Courses

SIGGRAPH ASIA 2015 KOBE

Monday, 02 November	Session
09:00 – 12:45	**Kobe Int'l Conference Center, Room 403, Level 4** **Courses** How to Design and Build New Musical Interfaces
09:00 – 12:45	**Kobe Int'l Conference Center, Room 503, Level 5** **Courses** 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** Vector Field Processing on Triangle Meshes
14:15 – 16:00	**Kobe Int'l Conference Center, Room 403, Level 4** **Courses** 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** 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 – 18:00	**Kobe Int'l Conference Center, Room 503, Level 5** **Courses** Cross-Cultural User-Experience Design: Worldwide, including Japan, China, and India
16:15 – 18:00	**Kobe Int'l Conference Center, Room 403, Level 4** **Courses** 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** 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)*

Courses

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Tuesday, 03 November	Session
11:00 – 12:45	**Kobe Int'l Conference Center, Room 403, Level 4** **Courses** AI Techniques for Contemporary Digital Games
11:00 – 12:45	**Kobe Int'l Conference Center, Room 503, Level 5** **Courses** Capturing Reality for Computer Graphics Applications
11:00 – 12:45	**Kobe Int'l Conference Center, Room 504+505, Level 5** **Courses** Advances in Geometry and Reflectance Acquisition
14:15 – 18:00	**Kobe Int'l Conference Center, Room 403, Level 4** **Courses** Making Digital Characters: Creation, Deformation, and Animation
14:15 – 18:00	**Kobe Int'l Conference Center, Room 503, Level 5** **Courses** 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** Art and Technology at Pixar, from Toy Story to Today

Wednesday, 04 November	Session
09:00 – 12:45	**Kobe Int'l Conference Center, Room 403, Level 4** **Courses** Appearance Capture and Modeling
09:00 – 12:45	**Kobe Int'l Conference Center, Room 503, Level 5** **Courses** HCI/UX in Science-Fiction Movies and Television
09:00 – 12:45	**Kobe Int'l Conference Center, Room 504+505, Level 5** **Courses** AI in Feature Film Animation: How Crowds Artists use AI Techniques at Pixar
14:15 – 18:00	**Kobe Int'l Conference Center, Room 503, Level 5** **Courses** Practical Grammar-Based Procedural Modeling of Architecture
14:15 – 18:00	**Kobe Int'l Conference Center, Room 504+505, Level 5** **Courses** Building 3D Web Applications using WebGL