



SIGGRAPH ASIA 2011 HONG KONG

The 4th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia

Conference: 12-15 December | Exhibition: 13-15 December




CONFERENCE LOCATOR

Sponsored by ACM SIGGRAPH



www.SIGGRAPH.org/ASIA2011



Future Conference Dates:

SIGGRAPH 2012

5 - 9 August

Los Angeles Convention Center

Los Angeles

www.siggraph.org/s2012

SIGGRAPH Asia 2012

28 November - 1 December

Suntec Singapore

Singapore

www.siggraph.org/asia2012

To reserve an exhibit space, contact:

SIGGRAPH Asia 2012

Exhibition Sales Management

+65 6500 6725

exhibits_asia@siggraph.org

For contributor & attendee information, contact:

SIGGRAPH Asia 2012

Conference Management

+65 6500 6700

cmasia@siggraph.org




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- 12 Monday, 12 December
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52 HKCEC Floorplan

Conference and Exhibition Hours & Policies

Registration: Ground Floor, Harbour Road Entrance

Sunday, 11 December 2011	14:00-18:00
Monday, 12 December 2011	08:00-18:30
Tuesday, 13 December 2011	08:00-18:30
Wednesday, 14 December 2011	08:00-18:30
Thursday, 15 December 2011	08:00-18:00

Merchandise Counter: Mezzanine

Monday, 12 December 2011	08:00-18:30
Tuesday, 13 December 2011	08:00-18:30
Wednesday, 14 December 2011	08:00-18:30
Thursday, 15 December 2011	08:00-18:00

Exhibition, Art Gallery, and Emerging Technologies, Level 3, Hall 3G

Tuesday, 13 December 2011	09:30-18:00
Wednesday, 14 December 2011	09:30-18:00
Thursday, 15 December 2011	09:30-17:00

Conference: Level 1, Convention Halls and Theater, Level 2, Rooms S221 - S230

Monday, 12 December 2011	09:00-18:00
Tuesday, 13 December 2011	09:00-18:00
Wednesday, 14 December 2011	09:00-18:00
Thursday, 15 December 2011	09:00-18:00

Bookstore: Convention Hall Foyer

Monday, 12 December 2011	09:30-18:30
Tuesday, 13 December 2011	09:30-18:30
Wednesday, 14 December 2011	09:30-18:30
Thursday, 15 December 2011	09:30-18:30

 **CGSOCIETY**
SOCIETY OF DIGITAL ARTISTS



www.cgsociety.org

Speaker Preparation Room: Level 2, Room S223

Sunday, 11 December 2011	14:00-18:00
Monday, 12 December 2011	08:00-18:00
Tuesday, 13 December 2011	08:00-18:00
Wednesday, 14 December 2011	08:00-18:00
Thursday, 15 December 2011	08:00-16:00

Conference Management Office: Level 1, Room V104

Sunday, 11 December 2011	14:00-18:00
Monday, 12 December 2011	08:00-18:00
Tuesday, 13 December 2011	08:00-18:00
Wednesday, 14 December 2011	08:00-18:00
Thursday, 15 December 2011	08:00-18:00

Exhibition Management Office: Level 3, Room G312

Monday, 12 December 2011	08:00-18:00
Tuesday, 13 December 2011	08:00-18:00
Wednesday, 14 December 2011	08:00-18:00
Thursday, 15 December 2011	08:00-18:00

Conference Policies

- Children under 16 are not permitted in the Exhibition. Age verification is required.
- Registered attendees under the age of 16 must be accompanied by an adult at all times.
- SIGGRAPH Asia 2011 reserves the right to deny registration or entrance to any attendee or prospective attendee, and to cancel an existing registration, if it determines that a registration or an attendee is not in the best interest of SIGGRAPH Asia 2011 or ACM SIGGRAPH.
- Lost badges cannot be replaced. If you lose your badge you must register again at the published rates to obtain a new badge.
- SIGGRAPH Asia 2011 conference documentation and pre-purchased merchandise will not be shipped, nor will refunds be given for any material not picked up at the Merchandise Pickup Center.

Camera/Recording Policies

No cameras or recording devices are permitted at SIGGRAPH Asia 2011. Abuse of this policy will result in revocation of the individual's registration credentials.

SIGGRAPH Asia 2011 employs a professional photographer and reserves the right to use all images that this photographer takes during the conference for publication and promotion of future ACM SIGGRAPH events.

General Information

ACM Transactions on Graphics

The printed ACM Transaction on Graphics (Conference Proceedings Special Issue) contains the Technical Papers. ACM Transaction on Graphics (Conference Proceedings Special Issue) was available for purchase online through the SIGGRAPH Asia 2011 registration system on or before 31 October. There will be no sales of onsite copies. ACM Transaction on Graphics can be purchased through ACM's e-store at <http://store.acm.org> post conference.

