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<td>09:00 - 09:20</td>
<td>Chairs Welcome</td>
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<tr>
<td>09:20 - 10:20</td>
<td>Keynote 1</td>
<td>C. Karen Liu</td>
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<td>Animal Motion in Dynamic Environments: From</td>
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<td>Science to Animation and Back</td>
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<td>10:20 - 10:30</td>
<td>Coffee Break</td>
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<td>10:30 - 12:10</td>
<td>Matching and Interpolation</td>
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<td></td>
<td>Geometrically Based Linear Iterative Clustering for Reliable Feature Correspondence</td>
<td>Qingan Yan, Long Yang, Chunxia Xiao</td>
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<td>An Eulerian approach for constructing a map between surfaces with different topologies</td>
<td>Hangil Park, Youngjin Cho, Seungbae Bang, Sung-Hee Lee</td>
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<td>Spatial Matching of Animated Meshes Using AnimHOG</td>
<td>Hyewon SEO, Frederic Cordier</td>
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<td>Retargeting 3D Objects and Scenes with a General Framework</td>
<td>Chun-Kai Huang, Yi-Ling Chen, I-Chao Shen, Bing-Yu Chen</td>
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<td>Planar Shape Interpolation Based On Teichmuller Mapping</td>
<td>Xianshun Nian</td>
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<td>12:10 - 13:20</td>
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<td>13:20 - 15:00</td>
<td>Textures/Mapping</td>
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<td>An Efficient Structure-Aware Bilateral Texture Filtering for Image Smoothing</td>
<td>Ting-Hao Lin, DERLOR WAY, Zen-Chung Shih, Wen-Kai Tai, Chin-Chen Chang</td>
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<td>Programmable Animation Texturing using Motion Stamps</td>
<td>Antoine Milliez, Martin Guay, Marie-Paule Cani, Markus Gross, Robert Sumner</td>
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<td>Scale-aware Structure-Preserving Texture Filtering</td>
<td>Junho Jeon, Hyunjoon Lee, Henry Kang, Seungyong Lee</td>
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<td>Real-time Texture Synthesis and Concurrent Random-access Rendering for Low-cost GPU Chip Design</td>
<td>Linling Zhang, Simon Fenney, Fernando Escribano Maclias</td>
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<td>15:00 - 15:10</td>
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<td>Efficient Volumetric PolyCube-Map Construction</td>
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<td>15:10 - 16:30</td>
<td>Visualization/NPR</td>
<td>Trip Synopsis: 60km in 60sec</td>
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<td>A Study on Designing Effective Introductory Materials for Information Visualization</td>
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<td>Aesthetic Rating and Color Suggestion for Color Palettes</td>
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<td>Temporally Coherent and Artistically Intended Stylization of Feature Lines Extracted from 3D Models</td>
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<td>16:30 - 16:40</td>
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<td>3D Body Shapes Estimation from Dressed-Human Silhouettes</td>
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<td>Piecewise smooth reconstruction of normal vector field on digital data</td>
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<td>Incremental Deformation Subspace Reconstruction</td>
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<td>Piecewise-planar Reconstruction of Multi-room Interiors with Arbitrary Wall Arrangements</td>
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<td>18:30 - 20:00</td>
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<td>09:00 - 10:00</td>
<td>Keynote 2</td>
<td>Computational Origami Design</td>
<td>Jun Mitani</td>
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<td>10:00 - 10:10</td>
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<td>Anisotropic Superpixel Generation Based on Mahalanobis Distance</td>
<td>Yiqi Cai, Xiaohu Guo</td>
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<td>Image Recoloring with Valence-Arousal Emotion Model</td>
<td>Hye-Rin Kim, Henry Kang, In-Kwon Lee</td>
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| 11:50 - 13:00| 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-Compositional Panoramic Selfie with Robust Multi-Frame Segmentation and Stitching  
Kai Li, Jue Wang, Yebin Liu, Li Xu, Qionghai Dai |
| 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 entangled details for natural scenes  
Eric Guerin, Eric Galin, François Grosbellet, Adrien Peytavie, Jean-David Genevaux |
|              | 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 Genevaux, Eric Galin, Adrien Peytavie, Eric Guerin, Cyril Briquet, François Grosbellet, Bedrich Benes |
| 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 |
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<td>Optimized Route for Crowd Evacuation</td>
<td>Sai-Keung Wong, Yu-Shuen Wang, Pao-Kun Tang, Tsung-Yu Tsai</td>
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<td>Modified Filtered Importance Sampling for Virtual Spherical Gaussian Lights</td>
