

**Tuesday, 03 November 2015**

<b>FC</b> Full Conference Pass (FC - All Days)	<b>Ex</b> Exhibits Only
<b>FC1</b> Full Conference Pass (FC 1-Day Only)	<b>ET</b> Electronic Theater Ticket
<b>BC</b> Basic Conference Pass	<b>RT</b> Reception Ticket

**08:00 – 17:00**

**Kobe Int'l Exhibition Hall No. 2, Foyer, Level 1**

**Posters** ExBCFC1FC

**09:00 – 10:45**

**Portopia Hotel, South Wing, Portopia Hall, Level 1**

**Keynote** BCFC1FC

**(Includes Opening and Awards Ceremony)**

**From Story to Screen: Ronnie Del Carmen's Path to Pixar**

**And a Peek Inside the Making of Inside Out**

- Ronnie del Carmen, Pixar Animation Studios

**09:30 – 12:15**

**Kobe Int'l Exhibition Hall No. 2, Meeting Room 3A, Level 3**

**Computer Animation Festival** ExBCFC1FC

**Animation Theater**

- Rising Stars - Student Films (45 mins)
- Shorts & Features One (35 mins)
- Shorts & Features Two (40 mins)
- Game, Science, Music & Visual Effects (45 mins)

**09:30 – 16:30**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Level 1**

**Art Gallery** BCFC1FC

- Apostroph
- AT Field\_Paralyzed Sense
- At Home with Others
- Conglomerate Distortions
- Digital Ascetic - The Platform of Suffering
- Echoes of Alakiwohoch
- Furnished Fluid
- Hau Dong Ca (Song of A Medium in Ceremony)
- Inner Mind Architecture
- Neuro Memento Mori: Meditations on Death
- Phase Shift
- S>HE<R
- See Through U
- Three Dimensional Anamorphoses
- To Afar the Water Flows
- Touchy
- Transform Fault
- Unnecessary Signage
- Visions of America: Amériques
- WindChime

**09:30 – 16:30**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Level 1**

**Emerging Technologies BCFC1FC**

- A Practical Ball Sports Platform Combining Dynamic Body Action with Real-time Computer Graphics during Ball Play
- Ballumiere: Real-time Tracking and Projection System for High-Speed Flying Balls
- Bump Ahead: Easy-to-Design Haptic Surface using Magnet Array
- CalibraTable: Tabletop System for Influencing Eating Behavior
- ChameleonMask: A Human-Surrogate System with a Telepresence Face
- Consistent Desktop Sharing Based on Document Coordinate System for Face-to-Face Online Meeting
- Diminishable Visual Markers on Fabricated Projection Object for Dynamic Spatial Augmented Reality
- Dollhouse VR: A Multi-view, Multi-user Collaborative Design Workspace with VR Technology
- Ear Ball for Empathy: Research into the Simulation of Sensory Experiences Common to Developmental Disorders
- Elastylus: Flexible Haptic Painting Stylus
- Electric Bow Interface 3D
- fVisiOn: Interactive Glasses-free Tabletop 3D Images Floated by Conical Screen and Modular Projector Arrays
- Interactive Volumetric Fog Display
- JackIn Head: An Immersive Human-Human Telepresence System
- Ketsuro-Graffiti: A Canvas with Computer Generated Water Condensation
- Living Book of Anatomy Project : See your Insides in Motion!
- MUBASE and SASR System
- Novel 3D Head-Up-Display for Automobile
- Peeling Museum
- Please Show Me Inside: Improving the Depth Perception Using Virtual Mask in Stereoscopic AR
- R2D2 w/ AIRR: Real Time & Real Space Double-Layered Display with Aerial Imaging by Retro-Reflection
- Scope+ : A Stereoscopic Video See-Through Augmented Reality Microscope
- SkinWatch: Adapting Skin as a Gesture Surface
- Sticky Projection Mapping: 450-fps Tracking Projection onto a Moving Planar Surface
- ThirdHand: Wearing a Robotic Arm to Experience Rich Force Feedback
- TransformTable
- Twech: A Mobile Platform to Search and Share Visuo-tactile Experiences
- WholeGrip: Grip Type Master Hand with the Whole Hand Tactile Feedback
- X-Dimensional Display: Superimposing 2D Cross Sectional Image inside 3D Wireframe Aerial Image
- Yubi-Toko: Finger Walking in Snowy Scene using Pseudo-haptic Technique on Touchpad