Accessability

The Hong Kong Convention and Exhibition Centre offers a full range of amenities to assist those with disabilities. Spacious guest lifts readily accommodate wheelchairs, and all entrances are ramped. Braille directory and teleloop system are installed in the Information Counters which are located at the Harbour Road and Expo Drive entrances. There are also tactile guide paths, specially designed toilets, and telephone booths. The Centre's car parks provide bays reserved for drivers with disabilities.

Automated Teller Machines (ATMs)/Banks/Currency Exchange

Banking and ATM facilities are available at Ground Floor of the Hong Kong Convention and Exhibition Centre.

Bookstore Convention Hall Foyer

BreakPoint Books offers the latest and greatest books, CDs, and DVDs on computer animation, graphic design, gaming, 3D graphics, modeling, and digital artistry. The bookstore features recent books by SIGGRAPH speakers and award winners. Note: Bookstore refunds will only be processed during the conference. All bookstore policies are those of BreakPoint Books and not SIGGRAPH Asia 2011.

Cafeteria/Restaurants/Stand Catering

A variety of restaurants are available within Hong Kong Convention and Exhibition Centre. For booth catering, please call +852 2582 7885 or email catering@hkcec.com.

Child Care

Child care will not be provided at SIGGRAPH Asia 2011. Contact your hotel concierge for suggestions.

Conference Management Office Level 1, Room V104

If you have questions regarding SIGGRAPH Asia 2011, stop by this office any time during conference hours.

Exhibition Management Office Level 3, Room G312

Exhibition Management representatives are available during conference hours to meet with exhibitors and help with plans for exhibiting at SIGGRAPH Asia 2012.

Full Conference DVD-ROM

This digital publication contains the electronic version of the program content, including images and supplemental material. The content of the printed version of the ACM Transactions on Graphics (Conference Proceedings Special Issue) is also included on the Full Conference DVD-ROM. The DVD-ROM is included with all Full Conference Access registrations, and available for purchase at SIGGRAPH Asia 2011.

Lost and Found

Exhibition Management Office, Level 3, Room G312

To inquire about lost items during the conference, please proceed to the Exhibition Management Office. All lost items (including badges) should be turned into this location where they will be logged and stored until the conclusion of the conference. After the conference, all lost and found items will be turned over to the Security office of Hong Kong Convention and Exhibition Centre.

Merchandise Store

Mezzanine

Your conference documentation (included with registration) must be picked up at the Merchandise Store. Conference documentation and pre-purchased merchandise will not be shipped, nor will refunds be given for any material that is not picked up at the Merchandise Store. Open during registration hours. The Full Conference DVD and other merchandise items are also available for purchase here.

Parking

Parking is available in the two underground car parks located at Harbour Road and Expo Drive Central. Parking fees are HKD 24.00 per hour.

Speaker Preparation Room

Level 2, Room S223

Please pick up your badge, registration credentials, and conference information at the registration counter on the Ground Floor of Hong Kong Convention and Exhibition Centre, Harbour Road Entrance, before proceeding to the Speaker Preparation Room. You can collect your Speaker Ribbons and prepare your presentations at the Speaker Preparation Room.

SIGGRAPH Asia 2011 Twitter Hashtags

Track your conversation through the following SIGGRAPH Asia 2011 Twitter hashtags:

Program/Event Name	Hashtags
Art Gallery	#siggraphasia #artgallery
Computer Animation Festival	#siggraphasia #caf
Courses	#siggraphasia #courses
Emerging Technologies	#siggraphasia #etech
Exhibition	#siggraphasia #exhibits
Exhibitor Tech Talks & Sessions	#siggraphasia #techtalks
Featured Speakers	#siggraphasia #speakers
Registration	#siggraphasia #registration
Special Sessions	#siggraphasia #specialsessions
Student Volunteers	#siggraphasia #sv
Technical Sketches & Posters	#siggraphasia #sketches #posters
Technical Papers	#siggraphasia #techpapers

Wireless Internet Access

SIGGRAPH Asia 2011 provides wireless network access in most areas of the convention center. To use the wireless network, attendees should have their own wireless cards.

Please refer to your device operating system and client adapter documentation and follow this procedure:

1. Document all existing TCP/IP and wireless configuration information before you make any changes.
2. Configure your device to use DHCP.
3. Configure your wireless adapter network name (SSID) to be 'sa2011'.
4. When prompted for the password, please enter 'sa2011'.

The SIGGRAPH Asia 2011 wireless network provides communications for conference attendees. We strive to provide an infrastructure as good as possible. There is however restrictions to the bandwidth and amount of users the network can support.



