

Pacific Graphics 2015

October 7 - 9, Tsinghua University, Beijing

Pacific Graphics 2015 Program (Oct 7-9, 2015)

[Day 1] Wednesday October 7th, 2015

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| 8:00-8:45 | Registration | |
| 8:45-9:00 | Chairs Welcome | |
| 9:00-9:45 | Keynote talk 1: (Peter Wonka, Session Chair: Jos Stam) Computational Design of Urban Layouts | |
| 9:45-10:05 | Coffee Break | |
| 10:05-11:20 | Shape and Mesh (Session Chair: Yong-Jin Liu) | |
| | Projective Feature Learning for 3D Shapes with Multi-View Depth Images | Zhige Xie, Kai Xu, Wen Shan, Ligang Liu, Yueshan Xiong, Hui Huang |
| | Object Completion using k-Sparse Optimization | Pavlos Mavridis, Ivan Sipiran, Anthousis Andreadis, Georgios Papaioannou |
| | Guided Mesh Normal Filtering | Wangyu Zhang, Bailin Deng, Juyong Zhang, Sofien Bouaziz, Ligang Liu |
| | Mesh Denoising using Extended ROF Model with L1 Fidelity | Xiaoqun Wu, Jianmin Zheng, Yiyu Cai, Chi-Wing Fu |
| | Procedural Tree Modeling with Guiding Vectors | Ling Xu, David Mould |
| 11:20-14:00 | Lunch (2nd floor, Unisplendour Center) | |
| 14:00-15:00 | Rendering (Session Chair: Yoshinori Dobashi) | |
| | Realtime Rendering Glossy to Glossy Reflections in Screen Space | Chao Xu, Rui Wang, Hujun Bao |
| | Order-Independent Transparency for Programmable Deferred Shading Pipelines | Andre Schollmeyer, Andrey Babanin, Bernd Froehlich |
| | Towards Automatic Band-Limited Procedural Shaders | Jonathan Dorn, Connelly Barnes, Jason Lawrence, Westley Weimer |
| | Virtual Spherical Gaussian Lights for Real-time Glossy Indirect Illumination | Yusuke Tokuyoshi |
| 15:00-15:20 | Coffee Break | |

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| 15:20-16:05 | Characters (Session Chair: Ruofeng Tong) | |
| | Multi-layer Lattice Model for Real-Time Dynamic Character Deformation | Naoya Iwamoto, Hubert P. H. Shum, Longzhi Yang, Shigeo Morishima |
| | A Suggestive Interface for Sketch-based Character Posing | Pei Lv, Pengjie Wang, Weiwei Xu, Jinxiang Chai, Mingmin Zhang, Zhigeng Pan, Mingliang Xu |
| | Interactive Rigging with Intuitive Tools | Seungbae Bang, Byungkuk Choi, Roger Blanco i Ribera, Meekyoung Kim, Sung-Hee Lee, Junyong Noh |
| 16:05-16:25 | Coffee Break | |
| 16:25-17:30 | Short Papers Fast Forward (Session Chair: Song-Hai Zhang) | |
| | Pairwise Surface Registration Using Local Voxelizer | Peng Song, Xiaoping Chen |
| | Robust and GPU-friendly Isotropic Meshing Based on Narrow-banded Euclidean Distance Transformation | Yuen Shan Leung, Xiaoning Wang, Ying He, Yong-Jin Liu, Charlie C. L. Wang |
| | Structure-Preserving Image Smoothing via Phase Congruency-aware Weighted Least Square | Jinze Yu, Yoichi Sato |
| | Modal Space Subdivision for Physically-plausible 4D Shape Sequence Completion from Sparse Samples | Qing Xia, Shuai Li, Hong Qin, Aimin Hao |
| | Incomplete 3D Shape Retrieval via Sparse Dictionary Learning | Lili Wan, Jingyu Jiang, Hao Zhang |
| | Complex Modulation Computer-Generated Hologram with Occlusion Effect by a Fast Hybrid Point-source/Wave-field Approach | Antonin Gilles, Patrick Gioia, Rémi Cozot, Luce Morin |
| | Adaptive Hierarchical Shape Matching | Yuan Tian, Yin Yang, Xiaohu Guo, Balakrishnan Prabhakaran |
| | Efficient Interactive Image Segmentation with Local and Global Consistency | Hong Li , WenWu, Enhua Wu |
| | Simultaneous Stereo Rectification and Distortion Correction with Application to DoF Synthesis | Chen Ting Yeh, Tien-Yu Ho, Szu-Hao Huang, Shang-Hong Lai |
| | Light-Guided Tree Modeling of Diverse Biomorphs | Lei Yi, Hongjun Li, Jianwei Guo, Oliver Deussen, Xiaopeng Zhang |
| | Accelerating Graph-based Path Planning ThroughWaypoint Clustering | Nicholas Mario Wardhana, Henry Johan, Hock-Soon Seah |
| | Parallel Importing of OBJ Meshes in CUDA | Aidan. L. Possemiers, Ickjai Lee |
| | Superpixels Generation of RGB-D Images Based on Geodesic Distance | Xiao Pan, Yuanfeng Zhou, Shuwei Liu, Caiming Zhang |
| | A Voronoi based Labeling Approach to Curve Reconstruction and Medial Axis Approximation | Jiju Peethambaran, Amal Dev Parakkat, Ramanathan Muthuganapathy |
| 18:00-19:00 | Conference Dinner (2nd floor, Unisplendour Center) | |
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[Day 2] Thursday, October 8th, 2015

9:15-10:00

Keynote talk 2: (Kun Zhou, Session Chair: Enhua Wu)