**10:00 – 11:00**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1**

**Exhibition Talks ExBCFC1FC**

**Presented by Intel Corporation**

New Intel® Processor Graphics Accelerates Game and Media

- Yasuhito Takeuchi, Intel Corporation

10:45 – 12:00

Kobe Int'l Conference Center, Room 401, Level 4

Symposium on Mobile Graphics and Interactive Applications **FC1FC**

Welcome & Keynote

Mobile Visual Computing

- Dr. Kari Pulli, Vice President of Computational Imaging, from Light Inc.

11:00 – 12:00

Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1

Exhibition Talks **ExBCFC1FC**

Presented by Intel Corporation

Memory Sharing in the Compute Architecture of Intel

Processor Graphics

- Stephen Junkins, Intel Corporation

11:00 – 12:00

Kobe Int'l Exhibition Hall No. 2, Meeting Room 3B, Level 3

Invited Special Presentation **BCFC1FC**

The Ultra Reality Experience: HOKUSAI's Ukiyo-e Painting in Real-time 3DCG with 8K Super Hi-Vision HDR Displays

8K スーパーハイビジョン リアルタイム3DCGによる超臨場感空間「北斎ジャポニズムの世界観」

11:00 – 12:00

Kobe Int'l Conference Center, Room 502, Level 5

Symposium on Visualization in High Performance Computing **BCFC1FC**

Invited Talk

HPC Visualization and Analysis at the Exascale: The Biggest Headache Yet

- E. Wes Bethel, Lawrence Berkeley

11:00 – 12:45

Kobe Int'l Conference Center, Room 403, Level 4

Courses **FC1FC**

AI Techniques for Contemporary digital Games

11:00 – 12:45

Kobe Int'l Conference Center, Room 503, Level 5

Courses **FC1FC**

Capturing Reality for Computer Graphics Applications

11:00 – 12:45

Kobe Int'l Conference Center, Room 504+505, Level 5

Courses **FC1FC**

Advances in Geometry and Reflectance Acquisition

11:00 – 12:45

Kobe Int'l Conference Center, International Conference Room, Room 301, Level 3

Technical Papers **FC1FC**

Color and Sketching

- Adaptive Color Display via Perceptually-Driven Factored Spectral Projection

- A Model of Local Adaptation
- Color Changing Effects with Anisotropic Halftone Prints on Metal
- Closure-Aware Sketch Simplification
- Autocomplete Hand-Drawn Animations

**11:00 – 12:45**

**Kobe Int'l Conference Center, Room 501, Level 5**

**Technical Papers FC1FC**

**Geometry Processing**

- Nested Cages
- Generalized Cylinder Decomposition
- Polyhedral Patterns
- Rolling Guidance Normal Filter for Geometric Processing
- Efficient Construction and Simplification of Delaunay Meshes

**11:00 – 14:00**

**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2**

**Symposium on Education BCFC1FC**

**Education Workshop**

- Innovation in the Age of Virtual Reality through Organizing International Student Competition  
Akihiko Shirai, Kanagawa Institute of Technology

**11:00 – 18:00**

**Kobe Int'l Conference Center, Room 404, Level 4**

**Hands-on Demonstrations BCFC1FC**

**11:00 – 18:00**

**Kobe Int'l Conference Center, Room 405, Level 4**

**Hands-on Demonstrations BCFC1FC**

**11:30 – 12:45**

**Kobe Int'l Conference Center, Main Hall, Level 1**

**Exhibition Talks ExBCFC1FC**

**Presented by Pixar Animation Studios**

- The Art & Science of RenderMan – A Workshop by Pixar
- Dylan Sisson, Technical Artist, Pixar Animation Studios

