

Symposium on Mobile Graphics and Interactive Applications



**SIGGRAPH
ASIA 2015
KOBÉ**

Tuesday, 03 November	Session
10:45 – 12:00	<p>Kobe Int'l Conference Center, Room 401, Level 4</p> <p>Welcome & Keynote</p> <p>Mobile Visual Computing</p> <ul style="list-style-type: none">- Dr. Kari Pulli, Vice President of Computational Imaging, from Light Inc
12:00 – 13:30	<p>Kobe Int'l Conference Center, Room 402, Level 4</p> <p>Demonstrations</p> <ul style="list-style-type: none">- 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



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13:30 – 15:30

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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 Kesenuma-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 <ul style="list-style-type: none">- 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 <ul style="list-style-type: none">- 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



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Wednesday, 04 November	Session
13:30 – 15:15	Kobe Int'l Conference Center, Room 401, Level 4 Papers Session Four Interaction <ul style="list-style-type: none">- 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 <ul style="list-style-type: none">- 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
16:45 – 18:00	Kobe Int'l Conference Center, Room 401, Level 4 Papers Session Six & Closing Visualization <ul style="list-style-type: none">- 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