<td>Yusuke Tokuyoshi</td>
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<td>Compressing Bidirectional Texture Functions via Tensor Train Decomposition</td>
<td>Rafael Ballester-Ripoll, Renato Pajarola</td>
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<td>Computational Design for Iris Folding Pattern</td>
<td>Yuki Igarashi, Takeo Igarashi, Jun Mitani</td>
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<td>Reflectance and Shape Estimation for Cartoon Shaded Objects</td>
<td>Hideki Todo, Yasushi Yamaguchi</td>
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<td>Interactive Multi-Label Video Segmentation</td>
<td>Evgeny Levinkov, James Tompkin, Nicolas Bonneel, Steffen Kirchhoff, Bjorn Andres, Hanspeter Pfister</td>
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<td>Jingwu He, Wenzhe Zhou, Linbo Wang, hongjie zhang, Yanwen Guo</td>
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<td>local detail enhancement for volume rendering under global illumination</td>
<td>Jinta Zheng, Tianjin Zhang, Jing Qin</td>
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<td>Dynamic Skin Deformation Simulation Using Musculoskeletal Model and Soft Tissue Dynamics</td>
<td>Akihiko Murai, Q Youn Hong, Katsu Yamane, Jessica Hodgins</td>
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| 09:00 - 10:00       | Keynote 3: 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 Rendering:  
                     Proxy-guided Image-based Rendering for Mobile Devices  
                     Bernhard Reinert, Johannes Kopf, Tobias Ritschel, Eduardo Cuervo, David Chu, Hans-Peter Seidel |
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<td>Face Feature Exaggeration According to Social Psychology of Face Perception</td>
<td>Lihui Tian, Shuangjiu Xiao</td>
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<td>Efficient Multi-image Correspondences for Online Light Field Video Capture, Transmission and Display</td>
<td>Lukasz Dąbala, Matthias Ziegler, Piotr Didyk, Frederik Zilly, Joachim Keinert, Karol Myszkowski, Przemysław Rokita, Tobias Ritschel</td>
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<td>Feature-Aware Pixel Art Animation</td>
<td>Ming-Hsun Kuo, Hung-Kuo Chu, Yongliang Yang</td>
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<td>Physically Based Video Editing</td>
<td>Jean-Charles Bazin, Claudia Kuster, Tobias Martin, Alec Jacobson</td>
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<td>Realistic Rendering</td>
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<td>An Error Estimation Framework for Many-Light Rendering</td>
<td>Kosuke Nabata, Kei Iwasaki, Yoshinori Dobashi, Tomoyuki Nishita</td>
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<td>Decoupled Space and Time Sampling of Motion and Defocus Blur for Unified Rendering of Transparent and Opaque Objects</td>
<td>Sven Widmer, Dominik Wodniok, Daniel Thul, Stefan Guthe, Michael Goesele</td>
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<td>Variance Analysis of Multi-sample and One-sample Multiple Importance Sampling</td>
<td>Mateu Sbert, Vlastimil Havran, Laszlo Szirmay-Kalos</td>
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<td>Reduced Aggregate Scattering Operators for Path Tracing</td>
<td>Adrian Blumer, Jan Novak, Ralf Habel, Derek Nowrouzezahrail, Wojciech Jarosz</td>
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<td>Time-Continuous Quasi-Monte Carlo Ray Tracing (CGF Paper)</td>
<td>Carl Johan Gribel, Tomas Akenine-Möller</td>
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<td>13:40 - 15:00</td>
<td>Geometry</td>
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<td><strong>Progressive compression of arbitrary textured meshes</strong></td>
<td>Florian Caillaud, Vincent Vidal, Florent Dupont, Guillaume Lavoué</td>
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<td><strong>Tracing Field-Coherent Quad Layouts</strong></td>
<td>Nico Pietroni, Enrico Puppo, Giorgio Marcias, Roberto Scopigno, Paolo Cignoni</td>
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<td><strong>Visual Contrast Sensitivity and Discrimination for 3D Meshes and their Applications</strong></td>
<td>Georges Nader, Kai Wang, Franck Hetroy-Wheeler, Florent Dupont</td>
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<td><strong>Harmonic Functions for Rotational Symmetry Vector Fields</strong></td>
<td>Zhongwei Shen, Xianzhong FANG, Xinguo Liu, Hujun Bao, Jin Huang</td>
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<td><strong>A Multilevel SPH Solver with Unified Solid Boundary Handling</strong></td>
<td>Tetsuya Takahashi, Ming Lin</td>
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<td><strong>Inverse Modeling of Incompressible Gas Flow in Subspace (CGF Paper)</strong></td>
<td>Xiao Zhai, Fei Hou, Hong Qin, Aimin Hao</td>
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<tr>
<td><strong>An Efficient Hybrid Incompressible SPH Solver with Interface Handling for Boundary Conditions (CGF Paper)</strong></td>
<td>Tetsuya Takahashi, Yoshinori Dobashi, Tomoyuki Nishita, Ming C. Lin</td>
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<td><strong>A Unified Detail-Preserving Liquid Simulation by Two-Phase Lattice Boltzmann Modeling (TVCG Paper)</strong></td>
<td>Yulong Guo, Xiaopei Liu, Xuemiao Xu,</td>
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