**12:00 – 13:30**

**Kobe Int'l Conference Center, Room 402, Level 4**

**Symposium on Mobile Graphics and Interactive Applications FC1FC**

**Demonstrations**

- A Hand Gesture Control Framework on Smart Glasses
- A Platform for Mobile Augmented Reality App Creation without Programming
- A System to Support the Amateurs to take a Delicious-Looking Picture of Foods
- Augmented Reality Using High Fidelity Spherical Panorama with HDRI – Demonstration
- Extending HMD by Chest-worn 3D Camera for AR Annotation
- Free-Hand Gesture-based Interaction for Handheld Augmented Reality
- Identity and Embodiment in the Virtual Reality Artwork Trio
- JoggAR: A Mixed-Modality AR Approach for Technology-Augmented Jogging
- MAVIS: Mobile Acquisition and Visualization - Hands On
- Mobile - Based Streaming System for Omnidirectional Contents
- ScoringTalk and WatchingMeter: Utterance and Gaze Visualization for Co-located Collaboration

- TheMOON - Architectural Design and Fluid Movement for Touch Based Online 3D Retail Shopping

**12:00 – 14:00**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1**

**Exhibition Talks** ExBCFC1FC

**Presented by Khronos Group**

Khronos Graphics, Compute and Vision APIs – including Vulkan Next Generation GPU Acceleration

- Neil Trevett, President, Khronos Group

**13:00 – 13:15**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Level 1**

**Emerging Technologies Talk** BCFC1FC

**Emerging Technologies Welcome and Introduction: Including an Overview of Review Process and Results**

**13:00 – 14:00**

**Kobe Int'l Exhibition Hall No. 2, Foyer, Level 1**

**Posters Presentation** ExBCFC1FC

**13:00 – 14:15**

**Kobe Int'l Exhibition Hall No. 2, Meeting Room 3A, Level 3**

**Computer Animation Festival** ExBCFC1FC

**Animation Theater**

**Filmakademie Baden-Wuerttemberg's Institute of Animation, Anniversary Program "25th Anniversary Screening" (70 mins)**

**13:15 – 14:15**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Level 1**

**Emerging Technologies Talk** BCFC1FC

**Session One: Enhance Real World by Projection Mapping**

- Interactive Volumetric Fog Display

- Diminishable Visual Markers on Fabricated Projection Object for Dynamic Spatial Augmented Reality

- Sticky Projection Mapping: 450-fps Tracking Projection onto a Moving Planar Surface

**13:30 – 15:30**

**Kobe Int'l Conference Center, Room 401, Level 4**

**Symposium on Mobile Graphics and Interactive Applications** FC1FC

**Papers Session One**

**Ray Tracing and Rendering**

- Latency Tolerance Techniques for Real-time Ray Tracing on Mobile Computing Platform

- An Efficient Hybrid Ray Tracing and Rasterizer Architecture for Mobile GPU

- A Mobile Ray Tracing Engine with Hybrid Number Representations

- Apparent Resolution Enhancement for Near-Eye Light Field Display

- Tile-Based Path Rendering for Mobile Device

**14:00 – 15:00**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1**

**Exhibition Talks** ExBCFC1FC

**Presented by Intel Corporation**

Practical Layered Reconstruction for Defocus and Motion Blur

- Jon Hasselgren, Intel Corporation

**14:15 – 15:30**

**Kobe Int'l Conference Center, Room 502, Level 5**

**Symposium on Visualization in High Performance Computing BCFC1FC**

**Presentation Three**

- ModulGraph: Modularity-Based Visualization of Massive Graph
- High Performance Heterogeneous Computing for Collaborative Visual Analysis
- Visualizing Large-Scale Structure of a Million-Firms Economic Network
- DATACOLLIDER: An Interface for Exploring Large Spatio-temporal Data Sets
- Visualizing the Time-varying Crowd Mobility

