

Monday, 02 November	Session
18:30 - 20:00	Portopia Hotel, South Wing, Portopia Hall, Level 1
	Technical Papers
	Fast Forward
	An entertaining, illuminating summary of SIGGRAPH Asia's 2015
	Technical Papers in an exciting two-hour session! The author(s) of
	each paper are allowed a little less than a minute to wow the crowd
	with their results and entice attendees to hear their complete paper
	presentation later in the week.









Tuesday, 03 November	Session
11:00 – 12:45	Kobe Int'l Conference Center, International Conference Room, Room
11.00 12.10	301, Level 3
	Technical Papers
	Color and Sketching
	- Adaptive Color Display via Perceptually-Driven Factored Spectral
	Projection
	- A Model of Local Adaptation
	- Color Changing Effects with Anisotropic Halftone Prints on Metal
	- Closure-Aware Sketch Simplification
	- Autocomplete Hand-Drawn Animations
11:00 - 12:45	Kobe Int'l Conference Center, Room 501, Level 5
	Technical Papers
	Geometry Processing
	- Nested Cages
	- Generalized Cylinder Decomposition
	- Polyhedral Patterns
	- Rolling Guidance Normal Filter for Geometric Processing
	- Efficient Construction and Simplification of Delaunay Meshes
14:15 - 16:00	Kobe Int'l Conference Center, International Conference Room, Room
	301, Level 3
	Technical Papers
	3D Scanning
	- Data-Driven Structural Priors for Shape Completion
	- Deep Points Consolidation
	- Autoscanning for Coupled Scene Reconstruction and Proactive
	Object Analysis
	- Unsynchronized Structured Light
4445 4600	- Activity-Centric Scene Synthesis for Functional 3D Scene Modeling
14:15 – 16:00	Kobe Int'l Conference Center, Room 501, Level 5
	Technical Papers
	Faces and Characters
	- Push-Recovery Stability of Biped Locomotion  Conoralizing Weye Costures from Sparse Everplas for Book Time
	<ul> <li>Generalizing Wave Gestures from Sparse Examples for Real-Time Character Control</li> </ul>
	- Video-Audio Driven Real-Time Facial Animation
	- Real-time Expression Transfer for Facial Reenactment
	- Real-time Expression Transfer for Facial Reenactiment  - To Stylize or not to Stylize? Effect of Shape and Material Stylization
	on the Perception of Computer Generated Faces
	on the relection of computer deficiated races





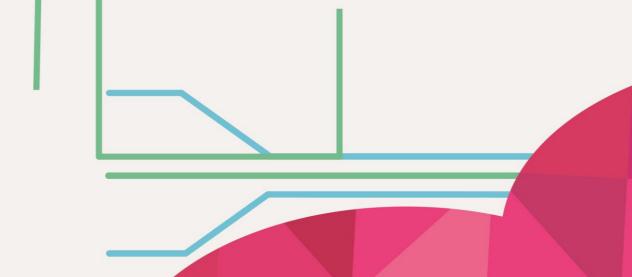




Tuesday, 03 November	Session
16:15 - 18:00	Kobe Int'l Conference Center, International Conference Room, Room
	301, Level 3
	Technical Papers
	Illumination and Real-time
	- Physically-Accurate Fur Reflectance: Modeling, Measurement and
	Rendering
	- On Optimal, Minimal BRDF Sampling for Reflectance Acquisition
	- Efficient and Accurate Spherical Kernel Integrals using Isotropic
	Decomposition
	- A System for Rapid, Automatic Shader Level-of-Detail
	- Masked Depth Culling for Graphics Hardware
16:15 - 18:00	Kobe Int'l Conference Center, Room 501, Level 5
	Technical Papers
	Mappings and Parameterizations
	- Instant Field-Aligned Meshes
	- Orbifold Tutte Embeddings
	- Large-Scale Bounded Distortion Mappings
	- Quantized Global Parametrization
	- Spherical Fibonacci Mapping











Wednesday, 04 November	Session
09:00 - 10:45	Kobe Int'l Conference Center, International Conference Room, Room
	301, Level 3
	Technical Papers
	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
	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
11:00 - 12:45	Kobe Int'l Conference Center, International Conference Room, Room
	301, Level 3
	Technical Papers
	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
	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







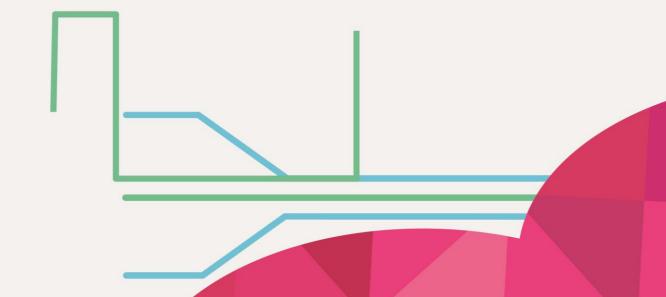


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Wednesday, 04 November	
14:15 – 16:00	Kobe Int'l Conference Center, International Conference Room, Room
	301, Level 3
	Technical Papers
	Fabrication
	- Dapper: Decompose-and-Pack for 3D Printing
	- Level-Set-Based Partitioning and Packing Optimization 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
	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
16:15 – 18:00	Kobe Int'l Conference Center, International Conference Room, Room
	301, Level 3
	Technical Papers
	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
	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