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 **CYBERPORT**
數碼港

www.cyberport.hk

Monday, 12 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

08:00 – 18:30

Registration

**Ground Floor,
Harbour Road
Entrance**

**SIGGRAPH Asia
Merchandise Store**

Mezzanine

09:00 – 12:45

- **Courses** **Convention Hall C**
Introduction to Computer Graphics

- **Courses** **Room S226**
Perception in Graphics,
Visualization, Virtual
Environments and Animation

- **Courses** **Room S222**
Time of Flight (ToF) Depth
Sensor-based 3D Imaging
Architecture for Future Display
-

09:00 – 18:00

- **Courses** **Room
S224 & S225**
Modern OpenGL Programming
-

Monday, 12 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

14:15 – 18:00

- **Courses** **Room S226**
Advances in New Interfaces for Musical Expression

 - **Courses** **Room S222**
Developing Visual Interfaces for Mobile Devices

 - **Courses** **Convention Hall C**
How to write a SIGGRAPH paper
-

18:00 – 19:15

- ▲ Technical Papers Fast Forward **Theater 1**
-

19:30 – 20:15

- ▲ Technical Sketches Fast Forward **Theater 1**
-

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

08:00 – 18:30

Registration

**Ground Floor,
Harbour Road
Entrance**

**SIGGRAPH Asia
Merchandise Store**

Mezzanine

09:00 – 18:00

■ ▲ E **Exhibition**

Hall 3G

■ ▲ **Posters Exhibition**

**Convention Hall
Foyer**

09:00 – 09:50

■ ▲ **Exhibitor Sessions**

Room S221

NVIDIA Corporation – Cloud
Rendering and IRAY – The Future
of Rendering in the Cloud

09:00 – 10:45

■ **Courses**

Room S222

Procedural Shading in
RenderMan and Beyond

■ **Courses**

Convention Hall C

Introduction to OpenCL

WANTED

Senior artists for a full length Animated Feature based on the Penguins of Madagascar.

Technicolor India in association with DreamWorks Animation SKG is seeking talented and motivated individuals to join the DreamWorks Dedicated Unit at Technicolor, India.

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DreamWorks Dedicated Unit, Technicolor India

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technicolor



Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

-
- **Courses** **Room S226**
How to Write A Polarisation Ray Tracer
-
- **Technical Papers** **Convention Hall B**
Shape Analysis and Deformation
 - Pattern-Aware Shape Deformation Using Sliding Dockers
 - Shape Space Exploration of Constrained Meshes
 - Joint Shape Segmentation with Linear Programming
 - Unsupervised Co-Segmentation of a Set of Shapes via Descriptor-Space Spectral Clustering
-
- **Technical Sketches** **Room S225**
Geometric Modeling and Processing
 - Beady: Interactive Beadwork Design and Construction
 - Parallel and Unbiased Poisson Disk Sampling on Arbitrary Surfaces
 - Heterogeneous Particle-Based Simulation
 - Fast and Automatic 3D Full Head Synthesis using iPhone
-

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

09:00 – 12:45

- ▲ **Computer Animation Festival** **Theater 2**
Animation Theater Screening
-

10:00 – 10:50

- ▲ **Exhibitor Sessions** **Room S221**
NVIDIA Corporation – Character
Clothing in PHYSX 3
-

10:00 – 18:00

- ▲ **Exhibitor Sessions** **Room S227**
Autodesk Asia Pte Ltd – Don't
Blend In. Stand Out with
Autodesk Digital Entertainment
Creation Solutions
-

10:30 – 18:00

- ▲ **Exhibitor Sessions** **Room S228**
The Foundry – SIGGRAPH Asia
GEEKFEST 2011
-

11:00 – 11:50

- ▲ **Exhibitor Sessions** **Room S221**
NVIDIA Corporation – Real-Time
Water Simulation on the GPU
-

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

11:00 – 12:00

- ▲ E **Exhibitor Sessions** **Convention Hall A**
Pixar Animation Studios – “Pixar’s
RenderMan 2011 Roadmap”
La Luna, Cars 2, and the Latest
Rendering Technologies
-

11:00 – 13:00

- ▲ E **Exhibitor Tech Talks** **Exhibitor Tech
Talk Stage**
DreamWorks Dedicated Unit,
Technicolor India – Opportunities
in India to work on DreamWorks
Feature Projects
-

11:00 – 13:00

- **Featured Speakers** **Theater 1**
The Influence of Chinese Culture
in Designing Kung Fu Panda 2
Jennifer Yuh Nelson and
Raymond Zibach, DreamWorks
Animation
-

13:00 – 13:50

- ▲ **Exhibitor Sessions** **Room S221**
NVIDIA Corporation – Graphics
Virtualization and Remoting
-

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

13:00 – 14:00

- ▲ **Computer Animation Festival - Production Sessions** **Theater 2**
- Mythical creatures and magical environments “Pirates of the Caribbean: On Stranger Tides”
-

13:30 – 14:30

- ▲ E **Exhibitor Tech Talks** **Exhibitor Tech Talk Stage**
- The Bakery – A New Approach to Lighting - Bakery Relight™
- Book Signing**
with Jennifer Yuh Nelson and Raymond Zibach **Bookstore, Convention Hall Foyer**
-

13:15 – 14:45

- ▲ **Courses** **Theater 1**
- Stereoscopy from XY to Z
Sponsored by Digital Magic
-

14:00 – 14:50

- ▲ **Exhibitor Sessions** **Room S221**
- NVIDIA Corporation – Interacting with Huge Particle Simulations in MAYA Using the GPU (Using MAXIMUS)
-

