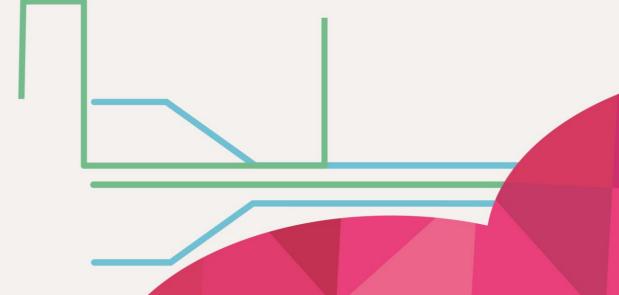
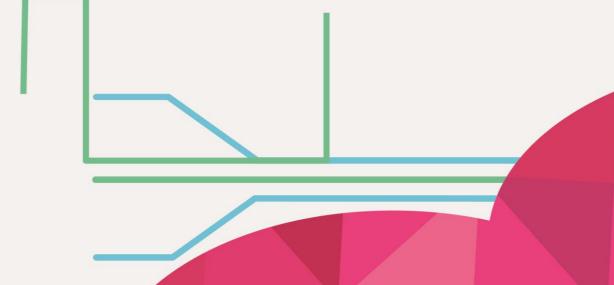


Tuesday, 03 November	Session
10:45 - 12:00	Kobe Int'l Conference Center, Room 401, Level 4
	Welcome & Keynote
	Mobile Visual Computing
	- Dr. Kari Pulli, Vice President of Computational Imaging,
	from Light Inc
12:00 – 13:30	Kobe Int'l Conference Center, Room 402, Level 4
12.00	Demonstrations
	- A Hand Gesture Control Framework on Smart Glasses
	- A Platform for Mobile Augmented Reality App Creation without
	Programming 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









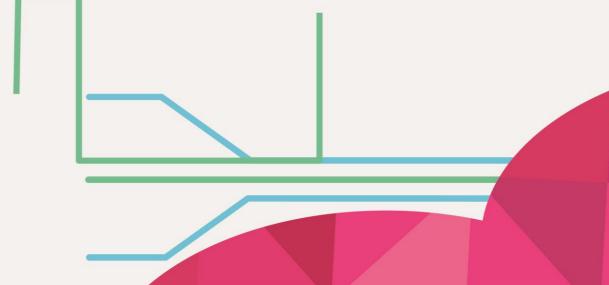


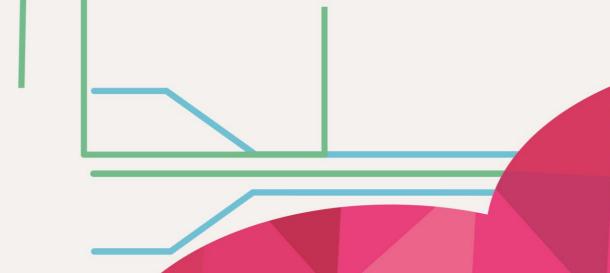
Tuesday, 03 November	Session
13:30 – 15:30	Kobe Int'l Conference Center, Room 401, Level 4 Papers Session One Ray Tracing and Rendering - Latency Tolerance Techniques for Real-time Ray Tracing on Mobile Computing Platform - An Efficient Hybrid Ray Tracing and Rasterizer Architecture for Mobile GPU - A Mobile Ray Tracing Engine with Hybrid Number Representations - Apparent Resolution Enhancement for Near-Eye Light Field Display - Tile-Based Path Rendering for Mobile Device
15:45 – 18:00	Kobe Int'l Conference Center, Room 401, Level 4 Papers Session Two Applications - Up-to-date Virtual UX of the Kesennuma-Yokocho Food Stall Village: Integration with Social Media - Mobile Map Applications and the Democratisation of Hazard Information - MAVIS: Mobile Acquisition and VISualization - A Professional Tool for Video Recording on a Mobile Platform - ScoringTalk: A Tablet System Scoring and Visualizing Conversation for Balancing of Participation - Twech: A Mobile Platform to Search and Share Visuo-Tactile Experiences

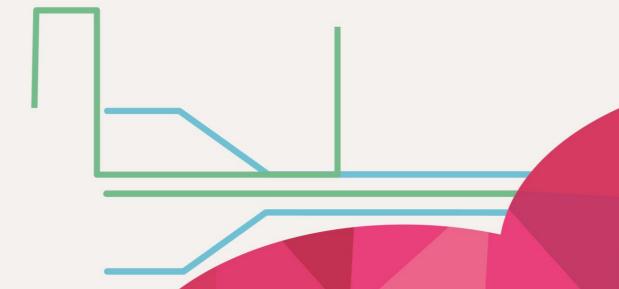
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Wednesday, 04 November	Session
09:00 - 10:15	Kobe Int'l Conference Center, Room 401, Level 4 Panel The Internet of (Showbiz) Things
10:30 - 12:00	Kobe Int'l Conference Center, Room 401, Level 4 Papers Session Three Augmented Reality - Tag It!: AR Annotation 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
12:00 - 13:30	Kobe Int'l Conference Center, Room 402, Level 4 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







Wednesday, 04 November	Session
13:30 - 15:15	Kobe Int'l Conference Center, Room 401, Level 4
	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
15:30 – 16:45	Kobe Int'l Conference Center, Room 401, Level 4
	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
4645	
16:45 – 18:00	Kobe Int'l Conference Center, Room 401, Level 4
	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





