



PACIFIC GRAPHICS 2016

OCT. 11-14 OIST Conference Center



OKINAWA

Pacific Graphics 2016 Program, OIST Conference Center, OKINAWA (OCT. 11-14, 2016)

[Day 1] Tuesday October 11th, 2016

08:30 - 18:00	Registration
09:00 - 09:20	Chairs Welcome
	Keynote 1
09:20 - 10:20	Animal Motion in Dynamic Environments: From Science to Animation and Back C.Karen Liu
10:20 - 10:30	Coffee Break
10:30 - 12:10	Matching and Interpolation
	Geometrically Based Linear Iterative Clustering for Reliable Feature Correspondence Qingan Yan, Long Yang, Chunxia Xiao
	An Eulerian approach for constructing a map between surfaces with different topologies Hangil Park, Youngjin Cho, Seungbae Bang, Sung-Hee Lee
	Spatial Matching of Animated Meshes Using AnimHOG Hyewon SEO, Frederic Cordier
	Retargeting 3D Objects and Scenes with a General Framework Chun-Kai Huang, Yi-Ling Chen, I-Chao Shen, Bing-Yu Chen
	Planar Shape Interpolation Based On Teichmuller Mapping Xianshun Nian
12:10 - 13:20	Lunch
13:20 - 15:00	Textures/Mapping
	An Efficient Structure-Aware Bilateral Texture Filtering for Image Smoothing Ting-Hao Lin, DERLOR WAY, Zen-Chung Shih, Wen-Kai Tai, Chin-Chen Chang
	Programmable Animation Texturing using Motion Stamps Antoine Milliez, martin guay, Marie-Paule Cani, Markus Gross, Robert Sumner
	Scale-aware Structure-Preserving Texture Filtering Junho Jeon, Hyunjoon Lee, Henry Kang, Seungyong Lee
	Real-time Texture Synthesis and Concurrent Random-access Rendering for Low-cost GPU Chip Design Linling Zhang, Simon fenney, Fernando Escribano Macias

	Efficient Volumetric PolyCube-Map Construction	Xiaoming Fu, Bai Chongyang, Yang Liu
15:00 - 15:10	Coffee Break	
15:10 - 16:30	Visualization/NPR	
	Trip Synopsis: 60km in 60sec	Hui Huang, Dani Lischinski, Zhuming Hao, Minglun Gong, marc christie, Daniel Cohen-Or
	A Study on Designing Effective Introductory Materials for Information Visualization	Yuzuru Tanahashi, Nick Leaf, Kwan-Liu Ma
	Aesthetic Rating and Color Suggestion for Color Palettes	Naoki Kita, Kazunori Miyata
	Temporally Coherent and Artistically Intended Stylization of Feature Lines Extracted from 3D Models	Luis Cardona, Suguru Saito
16:30 - 16:40	Coffee Break	
16:40 - 18:00	Reconstruction	
	3D Body Shapes Estimation from Dressed-Human Silhouettes	Dan Song, Ruofeng Tong, Jian Chang, Xiaosong Yang, Min Tang, Jiangjun Zhang
	Piecewise smooth reconstruction of normal vector field on digital data	Jacques-Olivier Lachaud, Marion Foare, David Coeurjolly, pierre gueth
	Incremental Deformation Subspace Reconstruction	Rajaditya Mukherjee, Xiaofeng Wu, Huamin Wang
	Piecewise-planar Reconstruction of Multi-room Interiors with Arbitrary Wall Arrangements	Claudio Mura, Oliver Mattausch, Renato Pajarola
18:30 - 20:00	Welcome Party	

[Day 2] Wednesday October 12th, 2016

08:30 - 18:00	Registration	
09:00 - 10:00	Keynote 2	
	Computational Origami Design	Jun Mitani
10:00 - 10:10	Coffee Break	
10:10 - 11:50	Image Processing	
	Appearance Harmonization for Single Image Shadow Removal	Liqian Ma, Jue Wang, Eli Shechtman, Kalyan Sunkavalli, Shi-Min Hu
	Anisotropic Superpixel Generation Based on Mahalanobis Distance	Yiqi Cai, Xiaohu Guo
	Image Recoloring with Valence-Arousal Emotion Model	Hye-Rin Kim, Henry Kang, In-Kwon Lee