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

14:15 – 16:00

- **Technical Papers** **Convention Hall B**
Video and Capture
 - Modeling and Generating Moving Trees from Video
 - Candid Portrait Selection from Video
 - Multiview Face Capture Using Polarized Spherical Gradient Illumination
 - Video Face Replacement
- **Technical Papers** **Convention Hall C**
NPR
 - A Rendering Framework for Multiscale Views of 3D Models
 - Mixed-Order Compositing for 3D Painting
 - Animated Construction of Line Drawings
 - Sketch-based Dynamic Illustration of Fluid Systems
- **Technical Sketches** **Room S225**
Geometric Processing Techniques
 - A Hybrid Object-Image Space Approach for Efficient and Robust Line Drawings
 - A Parallel Constraint Solver for a Rigid Body Simulation
 - Constant-Time All-Pairs Geodesic Distance Query On Triangle Meshes

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

- Automatic Generation of 3-D Building Models by Straight Skeleton

14:15 – 16:45

- ▲ **Computer Animation Festival** **Theater 2**
Animation Theater Screening
-

14:15 – 18:00

- **Courses** **Room S226**
Perceptually Inspired Methods for Naturally Navigating Virtual Worlds
-

- **Courses** **Room S222**
OpenCL by Example - Advanced Topics
-

- **Symposium on Apps** **Room S224**
Building Augmented Reality experiences using Layar Vision and Layar Player
-

15:00 – 15:50

- ▲ **Exhibitor Sessions** **Room S221**
NVIDIA Corporation – Advanced Production Techniques with Mental Ray
-

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

15:00 – 16:00

- ▲ E **Exhibitor Sessions** **Convention Hall A**
Pixar Animation Studios – “Pixar’s
RenderMan 2011 Roadmap”
La Luna, Cars 2, and the Latest
Rendering Technologies
-

15:00 – 16:15

- ▲ **Special Sessions** **Theater 1**
The Art of Making Stereoscopic
3D Animated Films
Sponsored by Digital Magic
-

15:00 – 17:00

- ▲ E **Exhibitor Tech Talks** **Exhibitor Tech
Talk Stage**
Lucasfilm Singapore – Successful
Creative Collaboration across
Time and Space
-

16:00 – 17:50

- ▲ **Exhibitor Sessions** **Room S221**
NVIDIA Corporation – NVIDIA
Product Demonstration and Q
& A
-

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

16:15 – 18:00

- **Technical Papers** **Convention Hall C**
Quads and Friends
 - General Planar Quadrilateral Mesh Design Using Conjugate Direction Field
 - Connectivity Editing for Quadrilateral Meshes
 - Simple Quad Domains for Field Aligned Mesh Parametrization
 - Boundary Aligned Smooth 3D Cross-Frame Field

- **Technical Sketches** **Room S225**
Light & Illumination
 - Fast Global Illumination Baking via Ray-Bundles
 - Efficient Search of Lightcuts by Spatial Clustering
 - Bidirectional Light Transport with Vertex Merging
 - Capturing Shape and Reflectance of Food

16:15 – 18:25

- **Technical Papers** **Convention Hall B**
Contact, Collision and Congestion
 - Interactive Hybrid Simulation of Large-Scale Traffic

Tuesday, 13 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

- Pattern-Guided Smoke Animation with Lagrangian Coherent Structure
- Interference Aware Geometric Modeling
- Imperceptible Relaxation of Collision Avoidance Constraints in Virtual Crowds
- A Hybrid Iterative Solver for Robustly Capturing Coulomb Friction in Hair Dynamics

16:30 – 18:30

- ▲ **Computer Animation Festival – 3D Symposium** **Theater 1**
Stereoscopic Production Sessions
Sponsored by Digital Magic
-

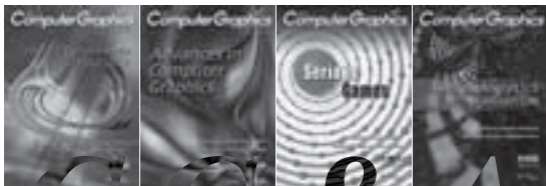
19:00 – 21:00

- **Computer Animation Festival** **Theater 1**
Electronic Theater Screening
-

19:00 – 22:00

- **SIGGRAPH Asia 2011 Networking Reception** **Cyberport**
(Ticketed Access)
-

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Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

08:00 – 18:30

Registration

**Ground Floor,
Harbour Road
Entrance**

**SIGGRAPH Asia
Merchandise Store**

Mezzanine

09:00 – 18:00

■ ▲ E **Exhibition**

Hall 3G

■ ▲ **Posters Exhibition**

**Convention Hall
Foyer**

09:00 – 10:00

■ ▲ **Art Gallery Talks**

- What it Means to Wonder
- Life Twitter Live: Internet of everyday objects or places
- Sweet Home

