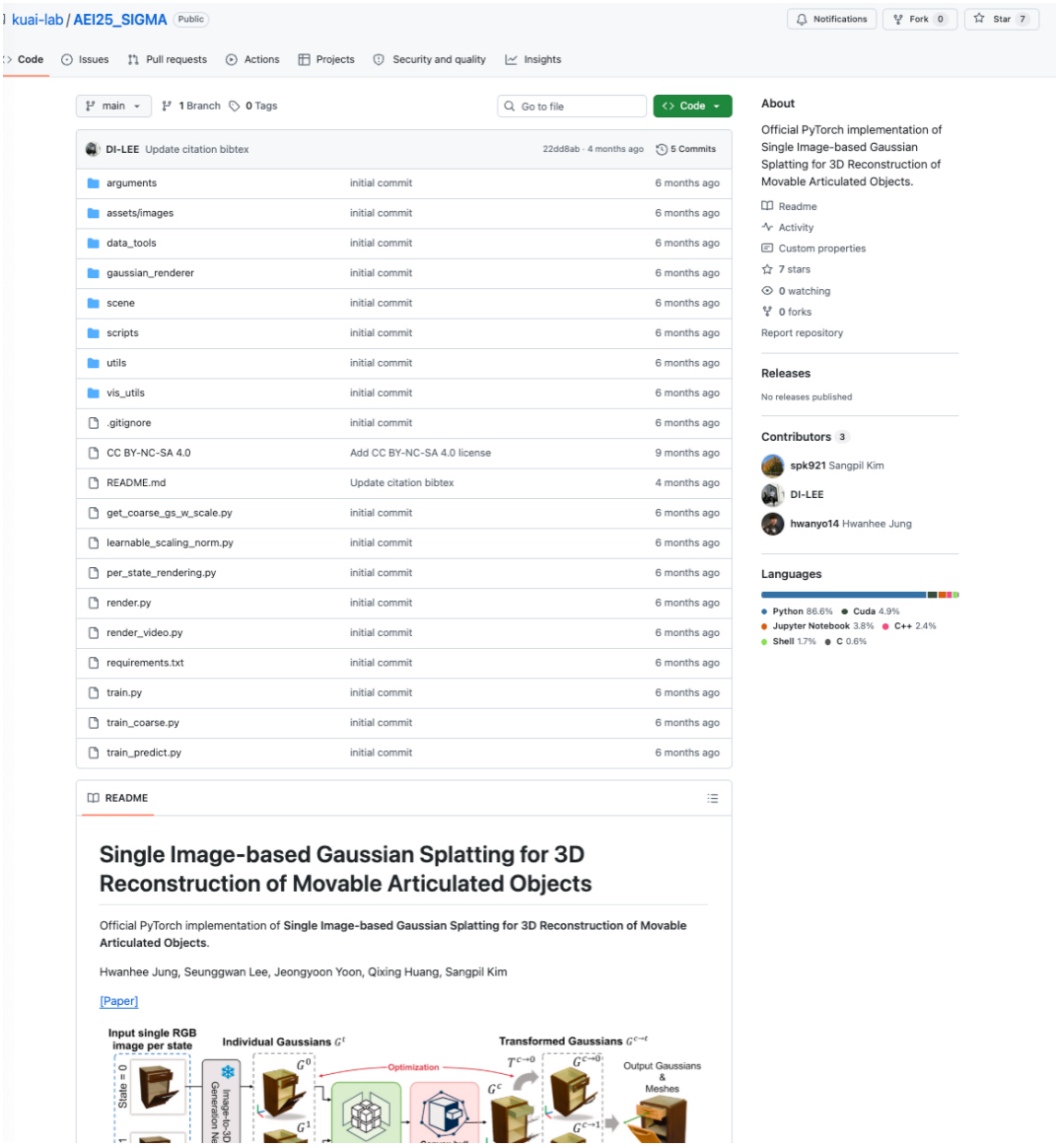
Text-Aware Image Restoration with Diffusion Models 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/TAIR