	Non-Local Sparse and Low-Rank Regularization for Structure-Preserving Image Smoothing	Lei Zhu, Chi-Wing Fu, Yueming Jin, Mingqiang Wei, Jing Qin, Pheng-Ann Heng
	Re-Composable Panoramic Selfie with Robust Multi-Frame Segmentation and Stitching	Kai Li, Jue Wang, Yebin Liu, Li Xu, Qionghai Dai
11:50 - 13:00	Lunch	
13:00 - 15:00	Modeling	
	Skeleton-driven Adaptive Hexahedral Meshing of Tubular Shapes	Marco Livesu, Alessandro Muntoni, Enrico Puppo, Riccardo Scateni
	Flow Curves: an Intuitive Interface for Coherent Scene Deformation	Loïc Ciccone, martin guay, Robert Sumner
	Efficient modeling of entangling ground details for large natural scenes	Eric Guerin, Eric Galin, Francois Grosbellet, Adrien Peytavie, Jean-David Genevoux
	Automatic Modeling of Urban Facades from LiDAR Point Data	Jun Wang, Yabin Xu, Oussama REMIL, Xingyu Xie, Nan Ye, Mingqiang Wei
	Terrain Modeling from Feature Primitives (CGF Paper)	Jean-David Genevoux, Eric Galin, Adrien Peytavie, Eric Guerin, Cyril Briquet, François Grosbellet, Bedrich Benes
	Shape Synthesis from Sketches via Procedural Models and Convolutional Networks (TVCG Paper)	Haibin Huang, Evangelos Kalogerakis, Ersin Yumer, Radomir Mech
15:00 - 15:10	Coffee Break	
15:10 - 16:30	Ray Tracing/Appearance Capture	
	TSS BVHs: Tetrahedron Swept Sphere BVHs for Ray Tracing Subdivision Surfaces	Peng Du, Yong-Jun Kim, Sungeui Yoon
	Foveated Realtime Ray Tracing for Head-Mounted Displays	Martin Weier, Thorsten Roth, Ernst Kruijff, André Hinkenjann, Arsène Pé rard-Gayot, Philipp Slusallek, Yongmin Li
	AppFusion: Interactive Appearance Acquisition Using a Kinect Sensor (CGF Paper)	Hongzhi Wu, Kun Zhou
	Minimal Sampling for Effective Acquisition of Anisotropic BRDFs	Radomir Vavra, Jiri Filip
16:30 - 17:00	Short Papers Fast Forward	
17:00 - 18:30	Short Papers Poster Presentation	
	Icon Set Selection via Human Computation	Lasse Laursen, Yuki Koyama, Hsiang-Ting Chen, Elena Garces, Diego Gutierrez, Richard Harper, Takeo Igarashi

	Optimized Route for Crowd Evacuation	Sai-Keung Wong, Yu-Shuen Wang, Pao-Kun Tang, Tsung-Yu Tsai
	Modified Filtered Importance Sampling for Virtual Spherical Gaussian Lights	Yusuke Tokuyoshi
	Compressing Bidirectional Texture Functions via Tensor Train Decomposition	Rafael Ballester-Ripoll, Renato Pajarola
	Computational Design for Iris Folding Pattern	Yuki Igarashi, Takeo Igarashi, Jun Mitani
	Reflectance and Shape Estimation for Cartoon Shaded Objects	Hideki Todo, Yasushi Yamaguchi
	Interactive Multi-Label Video Segmentation	Evgeny Levinkov, James Tompkin, Nicolas Bonneel, Steffen Kirchhoff, Bjoern Andres, Hanspeter Pfister
	Viewpoint Selection for Taking a good Photograph of Architecture	Jingwu He, Wenzhe Zhou, Linbo Wang, hongjie zhang, Yanwen Guo
	local detail enhancement for volume rendering under global illumination	Jinta Zheng, Tianjin Zhang, Jing Qin
	Dynamic Skin Deformation Simulation Using Musculoskeletal Model and Soft Tissue Dynamics	Akihiko Murai, Q Youn Hong, Katsu Yamane, Jessica Hodgins

[Day 3] Thursday October 13th, 2016

08:30 - 18:00	Registration	
	Keynote 3	
09:00 - 10:00	Surface-Only Methods for Simulating Flow and Fracture	Chris Wojtan
10:00 - 10:10	Coffee Break	
10:10 - 11:30	Fabrication	
	Adaptive Bas-relief Generation from 3D Mesh under Illumination	Yuwei Zhang, Caiming Zhang, Wenping Wang
	An Interactive Design System of Free-formed Bamboo-copters	Morihiro Nakamura, Yuki Koyama, Daisuke Sakamoto, Takeo Igarashi
	Direct shape optimization for strengthening 3D printable objects	Yahan Zhou, Evangelos Kalogerakis, Rui Wang, Ian Grosse
	Anaglyph Caustics with Motion Parallax	Marcel Lancelle, Tobias Martin, Barbara Solenthaler, Markus Gross
11:30 - 11:40	Coffee Break	
11:40 - 13:00	Efficient Renering	
	Proxy-guided Image-based Rendering for Mobile Devices	Bernhard Reinert, Johannes Kopf, Tobias Ritschel, Eduardo Cuervo, David Chu, Hans-Peter Seidel

