Technical Briefs

SIGGRAPH ASIA 2015 KOBE

Monday, 02 November	Session
09:00 – 11:45	**Kobe Int'l Conference Center, Room 501, Level 5** **Image and Video Processing** - Depth-Aware Coherent Line Drawings - Depth-Aware Patch-Based Image Disocclusion for Virtual View Synthesis - Exemplar-based Video Completion with Geometry-Guided Space-Time Patch Blending - Gradient Domain Binary Image Hiding Using Color Difference Metric - Illustration2Vec: A Semantic Vector Representation of Illustrations - Panorama to Cube: A Content-Aware Representation Method - Randomized Redundant DCT: Efficient Denoising by Using Random Subsampling of DCT Patches - Region-Based Painting Style Transfer
12:00 – 12:45	**Kobe Int'l Conference Center, Room 501, Level 5** **Virtual Reality** - Real-Time Expression-Sensitive HMD Face Recovery - Visuohaptic Bone Saw Simulator: Combining Vibrotactile and Kinesthetic Feedback
14:00 – 15:15	**Kobe Int'l Conference Center, Room 501, Level 5** **Rendering** - Coherent and Importance Sampled LVC BDPT on the GPU - MergeTree: A HLBVH Constructor for Mobile Systems - Pseudo-Marginal Metropolis Light Transport
15:15 – 16:00	**Kobe Int'l Conference Center, Room 501, Level 5** **Modeling** - Meltables: Fabrication of Complex 3D Curves by Melting - Sketch based Modeling via Manifold Regularization
16:15 – 18:00	**Kobe Int'l Conference Center, Room 501, Level 5** **Animation** - Grease Pencil: Integrating Animated Freehand Drawings into 3D Production Environments - Perception-Based Interactive Sound Synthesis of Morphing Solids' Interactions - Learning Motion Manifolds with Convolutional Autoencoders - A Linear Blending Scheme for Rigid and Non-Rigid Deformations - Shape-aware MLS Deformation for Line Handles