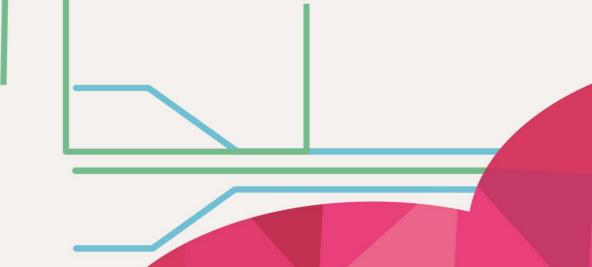


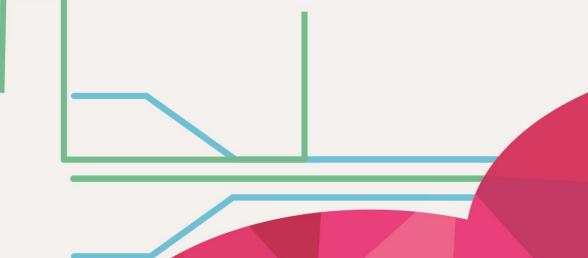


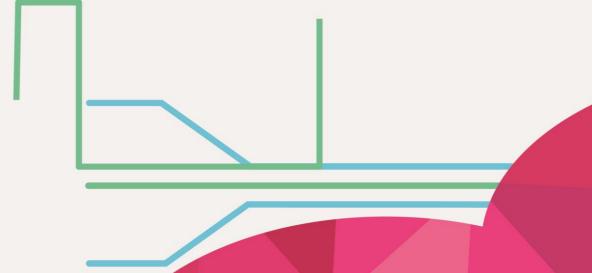
Session
Kobe Int'l Conference Center, International Conference Room, Room
301, Level 3
Technical Papers
Assisted Design
- Structure and Appearance Optimization for Controllable Shape Design
- Topology-Based Catalogue Exploration Framework for Identifying
View-Enhanced Tower Designs
- AutoConnect: Computational Design of 3D-Printable Connectors
- Magic Decorator: Automatic Material Suggestion for Indoor Digital
Scenes
- Sketching Folds: Developable Surfaces from Non-Planar Silhouettes
Kobe Int'l Conference Center, Room 501, Level 5
Technical Papers
Shapes and Images
- CrossLink: Joint Understanding of Image and 3D Model Collections
through Shape and Camera Pose Variations
<ul> <li>Joint Embeddings of Shapes and Images via CNN Image Purification</li> <li>SHED: Shape Edit Distance for Fine-Grained Shape Similarity</li> </ul>
- Deformation-Driven Topology-Varying 3D Shape Correspondence
- Extraction of the Quad Layout of a Triangle Mesh Guided by its Curve-
Skeleton
Kobe Int'l Conference Center, Conference Room, Room 301, Level 3
Technical Papers
Cinematography and Video Processing International
- Real-Time Pixel Luminance Optimization for Dynamic Multi-Projection
Mapping
- An Interactive Tool for Designing Quadrotor Camera Shots
- Image-Space Modal Bases for Plausible Manipulation of Objects in
Video
- Visual Transcript: Readable, Skimmable Layout of Blackboard-Style
Lecture Videos

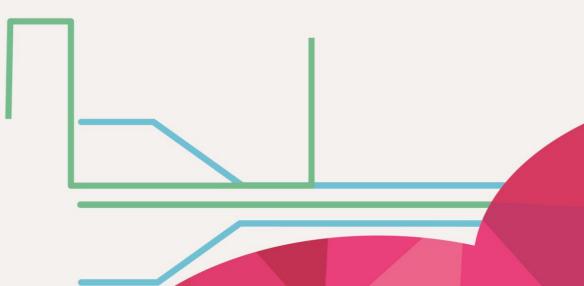
















Thursday, 05 November	Session
11:00 - 12:45	Kobe Int'l Conference Center, Room 501, Level 5
	Technical Papers
	Simulation in Subspaces
	- A Unified Approach for Subspace Simulation of Deformable Bodies in
	Multiple Domains
	- Subspace Dynamic Simulation Using Rotation-Strain Coordinates
	- Expediting Precomputation for Reduced Deformable Simulation
	- Model-Reduced Variational Fluid Simulation
14:15 – 16:00	Kobe Int'l Conference Center, International Conference Room, Room
	301, Level 3
	Technical Papers
	Deformable Models (Closing Session)
	- Smoothed Aggregation Multigrid for Cloth Simulation
	- A Chebyshev Semi-Iterative Approach for Accelerating Projective and
	Position-Based Dynamics
	- Non-Manifold Level Sets: A Multivalued Implicit Surface
	Representation with Applications to Self-Collision Processing
	- SMPL: A Skinned Multi-Person Linear Model





