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

09:00 – 12:45
Kobe Int'l Conference Center, Room 403, Level 4
Courses FC1FC
How to Design and Build New Musical Interfaces

09:00 – 12:45
Kobe Int'l Conference Center, Room 503, Level 5
Courses FC1FC
Rapid Interactive Real-Time Application Prototyping for Media Arts and Stage Performance

09:00 – 12:45
Kobe Int'l Conference Center, Room 504+505, Level 5
Courses FC1FC
Vector Field Processing on Triangle Meshes

09:00 – 10:45
Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2
Symposium on Education BCFC1FC
Opening and Keynote
Game Over? New Approaches to Teaching Engineering Courses
- Joaquim Jorge, Instituto Superior Tecnico, Lisboa, Portugal
In English with Japanese Translation

09:00 – 11:45
Kobe Int'l Conference Center, Room 501, Level 5
Technical Briefs FC1FC
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

09:00 – 12:45
Kobe Int'l Conference Center, Room 401, Level 4
Workshops FC1FC
R&D in the Video Game Industry
- Just Keep Digging, and Other Principles for Videogame R&D
- Master Thesis Students in the Video Game Industry
- Doing R&D for Open Worlds
- Physics Simulation R&D at Square Enix
- Shader Development at OLM

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

10:00 – 12:10
Kobe Int'l Conference Center, International Conference Room, Room 301, Level 3
Workshops FC1FC
Head-Up Displays and their Applications
Oral Presentations Session One
- HUD and the Potential of New Market
- Psychological Research Issues on Visual Attention while Using Head-up Display
- Safety and Efficacy of Head-up Display from a Physiological Optics Standpoint
- Evaluation for the Usage of HUD Contents Depending on Gender while Driving

10:45 – 12:00
Kobe Int'l Conference Center, Room 502, Level 5
Symposium on Visualization in High Performance Computing BCFC1FC
Opening & Keynote
Visualization and High Performance Computing
- Kwan Liu Ma, University of California, Davis

11:00 – 12:45
Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2
Symposium on Education BCFC1FC
Education Talk
- EDUCATIONAL ESCARGORE: Visual Effects Education Practices at Media Design School
In English with Japanese Translation

12:00 – 12:45
Kobe Int'l Conference Center, Room 501, Level 5
Technical Briefs FC1FC
Virtual Reality
- Real-Time Expression-Sensitive HMD Face Recovery
- Visuohaptic Bone Saw Simulator: Combining Vibrotactile and Kinesthetic Feedback

13:30 – 15:00
Kobe Int'l Conference Center, International Conference Room 301, Level 3
Workshops FC1FC
Head-Up Displays and their Applications
Oral Presentations Session Two
- Design and Evaluation of HUD for Motorcycle Using Immersive Simulator
- Driver's Recognition of Head-up Display (HUD) as Information Provision System
- Monocular Hyperrealistic AR Display

14:00 – 15:15
Kobe Int'l Conference Center, Room 501, Level 5
Technical Briefs FC1FC
Rendering

- Coherent and Importance Sampled LVC BDPT on the GPU
- MergeTree: A HLBVH Constructor for Mobile Systems
- Pseudo-Marginal Metropolis Light Transport

14:15 – 15:15
Kobe Int'l Exhibition Hall No. 2, Meeting Room 3A, Level 3
Computer Animation Festival BCFC1FC
Panel Session
The Technology Behind 'Big Hero 6'
Walt Disney Animation Studios
 - Toby Jones
- Rajesh Sharma

14:15 – 16:00
Kobe Int'l Conference Center, Room 502, Level 5
Symposium on Visualization in High Performance Computing BCFC1FC
Presentation One
- Balanced Sampling and Compression for Remote Visualization
- Multivariate Volume Rendering Using Transfer Function Synthesizer Implemented in Remote Visualization System PBVR
- Volume Rendering With Data Parallel Primitives in High Performance Computing Environments
- Realistic Representation of Clouds in Google Earth
- Goal-Oriented Application Design Guidance for Flow Visualization

14:15 – 15:45
Kobe Int'l Conference Center, Room 401, Level 4
Workshops FC1FC
Haptic Media and Contents Design
Invited Talks
- Designing Haptic Media Technologies for Embodied Creation
- Haptic Interface Design for Future Interactive Devices
- Haptoclone as a Test Bench of Weak Force Haptic Interaction

14:15 – 16:00
Kobe Int'l Conference Center, Room 403, Level 4
Courses FC1FC
How to Write a SIGGRAPH Paper: A Guide to Choosing a Good Research Topic, Doing the Research, and Writing It Up

14:15 – 16:00
Kobe Int'l Conference Center, Room 504+505, Level 5
Courses FC1FC
AI Techniques for Contemporary Digital Games
(日本語コース) ゲームのための最新AI手法
(Japanese Version, 日本語版)

14:15 – 16:00
Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2
Symposium on Education BCFC1FC
Education and CG/Interactive Techniques, Curriculum Development and Applications
Education Papers
- Development and Evaluation of Education Materials for Stereoscopic 3D Computer Graphics

