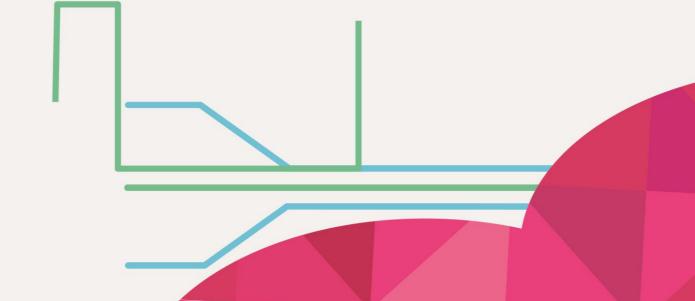
Courses



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
	Al Techniques for Contemporary Digital Games
	(日本語コース) ゲームのための最新AI手法
4.4.540.00	(Japanese Version, 日本語版)
14:15 – 18:00	Kobe Int'l Conference Center, Room 503, Level 5
	Cross Cultural Hear Evperience Design, Worldwide, including Japan
	Cross-Cultural User-Experience Design: Worldwide, including Japan,
16:15 – 18:00	China, and India Kobe Int'l Conference Center, Room 403, Level 4
10.13 – 18.00	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



Tuesday, 03 November	Session
11:00 – 12:45	
11.00 - 12.45	Kobe Int'l Conference Center, Room 403, Level 4
	Courses At Tachniques for Contamporary Digital Comps
11.00 12.15	Al Techniques for Contemporary Digital Games Keballat'l Conference Contemporary Doors 502 Level 5
11:00 – 12:45	Kobe Int'l Conference Center, Room 503, Level 5
	Courses
44 00 45	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
	Al in Feature Film Animation: How Crowds Artists use Al 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
	Courses