**Exhibitor Tech
Talk Stage**

09:00 – 10:45

■ **Courses**

What's Next? The Fourth
Generation of Computer
Graphics (2010-2025)

Theater 1

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

-
- **Symposium on Apps** **Room S221**
Creativity with ARTags; a Mobile Augmented Reality App for Android
-
- **Technical Papers** **Convention Hall B**
Material Editing
 - Material Matting
 - Physically-Based Interactive Bi-Scale Material Design
 - AppGen: Interactive Material Modeling from a Single Image
 - AppWarp: Retargeting Measured Materials by Appearance-Space Warping
-
- **Technical Papers** **Convention Hall C**
3D Capture and Reconstruction
 - Online Reconstruction of 3D Objects from Arbitrary Cross-Sections
 - Fusion of Depth Maps with Multiple Scales
 - Global Parametrization of Range Image Sets
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

-
- **Technical Sketches** **Room S225**
 - Texture & Terrain Rendering
 - Fast Multiresolution Terrain Rendering with Symmetric Cluster Sets
 - Non-Local Image Reconstruction for Efficient Bidirectional Texture Function (BTF) Synthesis
 - A Space Efficient and Hardware Friendly Implementation of Ptex
 - Flexible Texture Compression Using Bounded Integer Sequence Encoding
-

09:00 – 12:45

- ▲ **Computer Animation Festival** **Theater 2**
 - Animation Theater Screening

 - **Courses** **Room S222**
 - GPU Shaders for OpenGL 4.0

 - **Courses** **Room S226**
 - Cross-Cultural User-Experience Design
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

10:00 – 10:40

- | | | |
|------------|--|----------------------------------|
| ■ ▲ | Emerging Technologies Talks <ul style="list-style-type: none">- The Octagon- Mobie: A Movie Brain Interactive Editor | Exhibitor Tech Talk Stage |
|------------|--|----------------------------------|
-

10:00 – 11:00

- | | | |
|--------------|---------------------|--|
| ■ ▲ E | Get Involved | SIGGRAPH Asia 2012 Booth, Convention Hall Foyer |
|--------------|---------------------|--|
-

10:00 – 17:00

- | | | |
|------------|---|------------------|
| ■ ▲ | Exhibitor Sessions
The Khronos Group Inc -
Khronos "DevU" Educational Sessions | Room S228 |
|------------|---|------------------|
-

10:00 – 18:00

- | | | |
|------------|---|------------------|
| ■ ▲ | Exhibitor Sessions
Autodesk Asia Pte Ltd – Don't Blend In. Stand Out with Autodesk Digital Entertainment Creation Solutions | Room S227 |
|------------|---|------------------|
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

11:00 – 12:00

- ▲ E **Exhibitor Sessions** **Convention Hall A**
- Pixar Animation Studios – “Pixar’s RenderMan 2011 Roadmap”
La Luna, Cars 2, and the Latest Rendering Technologies
-

11:00 – 12:30

- ▲ **Featured Speakers** **Theater 1**
- More than what the Eye Sees:
Interaction and Graphics
Bill Buxton, Microsoft Research
-

11:00 – 12:45

- **Technical Papers** **Convention Hall B**
- Shading and Shadows
- Image-based Bidirectional Scene Reprojection
 - A Shading Reuse Method for Efficient Micropolygon Ray Tracing
 - Genetic Programming for Shader Simplification
 - An Efficient Alias-free Shadow Algorithm for Opaque and Transparent Objects using per-triangle Shadow Volumes
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

-
- **Technical Sketches** **Room S225**
Production and Visual Effects
- Stretchable Cartoon Editing for Skeletal Captured Animations
 - Free Fall Motion Synthesis
 - Extinction Transmittance Maps
 - Distribution-Aware Image Color Transfer
-

11:00 – 13:00

- ▲ E **Exhibitor Tech Talks** **Exhibitor Tech Talk Stage**
Contact Singapore – Work in Singapore – Global Opportunities in the Interactive & Digital Media Sector
-

13:00 – 14:00

- ▲ **Computer Animation Festival - Production Sessions** **Theater 2**
Coming Full Circle with Transformers
-

13:00 – 15:00

- ▲ E **Exhibitor Tech Talks** **Exhibitor Tech Talk Stage**
The White Rabbit Animation Inc. – TWR3D – A Fast and Cost-effective 2D to 3D Conversion Workflow for Theatrical Content
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

13:30 – 15:00

-
- ▲ **Poster Presentations** **Convention Hall Foyer**

14:15 – 15:00

-
- **Symposium on Apps** **Room S221**
Back to Hardware: Introducing
“Mobile Mates” for Health

14:15 – 16:00

-
- **Special Sessions** **Theater 1**
Puss in Boots: India’s Role in
the Making of an Animated
Blockbuster

-
- **Technical Papers** **Convention Hall B**
Image Mix and Match
- Data-driven Visual Similarity for Cross-domain Image Matching
 - Arcimboldo-like Collage Using Internet Images
 - Semantic Colorization with Internet Images
 - Rendering Synthetic Objects into Legacy Photographs
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