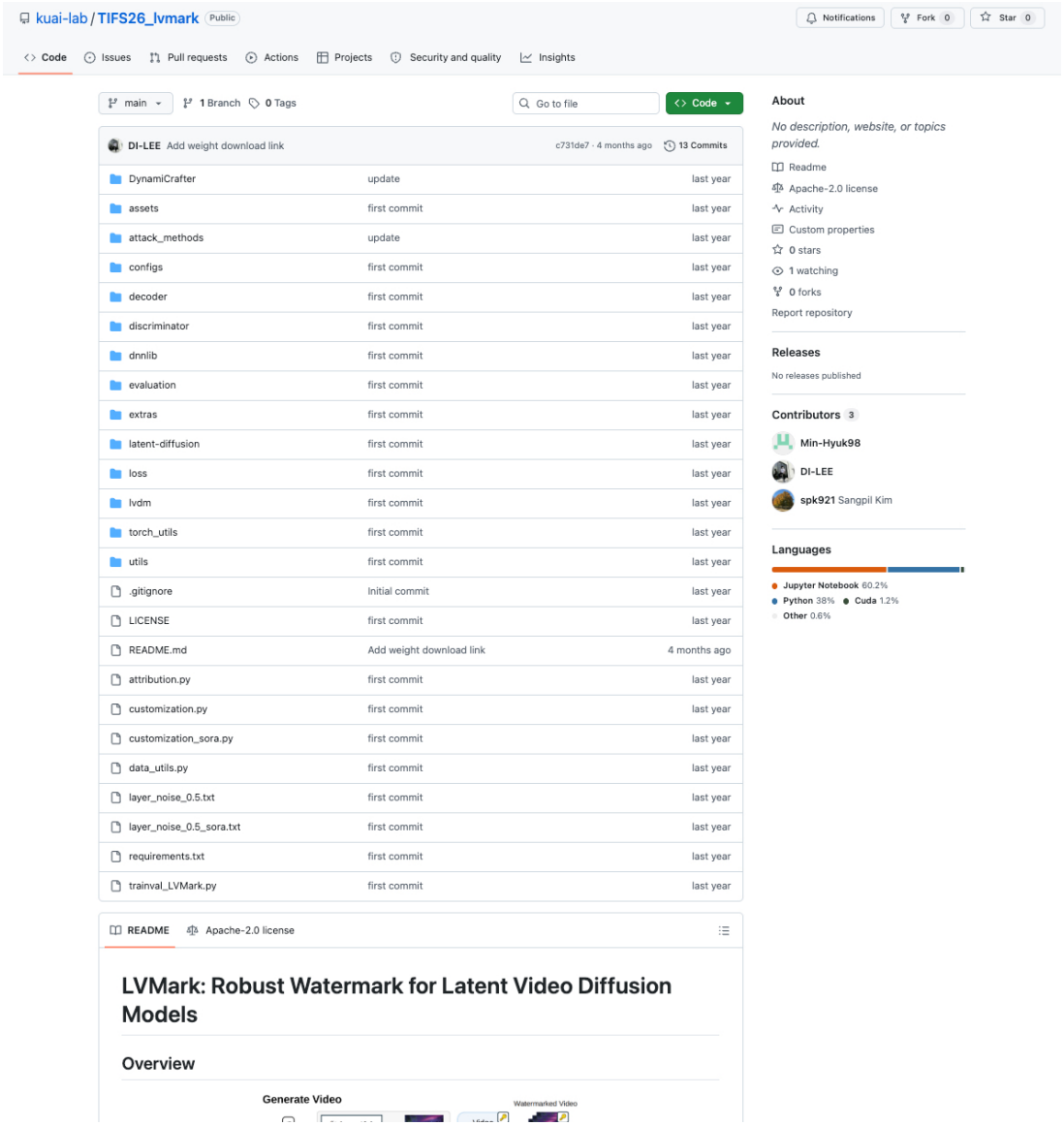
Aligned Novel View Image and Geometry Synthesis via Cross-modal Attention Instillation 논문의 코드를 Github에 공개
https://github.com/cvlab-kaist/MoAI



Single Image-based Gaussian Splatting for 3D Reconstruction of Movable Articulated Objects 논문의 코드를 Github에 공개
https://github.com/kuai-lab/AEI25_SIGMA



LVMark: Robust Watermark for Latent Video Diffusion Models 논문의 코드를 Github에 공개
https://github.com/kuai-lab/TIFS26_lvmark



Learning from the Undesirable:Robust Adaptation of Language Models without Forgetting 논문의 코드를 Github에 공개
https://github.com/yunpal/LfU

yunpal / LfU Public

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yunpal Update README c6a1550 · 2 months ago 4 Commits

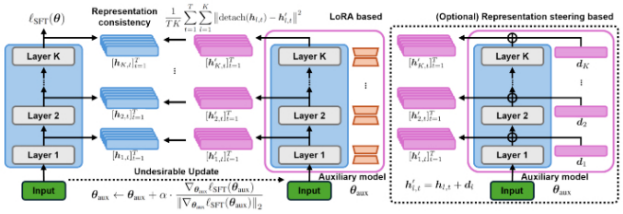
LLaMA-Factory	LfU	10 months ago
assets	LfU	10 months ago
LICENSE	Initial commit	10 months ago
README.md	Update README	2 months ago
run_lora.sh	LfU	10 months ago
run_reps.sh	LfU	10 months ago

README MIT license

Learning from the Undesirable:Robust Adaptation of Language Models without Forgetting (AAAI 2026)

Code for the paper *"Learning from the Undesirable:Robust Adaptation of Language Models without Forgetting"* (AAAI 2026).

Method Overview



LfU Installation and Execution Guide

Execution

Installation

```
cd LLaMA-Factory
conda create -n LfU python=3.10 -y
conda activate LfU
pip install -e .g
pip install datasets==3.2.0
pip install wandb
pip install peft==0.15.1
pip install accelerate==1.2.1
pip install transformers==4.51.3
```

Run LfU(LoRA)

About

Code for the paper "Learning from the Undesirable: Robust Adaptation of Language Models without Forgetting" (AAAI 2026)

Readme
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Activity
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Releases

No releases published

Contributors 1

yunpal

Languages

Python 99% Other 1%

Decoupled Generative Modeling for Human-Object Interaction Synthesis 논문의 코드를 Github에 공개
https://github.com/kuai-lab/cvpr26_Decoupled_HOI