Digital Avatars for All: Interactive Face and Hairs

10:00-10:20

Coffee Break

10:20-11:20

Simulation & Visualization (Session Chair: Bo Ren)

Quadratic Contact Energy Model for Multi-impact Simulation

Tianxiang Zhang, Sheng Li, Dinesh Manocha, Guoping Wang, Hanqiu Sun

Geometrically Exact Simulation of Inextensible Ribbon

Zhongwei Shen, Jin Huang, Wei Chen, Hujun Bao

An Efficient Boundary Handling with a Modified Density Calculation for SPH

Makoto Fujisawa, Kenjiro T. Miura

EasyXplorer: A Flexible Visual Exploration Approach for Multivariate Spatial Data

Feiran Wu, Guoning Chen, Jin Huang, Yubo Tao, Wei Chen

11:20-14:00

Lunch (2nd floor, Unisplendour Center)

14:00-15:15

Image & Video (Session Chair: Bing-Yu Chen)

4D Model Flow: Precomputed Appearance Alignment for Real-time 4D Video Interpolation

Dan Casas, Christian Richardt, John Collomosse, Christian Theobalt, Adrian Hilton

Efficient Variational Light Field View Synthesis For Making Stereoscopic 3D Images

Lei Zhang, Yu-Hang Zhang, Hua Huang

DenseCut: Densely Connected CRFs for Realtime GrabCut

Ming-Ming Cheng, Victor Adrian Prisacariu, Shuai Zheng, Philip Torr, Carsten Rother

Multiple Facial Image Editing Using Edge-Aware PDE Learning

Lingyu Liang, Lianwen Jin, Xin Zhang, Yong Xu

Evaluating the Quality of Face Alignment without Ground Truth

Kekai Sheng, Weiming Dong, Yan Kong, Xing Mei, Jilin Li, Chengjie Wang, Feiyue Huang, Bao-Gang Hu

15:15-15:35

Coffee Break

15:35-16:35

Drawing & Painting (Session Chair: Ming-Ming Cheng)

Tone- and Feature-Aware Circular Scribble Art

Chun-Chia Chiu, Yi-Hsiang Lo, Ruen-Rone Lee, Hung-Kuo Chu

Data-driven Handwriting Synthesis with Conjoined Manner

Hsin-I Chen, Tse-Ju Lin, Xiao-Feng Jian, I-Chao Shen, Bing-Yu Chen

FlexyFont: Learning Transferring Rules for Flexible Typeface Synthesis

Quoc Huy Phan, Hongbo Fu, Antoni Chan

Brushables: Example-based Edge-aware Directional Texture Painting

Michal Lukáč, Jakub Fišer, Paul Asente, Jingwan Lu, Eli Shechtman, Daniel Sýkora

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| 16:35-16:55 | Coffee Break | |
| 16:55-17:40 | Collision Detection (Session Chair: Huamin Wang) | |
| | Deformable Objects Collision Handling with Fast Convergence | Siwang Li, Zherong Pan, Jin Huang, Hujun Bao, Xiaogang Jin |
| | An Efficient Feathering System with Controllable Collision | Le Liu, Xiaosheng Li, Yanyun Chen, Xuehui Liu, Jiangjun Zhang, Enhua Wu |
| | TightCCD: Efficient and Robust Continuous Collision Detection using Tight Error Bounds | Zhendong Wang , Min Tang , Ruofeng Tong , Dinesh Manocha |
| 18:00-20:30 | Banquet (Beijing Duck Restaurant) | |
| | [Day 3] Friday, October 9th, 2015 | |
| 9:15-10:00 | Keynote talk 3: (Nobuyuki Umetani, Session Chair: Kun Xu) Simulation-guided Interactive Exploration of Functional Design | |
| 10:00-10:20 | Coffee Break | |
| 10:20-10:50 | Ray Tracing (Session Chair: Bin Wang) | |
| | Skeleton based Vertex Connection Resampling for Bidirectional Path-Tracing | Laurent Noël, Venceslas Biri |
| | Ray Specialized Contraction on Bounding Volume Hierarchies | Yan Gu, Yong He, Guy E. Blelloch |
| 10:50-11:35 | Stylization (Session Chair: Wei-Ming Dong) | |
| | Contrast-Enhanced Black and White Images | Hua Li, David Mould |
| | Dispersion-based Color Projection using Masked Prisms | Rafael Hostettler, Ralf Habel, Markus Gross, Wojciech Jarosz |
| | Pixel2Brick: Constructing Brick Sculptures from Pixel Art | Ming-Hsun Kuo, You-En Lin, Hung-Kuo Chu, Ruen-Rone Lee, Yong-Liang Yang |
| 11:35-14:00 | Lunch (2nd floor, Unisplendour Center) | |
| | TVCG & CGF papers (1) (Session Chair: Lei Zhang) | |
| 14:00-15:00 | Underexposed Video Enhancement via Perception-driven Progressive Fusion (TVCG) | |
| | High-quality Depth Estimation Using an Exemplar 3D Model for Stereo Conversion (TVCG) | |

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| | Flux-Limited Diffusion for Multiple Scattering in Participating Media (CGF) | |
| | Styling Evolution for Tight-Fitting Garments (TVCG) | |
| 15:00-15:20 | Coffee Break | |
| 15:20-16:05 | TVCG & CGF papers (2) (Session Chair: Hongbo Fu) | |
| | Active Exploration of Large 3D Model Repositories (TVCG) | |
| | Faithful Completion of Images of Scenic Landmarks using Internet Images (TVCG) | |
| | Variational Tree Synthesis (CGF) | |
| 16:05-16:55 | Awards and Closing | |
| 18:00-19:00 | Conference Dinner (2nd floor, Unisplendour Center) | |