-
- **Technical Papers** **Convention Hall C**
Rendering: Accuracy and Efficiency
 - Displacement Interpolation Using Lagrangian Mass Transport
 - Adaptive Sampling and Reconstruction using Greedy Error Minimization
 - T&I Engine: Traversal and Intersection Engine for Hardware Accelerated Ray Tracing
 - Coherent Parallel Hashing
-
- **Technical Sketches** **Room S225**
Animation
 - Video-Based Toon Character from Surface Performance Capture
 - Screen Space Animation of Fire
 - Spline Motion Transitions in Linear Subspaces
 - An Efficient Calculation Method of Spherical Signed Distance Functions for Real-Time Rendering
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

14:15 – 16:45

- ▲ **Computer Animation Festival** **Theater 2**
Animation Theater Screening
-

14:15 – 18:00

- **Courses** **Room S222**
FCam: An architecture and API for computational cameras
-

- **Courses** **Room S226**
Information Theory in Computer Graphics and Visualization
-

15:00 – 16:00

- ▲ E **Exhibitor Sessions** **Convention Hall A**
Pixar Animation Studios – “Pixar’s RenderMan 2011 Roadmap”
La Luna, Cars 2, and the Latest Rendering Technologies
-

15:00 – 17:00

- ▲ E **Exhibitor Tech Talks** **Exhibitor Tech Talk Stage**
MTECH Engineering – Serious Factory – How 3D could serve your marketing strategy
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

15:15 – 16:00

-
- | | | |
|---|--|------------------|
| ■ | Symposium on Apps
“Power” and energy of Visual Computing | Room S221 |
|---|--|------------------|

15:30 – 16:30

-
- | | | |
|-------|---------------------|--|
| ■ ▲ E | Get Involved | SIGGRAPH Asia
2012 Booth,
Convention Hall
Foyer |
|-------|---------------------|--|

16:00 – 19:00

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- | | | |
|-----|---|------------------|
| ■ ▲ | Exhibitor Sessions
Chaos Group – V-Ray® 2.0 for
3DS MAX and MAYA – The
Latest Trendsetting Rendering
Technologies by Chaos Group | Room S224 |
|-----|---|------------------|

16:15 – 18:00

-
- | | | |
|---|---|------------------|
| ■ | Symposium on Apps
Mobile 2.0 - The Future of Mobile
Apps: Mashing It Up and Getting
It Out There! | Room S221 |
|---|---|------------------|
-

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

-
- **Technical Papers** **Convention Hall C**
Shape & Vector Representations
 - Freeform Vector Graphics with Controlled Thin-plate Splines
 - Multiscale Vector Volumes
 - Slices: A Shape-Proxy Based on Planar Sections
 - Coons BVH for Freeform Geometric Models

-
- **Technical Sketches** **Room S225**
User Interaction
 - Ambient Wall
 - Interactive Climbing Route Design Using a Simulated Virtual Climber
 - A Sketch-based Interface to Script Comics Reading
 - VolVision

16:15 – 18:25

-
- **Technical Papers** **Convention Hall B**
Animation
 - Artist-Friendly Facial Animation Retargeting
 - Controlling Physics-based Characters using Soft Contacts
 - Compression and Direct Manipulation of Complex Blendshape Models

Wednesday, 14 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

- Modal-Space Control for Articulated Characters
- Stretchable and Twistable Bones for Skeletal Shape Deformation

19:00 – 21:00

- **Computer Animation Festival** **Theater 1**
Electronic Theater Screening
-

19:00 – 23:00

- ▲ **Exhibitor Sessions** **Convention Hall C**
Side Effects Software – Houdini
User Group Event
-

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

08:00 – 18:30

Registration

**Ground Floor,
Harbour Road
Entrance**

**SIGGRAPH Asia
Merchandise Store**

Mezzanine

09:00 – 18:00

■ ▲ E **Exhibition**

Hall 3G

■ ▲ **Posters Exhibition**

**Convention Hall
Foyer**

09:00 – 10:20

■ ▲ **Art Gallery Talks**

- Urban Spirits, a digital street art creation
- We are Movement
- Future architecture in Asia
- The future of Creative Industry

**Exhibitor Tech
Talk Stage**

09:00 – 10:45

■ ▲ **Education Panel**

Approaches and Challenges
towards Animation Education
The following networking reception is
sponsored by Media Design School

Room S221

PIPELINE

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Hong Kong
gallery guide

www.hkgalleryguide.com



Double Pipe Publishers

Thursday, 15 December

- Full Conference/Full Conference One-Day
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■ **Technical Papers** **Convention Hall B**

Cameras and Appearance

- Practical Spectral Characterization of Trichromatic Cameras
- Single View Reflectance Capture Using Multiplexed Scattering and Time-of-Flight Imaging
- Estimating Dual-scale Properties of Glossy Surfaces from Step-edge Lighting
- Interactive Hair Rendering and Appearance Editing under Environment Lighting

