

Wednesday, 04 November 2015

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

08:00 – 17:00

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

Posters **ExBCFC1FC**

09:00 – 10:15

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

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

Panel

The Internet of (Showbiz) Things

09:00 – 10:30

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

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

Tutorial Two

Introduction to KVS, a Simple and Effective Visualization Toolkit

- Kyoko Hasegawa, Ritsumeikan University

09:00 – 10:45

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

Computer Animation Festival **BCFC1FC**

Panel Session

Abstract Thought from Pixar's Inside Out

Pixar Animation Studios

- Albert Lozano
- Jonas Jarvers
- Masha Ellsworth
- Ron Zorman

09:00 – 10:45

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

Symposium on Education **BCFC1FC**

Game and Education

Education Papers

- Game Jam Based Iterative Curriculum for Game Production in Japan
- Future Delta 2.0: An Experiential Learning Context for a Serious Game about Local Climate Change
- SQUARE ENIX AI ACADEMY: A Seminar Series for the Introduction of Digital Game AI

09:00 – 10:45

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

Technical Papers **FC1FC**

Video Processing

- Video Diff: Highlighting Differences Between Similar Actions in Videos
- JumpCut: Non-Successive Mask Transfer and Interpolation for Video Cutout
- Blind Video Temporal Consistency
- Fast Computation of Seamless Video Loops
- Real-Time Noise-Aware Tone Mapping

09:00 – 10:45

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

Technical Papers FC1FC

Particle Fluids

- Continuum Foam: A Material Point Method for Shear-Dependent Flows
- Data-Driven Fluid Simulations using Regression Forests
- Wetbrush: GPU-based 3D Painting Simulation at the Bristle Level
- Fast Multiple-Fluid Simulation Using Helmholtz Free Energy
- Surface Turbulence for Particle-Based Liquid Simulations

09:00 – 12:45

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

Courses FC1FC

Appearance Capture and Modeling

09:00 – 12:45

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

Courses FC1FC

HCI/UX in Science-Fiction Movies and Television

09:00 – 12:45

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

Courses FC1FC

AI in Feature Film Animation: How Crowds Artists use AI Techniques at Pixar

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 ExBCFC1FC

Animation Theater

- Shorts & Features One (35 mins)
- Shorts & Features Two (40 mins)
- Game, Science, Music & Visual Effects (45 mins)
- Rising Stars - Student Films (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 BCF1FC

- 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

Memory Sharing in the Compute Architecture of Intel Processor Graphics

- Stephen Junkins, Intel Corporation

10:30 – 12:00

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

Symposium on Mobile Graphics and Interactive Applications FC1FC

Papers Session Three

Augmented Reality

- Tag It!: AR Annotation Using Wearable Sensors
- Mobile Multisensory Augmentations with the CultAR Platform
- Augmented Reality Using High Fidelity Spherical Panorama with HDRI
- Mixed-Reality Web Shopping System Using Panoramic View Inside Real Store

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

Practical Layered Reconstruction for Defocus and Motion Blur

- Jon Hasselgren, Intel Corporation

11:00 – 12:00

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

Emerging Technologies Talk BCFC1FC

Session Three: Touch the Surface

- Yubi-Toko: Finger Walking in Snowy Scene using Pseudo-haptic Technique on Touchpad
- Twech: A Mobile Platform to Search and Share Visuo-tactile Experiences
- Elastylus: Flexible Haptic Painting Stylus

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

Special Talk

Importance and Difficulty of Data-Specific Visualization

- Hirofumi Seo, Sciement, Inc.

11:00 – 12:45

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

Featured Session BCFC1FC

Post Pixels: Beyond Tangible Bits, Towards Radical Atoms

- Hiroshi Ishii, Massachusetts Institute of Technology
- Jun Rekimoto, The University of Tokyo & SONY CSL
- Masahiko Inami, Keio University
- Yoichi Ochiai, University of Tsukuba
- Hiroo Iwata, University of Tsukuba

11:00 – 12:45

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

Symposium on Education BCFC1FC

Education Panel

Tomorrow's Digital Content Leaders in Asia

11:00 – 12:45

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

Technical Papers FC1FC

Modelling and More

- Garment Modeling with a Depth Camera
- High-Quality Hair Modeling from a Single Portrait Photo
- MeshHisto: Collaborative Modeling by Sharing and Retargeting Editing Histories
- Interactive Design of Probability Density Functions for Shape Grammars
- AniMesh: Interleaved Animation, Modeling, and Editing

11:00 – 12:45

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

Technical Papers FC1FC

Sampling and Light Transport

- Unbiased Photon Gathering for Light Transport Simulation
- Anisotropic Gaussian Mutations for Metropolis Light Transport through Hessian-Hamiltonian Dynamics
- A Matrix Sampling-and-Recovery Approach for Many-Lights Rendering
- Blue Noise Sampling using an SPH-based Method
- AA Patterns for Point Sets with Controlled Spectral Properties

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 Full Sail University

Master Thesis Students in the Video Game Industry

- Jeremiah Blanchard, Program Director of Game Development, Full Sail University

13:00 – 14:00

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

Posters Presentation ExBCFC1FC

13:00 – 14:20

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

Emerging Technologies Talk BCFC1FC

Session Four: Human Interfaces

- ChameleonMask: A Human-Surrogate System with a Telepresence Face

- JackIn Head: An Immersive Human-Human Telepresence System

- SkinWatch: Adapting Skin as a Gesture Surface

- Ear Ball for Empathy: Research into the Simulation of Sensory Experiences Common to Developmental Disorders

13:00 – 15:15

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

Computer Animation Festival

Animation Theater ExBCFC1FC

Invited Screening: Knights of Sidonia (133 mins)