**14:15 – 16:00**

**Kobe Int'l Conference Center, Main Hall, Level 1**

**Computer Animation Festival BCFC1FC**

**Panel Session**

**Creating a Cosmic Transformation: Sanjay's Super Team**

Production Focus on Pixar Animation Studios Short film 'Sanjay's Super Team'

Pixar Animation Studios

- Alec Bartsch
- Arjun Rihan
- Athena Xenakis
- Charu Clark
- Mei Kee Poh
- Vincent Serritella

**14:15 – 16:00**

**Kobe Int'l Conference Center, International Conference Room, Room 301, Level 3**

**Technical Papers FC1FC**

**3D Scanning**

- Data-Driven Structural Priors for Shape Completion
- Deep Points Consolidation
- Autoscanning for Coupled Scene Reconstruction and Proactive Object Analysis
- Unsynchronized Structured Light
- Activity-Centric Scene Synthesis for Functional 3D Scene Modeling

**14:15 – 16:00**

**Kobe Int'l Conference Center, Room 501, Level 5**

**Technical Papers FC1FC**

**Faces and Characters**

- Push-Recovery Stability of Biped Locomotion
- Generalizing Wave Gestures from Sparse Examples for Real-Time Character Control
- Video-Audio Driven Real-Time Facial Animation
- Real-time Expression Transfer for Facial Reenactment
- To Stylize or not to Stylize? Effect of Shape and Material Stylization on the Perception of Computer Generated Faces

**14:15 – 16:15**

**Kobe Int'l Exhibition Hall No. 2, Meeting Room 3A, Level 3**

**Computer Animation Festival**

**Animation Theater ExBCFC1FC**

**Invited Screening: RAKUEN TSUIHO - Expelled from Paradise (104 mins)**

**14:15 – 18:00**

**Kobe Int'l Conference Center, Room 403, Level 4**

**Courses FC1FC**

Making Digital Characters: Creation, Deformation, and Animation

**14:15 – 18:00**

**Kobe Int'l Conference Center, Room 503, Level 5**

**Courses FC1FC**

Multimodal Human-Machine Interaction including Virtual Humans or Social Robots

**14:15 – 18:00**

**Kobe Int'l Conference Center, Room 504+505, Level 5**

**Courses FC1FC**

Art and Technology at Pixar, from Toy Story to Today

**14:25 – 15:45**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Level 1**

**Emerging Technologies Talk BCFC1FC**

**Session Two: Displays – Beyond Pixels**

- Ketsuro-Graffiti: A Canvas with Computer Generated Water Condensation
- fVisiOn: Interactive Glasses-free Tabletop 3D Images Floated by Conical Screen and Modular Projector Arrays
- R2D2 w/ AIRR: Real Time & Real Space Double-Layered Display with Aerial Imaging by Retro-Reflection
- X-Dimensional Display: Superimposing 2D Cross Sectional Image inside 3D Wireframe Aerial Image

**14:30 – 15:30**

**Kobe Int'l Exhibition Hall No. 2, Meeting Room 3B, Level 3**

**Invited Special Presentation BCFC1FC**

**The Ultra Reality Experience: HOKUSAI's Ukiyo-e Painting in Real-time 3DCG with 8K Super Hi-Vision HDR Displays**

**8K スーパーハイビジョン リアルタイム3DCGによる超臨場感空間「北斎ジャポニズムの世界観」**

**14:30 – 16:15**

**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2**

**Symposium on Education BCFC1FC**

**Education Workshop**

- SQUARE ENIX AI Academy: AI Workshop for Blackboard Architecture

*\*In English and Japanese Language- English Presentation; Suitable for Japanese Attendees*

