

**Thursday, 05 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**

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

**Computer Animation Festival**

**Panel Session** BCFC1FC

**Disney/Pixar's The Good Dinosaur**

Pixar Animation Studios

- Ana Lacaze
- David Munier
- Matt Webb
- Sanjay Bakshi

**09:00 – 10:45**

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

**Art Papers** BCFC1FC

**Session Three**

**LIFE AFTER LIFE**

- Meditative Process in New Media Art: An Affective Possibility of Digital Media in the Art Making Process
- Super-Natural: Digital Life in Eastern Culture
- LIFE AFTER LIFE

**09:00 – 10:45**

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

**Technical Papers** FC1FC

**Assisted Design**

- Structure and Appearance Optimization for Controllable Shape Design
- Topology-Based Catalogue Exploration Framework for Identifying View-Enhanced Tower Designs
- AutoConnect: Computational Design of 3D-Printable Connectors
- Magic Decorator: Automatic Material Suggestion for Indoor Digital Scenes
- Sketching Folds: Developable Surfaces from Non-Planar Silhouettes

**09:00 – 10:45**

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

**Technical Papers** FC1FC

**Shapes and Images**

- CrossLink: Joint Understanding of Image and 3D Model Collections through Shape and Camera Pose Variations
- Joint Embeddings of Shapes and Images via CNN Image Purification
- SHED: Shape Edit Distance for Fine-Grained Shape Similarity
- Deformation-Driven Topology-Varying 3D Shape Correspondence
- Extraction of the Quad Layout of a Triangle Mesh Guided by its Curve-Skeleton

**09:00 – 18:00**

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

**Hands-on Demonstrations** [BCFC1FC](#)

**09:00 – 18:00**

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

**Hands-on Demonstrations** [BCFC1FC](#)

**09:30 – 12:15**

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

**Computer Animation Festival**

**Animation Theater** [ExBCFC1FC](#)

- Game, Science, Music & Visual Effects (45 mins)
- Rising Stars - Student Films (45 mins)
- Shorts & Features One (35 mins)
- Shorts & Features Two (40 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 – 12:00**

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

**Exhibition Talks** **ExBCFC1FC**

**Presented by Google**

**Render More on Google Cloud Platform and Zync**

- Jeffrey Kember, Cloud Platform Solutions Architect, Google
- Naoya Moritani, Cloud Platform Sales Engineer, Google
- Rumi Oku, Cloud Platform Sales Specialist, Google

**11:00 – 12:00**

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

**Emerging Technologies Talk** **BCFC1FC**

**Session Six: Sports – Toward 2020**

- 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
- Electric Bow Interface 3D

**11:00 – 12:45**

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

**Art Papers** **BCFC1FC**

**Art Gallery Committee Members Joint Discussion on Digital Collaborations and Opportunities**

**11:00 – 12:45**

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

**Keynote BCFC1FC**

**(Includes Closing of SIGGRAPH Asia 2015 and Opening of SIGGRAPH Asia 2016)**

**Challenge of Disaster Robotics**

- Satoshi Tadokoro, Tohoku University & Japan Cabinet Office ImPACT Project

**11:00 – 12:45**

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

**Technical Papers FC1FC**

**Cinematography and Video Processing International**

- Real-Time Pixel Luminance Optimization for Dynamic Multi-Projection Mapping
- An Interactive Tool for Designing Quadrotor Camera Shots
- Image-Space Modal Bases for Plausible Manipulation of Objects in Video
- Visual Transcript: Readable, Skimmable Layout of Blackboard-Style Lecture Videos

**11:00 – 12:45**

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

**Technical Papers FC1FC**

**Simulation in Subspaces**

- A Unified Approach for Subspace Simulation of Deformable Bodies in Multiple Domains
- Subspace Dynamic Simulation Using Rotation-Strain Coordinates
- Expediting Precomputation for Reduced Deformable Simulation
- Model-Reduced Variational Fluid Simulation

**11:00 – 12:45**

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

**IEEE TVCG Special Session BCFC1FC**

**Visualization**

- CAST: Effective and Efficient User Interaction for Context-Aware Selection in 3D Particle Clouds
- TelCoVis: Visual Exploration of Co-occurrence in Urban Human Mobility Based on Telco Data
- Uncertainty-Aware Approach for Exploratory Microblog Retrieval
- Morphable Word Clouds for Time-varying Text Data Visualization

**13:00 – 14:20**

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

**Emerging Technologies Talk BCFC1FC**

**Session Seven: Feel It!**

- ThirdHand: Wearing a Robotic Arm to Experience Rich Force Feedback
- WholeGrip: Grip Type Master Hand with the Whole Hand Tactile Feedback
- Bump Ahead: Easy-to-Design Haptic Surface using Magnet Array
- Peeling Museum

**13:00 – 16:00**

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

**Computer Animation Festival BCFC1FC**

**Panel Session**

**CG in Anime**

- Daisuke Miyagawa, Polygon Pictures Inc.
- Hiroaki Matsuura, SANZIGEN Inc.
- Hiroki Yoshioka, Graphinica, Inc.
- Junpei Mizusaki, Kamikazedouga Co.,Ltd.

- Koichi Noguchi, Toei Animation
  - Koji Mikami, Tokyo University of Technology
  - Kumi Shimizu, CG Animator, Kamikazedouga Co.,Ltd.
  - Ryuichi Yagi, SHIROGUMI INC.
  - Ryo Horibe, Digital Frontier Inc.
  - Yusaku Toyoshima, Digital Frontier Inc.
- \*Simultaneous Translation Provided Japanese to English*

**14:15 – 16:00**

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

**Technical Papers FC1FC**

**Deformable Models** (Closing Session)

- Smoothed Aggregation Multigrid for Cloth Simulation
- A Chebyshev Semi-Iterative Approach for Accelerating Projective and Position-Based Dynamics
- Non-Manifold Level Sets: A Multivalued Implicit Surface Representation with Applications to Self-Collision Processing
- SMPL: A Skinned Multi-Person Linear Model

**14:15 – 16:00**

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

**IEEE TVCG Special Session BCFC1FC**

**Augmented and Virtual Reality**

- MobileFusion: Real-Time Volumetric Surface Reconstruction and Dense Tracking On Mobile Phones
- Live Texturing of Augmented Reality Characters from Colored Drawings
- Corneal-Imaging Calibration for Optical See-Through Head-Mounted Displays
- Teaming Up With Virtual Humans: How Other People Change Our Perceptions of and Behavior with Virtual Teammates

**14:30 – 15:45**

**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

**14:30 – 15:50**

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

**Emerging Technologies Talk BCFC1FC**

**Session Eight: Cool Collaborative Technologies**

- TransformTable
- Dollhouse VR: A Multi-view, Multi-user Collaborative Design Workspace with VR Technology
- Consistent Desktop Sharing Based on Document Coordinate System for Face-to-Face Online Meeting
- MUBASE and SASR System

**16:00 – 16:15**

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

**Emerging Technologies Talk BCFC1FC**

**Emerging Technologies Prize Ceremony**

- Yuichi Itoh, Emerging Technologies Chair

**16:15 – 18:00**

**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

**16:15 – 18:00**

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

**Computer Animation Festival BCFC1FC**

**Panel Session**

**VFX...The History and Business of the Industry**

- Scott Ross, VFX Pioneer

*\*Simultaneous Translation Provided English to Japanese*