■ **Technical Sketches** **Room S225**

Image Processing

- Tangible Images
- Effective Despeckling of High Dynamic Range (HDR) Images
- Interactive 2D and Volume Image Segmentation Using Level Sets of Probabilities
- Translucent Material Transfer Based on Single Images

09:00 – 12:45

■ ▲ **Computer Animation Festival** **Theater 2**

Animation Theater Screening

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

■ **Courses** **Room S226**
Introduction to Networked
Graphics

■ **Courses** **Convention Hall C**
Elements of Geometry
Processing

09:00 – 18:00

■ **Courses** **Room S222**
Multidimensional Image
Retargeting

10:00 – 17:00

■ ▲ **Exhibitor Sessions** **Room S228**
The Khronos Group Inc -
Khronos “DevU” Educational
Sessions

10:00 – 18:00

■ ▲ **Exhibitor Sessions** **Room S227**
Autodesk Asia Pte Ltd – Don’t
Blend In. Stand Out with
Autodesk Digital Entertainment
Creation Solutions

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

10:20 – 12:40

- | | | |
|------------|---|----------------------------------|
| ■ ▲ | Emerging Technologies Talks | Exhibitor Tech Talk Stage |
| | <ul style="list-style-type: none">- Joyman: A Human-Scale Joystick for Navigating in Virtual Worlds- Throwable Panoramic Ball Camera- Polychrome Paper Computing- Ungrounded Handheld Device for Simulating High-Forces of Ball Impacts in Virtual Tennis- Visual Tactile Integration for Tickling- EaTheremin- Be your avatar: real-time facial animation using the Kinect | |
-

11:00 – 12:00

- | | | |
|--------------|--|--------------------------|
| ■ ▲ E | Exhibitor Sessions | Convention Hall A |
| | <p>Pixar Animation Studios – “Pixar’s RenderMan 2011 Roadmap”
La Luna, Cars 2, and the Latest Rendering Technologies</p> | |
-

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

11:00 – 12:45

- **Technical Papers** **Convention Hall B**
Image Processing
 - Image Smoothing via L0 Gradient Minimization
 - Convolution Pyramids
 - GPU-Efficient Recursive Filtering and Summed-Area Tables
 - Multigrid and Multilevel Preconditioners for Computational Photography

-
- **Technical Sketches** **Room S225**
Image System & Video Processing
 - Scalable Motion-Aware Panoramic Videos
 - A System for Editing Sky Images Using an Image Database
 - Face Recognition and Clustering for Home Photos
 - Stereoscopic 3D Experience Optimization Using Cropping and Warping

11:15 – 12:30

- **Featured Speakers** **Theater 1**
The Future of Computer Graphics
Ken Perlin, New York University
-

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

13:00 – 14:00

- ▲ **Computer Animation Festival - Production Sessions** **Theater 2**
Star Wars: The Clone Wars –
A Rigging Challenge
-

13:00 – 15:00

- ▲ E **Exhibitor Tech Talks** **Exhibitor Tech Talk Stage**
Lucasfilm Singapore – Looking
and Seeing... Differently
-

14:15 – 16:00

- ▲ **Special Sessions** **Theater 1**
Harry Potter and the Deathly
Hallows Part 2
-

- **Technical Papers** **Convention Hall B**
Light Transport
- Modular Radiance Transfer
- LightSlice: Matrix Slice
Sampling for the Many-Lights
Problem
- Practical Filtering for Efficient
Ray-traced Directional
Occlusion
- Progressive Photon Beams
-

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

■ **Technical Papers** **Convention Hall C**

Architectural Design and Analysis

- InSitu: Sketching Architectural Designs in Context
- Structure-preserving Retargeting of Irregular 3D Architecture
- Adaptive Partitioning of Urban Facades
- Conjoining Gestalt Rules for Abstraction of Architectural Drawings

■ **Technical Sketches** **Room S225**

Virtual and Augmented Reality

- Towards Hairstyle Reconstruction Using Thermal Imaging
 - Enabling On-Set Stereoscopic Mixed Reality (MR)-Based Previsualization for 3D Filmmaking
 - A Practical Visualization Strategy for Large-Scale Supernovae Computational Fluid Dynamics (CFD) Simulations
 - Hardware Instancing for Real-Time Realistic Forest Rendering
-

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

14:15 – 16:45

- ▲ **Computer Animation Festival** **Theater 2**
Animation Theater Screening
-

14:15 – 18:00

- **Courses** **Room S226**
Advanced Textural
Representation of Materials
Appearance
-

15:00 – 15:40

- ▲ **Emerging Technologies Talks** **Exhibitor Tech Talk Stage**
- 360-Degree Fog Projection
Interactive Display
- FoodGenie: Play with your food
-

15:00 – 16:00

- ▲ E **Exhibitor Sessions** **Convention Hall A**
Pixar Animation Studios – “Pixar’s
RenderMan 2011 Roadmap”
La Luna, Cars 2, and the Latest
Rendering Technologies
-