Animation
- A Dynamic, Flexible & Interactive Display Method of Paintings for Communicative Art Appreciation among Students
- Teaching Visual Storytelling for Virtual Production Pipelines Incorporating Motion Capture and Visual Effects

14:15 – 18:00
Kobe Int'l Conference Center, Room 503, Level 5
Courses FC1FC

Cross-Cultural User-Experience Design: Worldwide, including Japan, China, and India

15:15 – 16:00
Kobe Int'l Conference Center, Room 501, Level 5
Technical Briefs FC1FC
Modeling
- Meltables: Fabrication of Complex 3D Curves by Melting
- Sketch based Modeling via Manifold Regularization

15:20 – 18:00
Kobe Int'l Conference Center, International Conference Room, Room 301, Level 3
Workshops FC1FC
Head-Up Displays and their Applications
Demos and Posters Session Three
- Driving Simulator Study of Driver Behavior while using Head-Up Display
- Visibility and Accuracy in a Monocular Augmented Reality System
- Head-Up Display for Motorcycle Navigation
- Augmented Reality Monocular Head-Up Display for Depth Free Image

16:00 – 18:00
Kobe Int'l Conference Center, Room 502, Level 5
Symposium on Visualization in High Performance Computing BCFC1FC
Presentation Two
- CityHeat: Visualizing Cellular Automata-based Traffic Heat in Unity3D
- Towards In Situ Visualization of Extreme-Scale, Agent-Based, Worldwide Disease-Spreading Simulations
- GPU-Based Inverse Rendering With Multi-Objective Particle Swarm Optimization
- Transparent Visualization of Large-Scale and Complex Polygon Meshes Using a Stochastic Point-Based Rendering Method
- A Bottom-Up Scheme for User-Defined Feature Comparison in Ensemble Data

15:45 – 18:00
Kobe Int'l Conference Center, Room 402, Level 4
Workshops FC1FC
Haptic Media and Contents Design
Demo and Poster Session
- Development of Ball-Rotation System with Visual and Tactile Feedback Inducing Illusion of Motion
- Force Controlled Stuffed Toy Robot
- Fusion of Technology and Art. Essence to Consider.
- HapSticks: Tool-Mediated Interaction with Grounding-Free Haptic Interface
- Haptic 3D Canvas: Haptic Assistance of 3D Writing and Drawing with Vibrotactile Feedback for Gesture Interfaces
- Haptic Vibration for Hands and Bodies

- Lateral-Force-Based Haptic Display
- Light Touch on Pillar Array Surface Greatly Improves Direction Perception Induced by Asymmetric Vibration
- Multiple Texture Button by Adding Haptic Vibration and Displacement Sensing to the Physical Button
- Multitouch Haptic Interface with Movable Touch Screen
- Stir! Squishy! Play haptics with Soft-bunnies!
- String-Based Force Display for Mobile Haptics
- TAKO-Pen: A Pen-Type Pseudo-Haptic Interface Using Multipoint Suction Pressures
- The Kiss: Non-local Haptic Experiences
- Toward Tactile Contents Design using Laser Engraving Machines
- Variation of Tactile Feelings of Focused Ultrasound: Modulation Frequency and Hand Movement
- Wearable 6-DoF Wrist Haptic Device "SPIDAR-W"

16:15 – 18:00
Kobe Int'l Conference Center, Room 403, Level 4
Courses FC1FC
The Present and Future of The Information Art Through Ultra-High-Definition CG

16:15 – 18:00
Kobe Int'l Conference Center, Room 504+505, Level 5
Courses FC1FC
Art and Technology at Pixar, from Toy Story to Today
(日本語コース) ピクサーのアート&テクノロジー ~トイ・ストーリーから現在まで~
(Japanese Version, 日本語版)

16:15 – 18:00
Kobe Int'l Conference Center, Main Hall, Level 1
Featured Session BCFC1FC
Pioneers Panel: Pioneers? You can become one too!
- Takeo Kanade, Carnegie Mellon University
- Tomoyuki Nishita, The University of Tokyo
- Steven Feiner, Columbia University
- Christian Sandor, Nara Institute of Science and Technology
- Yoshifumi Kitamura, Tohoku University
Simultaneous Translation Provided from English to Japanese

16:15 – 18:00
Kobe Int'l Conference Center, Room 501, Level 5
Technical Briefs FC1FC
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

16:15 – 18:00
Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2
Symposium on Education BCFC1FC
Education and CG/Interactive Techniques, Curriculum Development and Applications
Education Talks

- Taking Animation Project Learning into the Virtual Environment
- Learning Hawaiian Hula Dance by Using Tablet Computer
- Courses on 3D Image Display for Students Who Aim to Become Information Media Engineers and Creators

18:30 – 20:00
Portopia Hotel, South Wing, Portopia Hall, Level 1
Technical Papers BCFC1FC
Fast Forward
An entertaining, illuminating summary of SIGGRAPH Asia's 2015 Technical Papers in an exciting two-hour session! The author(s) of each paper are allowed a little less than a minute to wow the crowd with their results and entice attendees to hear their complete paper presentation later in the week.