	Pixel History Linear Models for Real-Time Temporal Filtering	Jose A. Iglesias-Guitian, bochang moon, Charalampos Koniaris, Eric Smolikowski, Kenny Mitchell
	Multiple scattering approximation by narrow beam distributions in heterogeneous media	Mikio Shinya, Yoshinori Dobashi, Michio Shiraishi, Motonobu Kawashima, Tomoyuki Nishita
	Merged Multiresolution Hierarchies for Shadow Map Compression	Leonardo Scandolo, Pablo Bauszat, Elmar Eisemann
13:00 - 18:00	Break	
18:30 - 20:30	Banquet	

[Day 4] Friday October 14th, 2016

08:30 - 17:00	Registration	
09:00 - 10:40	Images and Video	
	Facial Feature Exaggeration According to Social Psychology of Face Perception	Lihui Tian, Shuangjiu Xiao
	Efficient Multi-image Correspondences for On-line Light Field Video Capture, Transmission and Display	Łukasz Dąbala, Matthias Ziegler, Piotr Didyk, Frederik Zilly, Joachim Keinert, Karol Myszkowski, Przemysław Rokita, Tobias Ritschel
	Feature-Aware Pixel Art Animation	Ming-Hsun Kuo, Hung-Kuo Chu, Yongliang Yang
	Physically Based Video Editing	Jean-Charles Bazin, Claudia Kuster, Tobias Martin, Alec Jacobson
	PlenoPatch: Patch-based Plenoptic Image Manipulation (TVCG Paper)	Fang-Lue Zhang, Jue Wang, Eli Shechtman, Zi-Ye Zhou, Jia-Xin Shi, and Shi-Min Hu,
10:40 - 10:50	Coffee Break	
10:50 - 12:30	Realistic Rendering	
	An Error Estimation Framework for Many-Light Rendering	Kosuke Nabata, Kei Iwasaki, Yoshinori Dobashi, Tomoyuki Nishita
	Decoupled Space and Time Sampling of Motion and Defocus Blur for Unified Rendering of Transparent and Opaque Objects	Sven Widmer, Dominik Wodniok, Daniel Thul, Stefan Guthe, Michael Goesele
	Variance Analysis of Multi-sample and One-sample Multiple Importance Sampling	Mateu Sbert, Vlastimil Havran, Laszlo Szirmay-Kalos
	Reduced Aggregate Scattering Operators for Path Tracing	Adrian Blumer, Jan Novak, Ralf Habel, Derek Nowrouzezahrai, Wojciech Jarosz
	Time-Continuous Quasi-Monte Carlo Ray Tracing (CGF Paper)	Carl Johan Gribel, Tomas Akenine-Möller
12:30 - 13:40	Lunch	

13:40 - 15:00	Geometry	
	Progressive compression of arbitrary textured meshes	Florian Caillaud, Vincent Vidal, Florent Dupont, Guillaume Lavoué
	Tracing Field-Coherent Quad Layouts	Nico Pietroni, Enrico Puppo, Giorgio Marcias, Roberto Scopigno, Paolo Cignoni
	Visual Contrast Sensitivity and Discrimination for 3D Meshes and their Applications	Georges Nader, Kai Wang, Franck Hetroy-Wheeler, Florent Dupont
	Harmonic Functions for Rotational Symmetry Vector Fields	Zhongwei Shen, Xianzhong FANG, Xinguo Liu, Hujun Bao, Jin Huang
15:00 - 15:10	Coffee Break	
15:10 - 16:30	Fluids	
	A Multilevel SPH Solver with Unified Solid Boundary Handling	Tetsuya Takahashi, Ming Lin
	Inverse Modeling of Incompressible Gas Flow in Subspace (CGF Paper)	Xiao Zhai, Fei Hou, Hong Qin, Aimin Hao
	An Efficient Hybrid Incompressible SPH Solver with Interface Handling for Boundary Conditions (CGF Paper)	Tetsuya Takahashi, Yoshinori Dobashi, Tomoyuki Nishita, Ming C. Lin
	A Unified Detail-Preserving Liquid Simulation by Two-Phase Lattice Boltzmann Modeling (TVCG Paper)	Yulong Guo, Xiaopei Liu, Xuemiao Xu,
16:30 - 17:00	Closing	