13:30 – 15:15

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

Symposium on Mobile Graphics and Interactive Applications FC1FC

Papers Session Four

Interaction

- A Hand Gesture Control Framework on Smart Glasses

- Toe Detection with Leg Model for Wearable Input/Output Interface

- MovieTile: Interactively Adjustable Free Shape Multi-Display of Mobile Devices

- PlanWell: Spatial User Interface for Collaborative Petroleum Well Planning

13:45 – 16:15

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

Symposium on Education BCFC1FC

Education Workshop

“KOTOBA SHINTAI”: A Workshop to Explore the Interconnectivity Between Words and Body Movements

14:15 – 14:30

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

Art Papers BCFC1FC

Introduction and Welcome of Art Gallery and Art Papers at SIGGRAPH Asia 2015

14:15 – 14:45

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

Exhibition Talks ExBCFC1FC

Presented by Isotropix

Clarisse iFX: A new approach to 3D

- Sam Assadian, CEO and Co-Founder, Isotropix

14:15 – 16:00

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

Technical Papers FC1FC

Fabrication

- Dapper: Decompose-and-Pack for 3D Printing
- Level-Set-Based Partitioning and Packing Optimization of a Printable Model
- Perceptual Models of Preference in 3D Printing Direction
- Interactive Design of 3D Printable Robotic Creatures

14:15 – 16:00

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

Technical Papers FC1FC

Tracking and Transients

- IM6D: Magnetic Tracking System with 6-DOF Passive Markers for Dexterous 3D Interaction and Motion
- 3D Motion Sensing of any Object without Prior Knowledge
- Capturing the Human Figure Through a Wall
- Solving Trigonometric Moment Problems for Fast Transient Imaging
- Online Structure Analysis for Real-time Indoor Scene Reconstruction

14:15 – 16:30

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

Symposium on Visualization in High Performance Computing BCFC1FC

Panel & Closing

Computational Visualization R&D Problems 2015

- Issei Fujishiro, Keio University

14:15 – 18:00

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

Courses FC1FC

Practical Grammar-Based Procedural Modeling of Architecture

14:15 – 18:00

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

Courses FC1FC

Building 3D Web Applications using WebGL

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 – 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 Five: AR for Various Scenes**

- CalibraTable: Tabletop System for Influencing Eating Behavior
- Living Book of Anatomy Project: See your Insides in Motion!
- Please Show Me Inside: Improving the Depth Perception Using Virtual Mask in Stereoscopic AR
- Scope+: A Stereoscopic Video See-Through Augmented Reality Microscope

14:30 – 16:00

Kobe Int'l Conference Center, Room 403, Level 4**Art Papers BCFC1FC****Session One****DEATH**

- (Projection) Mapping the Brain: A Critical Cartographic Approach to the Artist's Use of fMRI to Study the Contemplation of Death
- SyncDon II: Bio-Synchronical Communication
- Dear Human

14:45 – 15:15

Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1**Exhibition Talks ExBCFC1FC****Presented by Isotropix**

Interactive High-end VFX at Dneg

- Eric Vezinet, Rendering Supervisor, Double Negative

15:15 – 15:45

Kobe Int'l Exhibition Hall No. 2, Convention Hall, Exhibitor Talk Stage, Level 1**Exhibition Talks ExBCFC1FC****Presented by Isotropix****Clarisse iFX Workflow Overview**

- Yann Couderc, Product Specialist, Isotropix

15:30 – 16:45

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

- SMASH: Synchronization Media of Athletes and Spectator through Haptic
- Augmented Creativity: Bridging the Real and Virtual Worlds to Enhance Creative Play
- A Fast and Robust Pipeline for Populating Mobile AR Scenes with Gamified Virtual Characters

15:30 – 17:00

Kobe Int'l Exhibition Hall No. 2, Meeting Room 3A, Level 3**Computer Animation Festival ExBCFC1FC****Artists Talks 'Award Winners'**

- Jury Special Prize: Afternoon Class (Director, OH Seoro)
- Best Student Prize: - Natural Attraction (Director, Marc Zimmermann)
- Best Show: Chase Me (Composing Artist, Somphout Chanhthaboutdy)

16:15 – 18:00

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

Art Papers BCFC1FC

Session Two

LIFE

- Numerical Anamorphosis: An Artistic Exploration
- Conceptual Superposition. The Aesthetics of Quantum Simulation
- HCI in Performance Arts and the Case of Illimitable Space System's Multimodal Interaction and Visualization

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 Conference Center, International Conference Room, Room 301, Level 3

Technical Papers FC1FC

Specialized Design

- WrapIt: Computer-Assisted Crafting of Wire Wrapped Jewelry
- Legolization: Optimizing LEGO Designs
- Computational Design of Metallophone Contact Sounds
- Interactive Surface Design with Interlocking Elements

16:15 – 18:00

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

Technical Papers FC1FC

Single Images

- Break Ames Room Illusion: Depth from General Single Images

- Deviation Magnification: Revealing Departures from Ideal Geometries
- Revealing and Modifying Non-Local Variations in a Single Image
- Transform Recipes for Efficient Cloud Photo Enhancement

16:30 – 18:00

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

Symposium on Education BCFC1FC

Education Panel and Closing

- PreVisualization: How to Develop PreVis in Asia?
- Closing Remarks, Zhigeng Pan, SIGGRAPH Asia 2016 Symposium on Education Co-Chair

16:45 – 18:00

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

Symposium on Mobile Graphics and Interactive Applications FC1FC

Papers Session Six & Closing

Visualization

- And He Built a Crooked Camera: Aa Mobile Visualization Tool to View Four-Dimensional Geometric Objects
- Interactive Animated Mobile Information Visualization- Collaborative Magic Lens Graph Exploration

19:00 – 21:00

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
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