**15:00 – 16:00**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1**

**Exhibition Talks ExBCFC1FC**

**Presented by Intel Corporation**

**Evolution of Intel® Quick Sync Video Realizes 4K Real-time Processing**

- Kazuhide Yamamoto, Intel Corporation

**15:30 – 15:40**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Level 1 (Kobe City Booth)**  
**Symposium on Visualization in High Performance Computing BCFC1FC**  
**Contest Fast-Forwards**

**15:40 – 16:30**

**Kobe Int'l Exhibition Hall No. 2, Convention Hall, Level 1 (Kobe City Booth)**  
**Symposium on Visualization in High Performance Computing BCFC1FC**  
**Contest**

**15:45 – 18:00**

**Kobe Int'l Conference Center, Room 401, Level 4**  
**Symposium on Mobile Graphics and Interactive Applications FC1FC**  
**Papers Session Two**  
**Applications**

- Up-to-date Virtual UX of the Kesenuma-Yokocho Food Stall Village: Integration with Social Media
- Mobile Map Applications and the Democratisation of Hazard Information
- MAVIS: Mobile Acquisition and VISualization - A Professional Tool for Video Recording on a Mobile Platform
- ScoringTalk: A Tablet System Scoring and Visualizing Conversation for Balancing of Participation
- Twech: A Mobile Platform to Search and Share Visuo-Tactile Experiences

**16:15 – 17:00**

**Kobe Int'l Conference Center, Main Hall, Level 1**  
**Computer Animation Festival ETFC1FC**  
**Pre-Show by Daito Manabe**  
Daito Manabe, Rhizomatiks Research

**16:15 – 18:00**

**Kobe Int'l Conference Center, International Conference Room, Room 301, Level 3**  
**Technical Papers FC1FC**  
**Illumination and Real-time**

- Physically-Accurate Fur Reflectance: Modeling, Measurement and Rendering
- On Optimal, Minimal BRDF Sampling for Reflectance Acquisition
- Efficient and Accurate Spherical Kernel Integrals using Isotropic Decomposition
- A System for Rapid, Automatic Shader Level-of-Detail
- Masked Depth Culling for Graphics Hardware

**16:15 – 18:00**

**Kobe Int'l Conference Center, Room 501, Level 5**  
**Technical Papers FC1FC**  
**Mappings and Parameterizations**

- Instant Field-Aligned Meshes
- Orbifold Tutte Embeddings
- Large-Scale Bounded Distortion Mappings
- Quantized Global Parametrization
- Spherical Fibonacci Mapping



**16:30 – 18:00**

**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2**

**Symposium on Education BCFC1FC**

**Student Focus Session**

**Education Talk**

Pixar's Abstract Thought - Educational Journeys from Inside Out Artists

*\*In English with Japanese Translation*

**16:30 – 18:00**

**Kobe Int'l Conference Center, Room 502, Level 5**

**Symposium on Visualization in High Performance Computing BCFC1FC**

**Tutorial One**

**Hands-on Seminar of Remote Visualization System PBVR**

- Takuma Kawamura, Japan Atomic Energy Agency

**17:00 – 19:00**

**Kobe Int'l Conference Center, Main Hall, Level 1**

**Computer Animation Festival ETFC1FC**

**Electronic Theater**

- Afternoon Class
- Blue Eyes -in HARBOR TALE-
- Chase Me
- Chaud Lapin
- CHOCOLATE DARWIN
- Duo
- Electrofly
- Escargore
- Flaw
- Jazz Orgie
- L'Aid
- Leonard
- Natural Attraction
- SOME THING
- Splintertime
- The Hobbit: The Battle of the Five Armies Reel
- The Witcher 3: Wild Hunt Launch Cinematic
- TOKYO COSMO
- Zerogon

**19:00 – 21:00**

**Portopia Hotel, South Wing, Ohwada Grand Banquet Room, Level 1**

**SIGGRAPH Asia 2015 Reception RTFC**

Sponsored by Kobe City Council