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

15:40 – 17:00

- | | | |
|-----|--|--------------------------------------|
| ■ ▲ | Art Gallery Talks | Exhibitor Tech
Talk Stage |
| | <ul style="list-style-type: none">- Time of Doubles- MIROIR : the Creation of an Antropomorphic Augmented Reality Installation- Mont- Trembling Creatures by Cyland Media Art Lab | |
-

16:15 – 18:00

- | | | |
|---|--|------------------|
| ■ | Computer Animation Festival | Theater 1 |
| | Electronic Theater Screening | |
| ■ | Technical Sketches | Room S225 |
| | Art, Design & Computer Graphics Education | |
| | <ul style="list-style-type: none">- Fractal Strokes- 3D Animation Education in the US and Japan- Procedural Modeling of Pebble Mosaics- Synthesizing Rope Patterns of Jomon Ware in a Virtual Space | |
-

Thursday, 15 December

- Full Conference/Full Conference One-Day
- ▲ Basic Conference
- E Exhibits Only

16:15 – 18:25

- **Technical Papers** **Convention Hall B**
 - Stereo and Light Fields
 - Polarization Fields: Dynamic Light Field Display Using Multi-Layer Liquid Crystal Displays
 - Computing and Fabricating Multilayer Models
 - C1x6: A Stereoscopic Six-User Display for Co-located Collaboration in Shared Virtual Environments
 - OSCAM - Optimized Stereoscopic Camera Control for Interactive 3D
 - Multi-perspective Stereoscopy from Light Fields
-

19:00 – 21:00

- **Computer Animation Festival** **Theater 1**
 - Electronic Theater Screening
-

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Technical Papers
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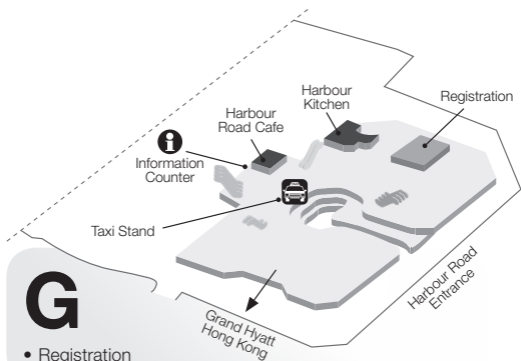
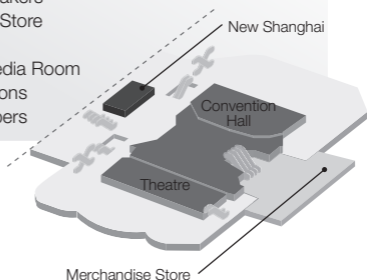


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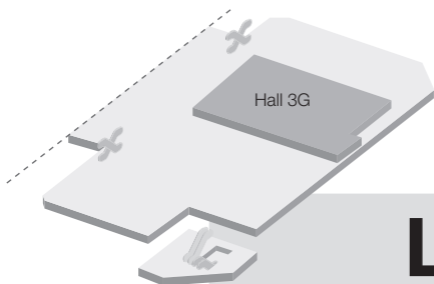
HKCEC Floorplan

- Bookstore
- Computer Animation Festival – Animation Theater
- Computer Animation Festival – Electronic Theater
- Conference Management Office
- Courses
- Exhibitor Sessions
- Featured Speakers
- Merchandise Store
- Posters
- Press and Media Room
- Special Sessions
- Technical Papers

L1

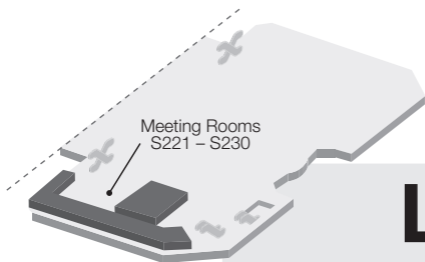


HKCEC Floorplan



L3

- Art Gallery
- Emerging Technologies
- Exhibition
- Exhibition Management Office
- Exhibitor Tech Talks



L2

- Courses
- Exhibitor Sessions
- Speaker Preparation Room
- Symposium on Apps
- Technical Sketches

Notes

Notes



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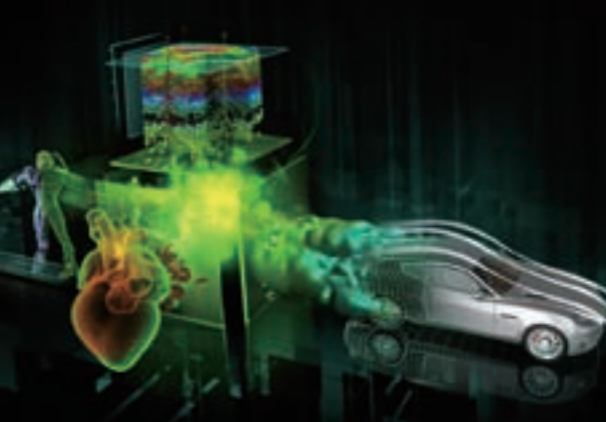
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