



# ACM SIGGRAPH IRC

International Resources Committee



## INTERNATIONAL CONNECTION



*Throughout the year, the International Resources program facilitates worldwide collaboration in the ACM SIGGRAPH community. Because of our international connections and close relationship to the international ACM SIGGRAPH Chapters, we are often able to connect people and resources across the world. Please contact us if you are interested in connecting with ACM SIGGRAPH Chapters and/or professionals in the field of graphics and interactive techniques.*

*For SIGGRAPH2012 conference, we have prepared this document, which highlights all conference submissions and presentations from Japan. If you have questions about this list, please contact our 'East Asia- Japan' committee member:*

*Miho Aoki [mihoalaska@gmail.com]*

-----

### **Art Gallery**

Japan

A Colloidal Display

Yoichi Ochiai (The University of Tokyo)

### **Birds of a Feather**

Japan

The 25th Anniversary CG Show/Sake Barrel Opening Party

Yoichiro Kawaguchi

### **Computer Animation Festival (CAF)**

Japan

Tekken Blood Vengeance

Digital Frontier Inc.

### **Courses**

Japan

Practical Physically-Based Shading in Film and Game Production

Yoshiharu Gotanda (Tri-Ace)

### **Emerging Technologies**

Japan

Chilly Chair

Shogo Fukushima (The University of Electro-Communications)

ClaytricSurface

Yasushi Matoba (The University of Electro-Communications)

Gosen

Tetsuaki Baba (Tokyo Metropolitan University)

Hand-Rewriting  
Tomoko Hashida (The University of Tokyo)

JUKE Cylinder  
Masamichi Ueta (The University of Tokyo)

Magic Pot  
Yuki Ban (The University of Tokyo)

Possessed Hand  
Emi Tamaki (The University of Tokyo)

Shader Printer  
Daniel Saakes (Japan Science and Technology Agency)

SplashDisplay  
Yasushi Matoba (The University of Electro-Communications)

Stuffed Toys Alive!  
Yohei Yamashita (Tokyo Institute of Technology)

TECHTILE Toolkit  
Kouta Minamizawa (Keio University)

TELESAR  
Charith Lasantha Fernando (Keio University)

## Exhibitors

### Japan

3D Consortium  
Canon Inc.  
Crescent, Inc.  
Digital Media Professionals Inc.  
Drawviz, Inc.  
Fixstars Corporation  
Ubiquitous Entertainment Inc.

## Posters

### Japan

3D Human Head Geometry Estimation From a Speech  
Akinobu Maejima (Waseda University)

A Colloidal Display: Membrane Screen That Combines Transparency, BRDF, and 3D Volume  
Yoichi Ochiai (The University of Tokyo)

A Resolution-Reduction Method of Multi-Resolution Terrain Maps  
Goro Akagi (Kobe University)

A Stereo Nine-Band Camera for Accurate Color and Spectrum Reproduction  
Masaru Tsuchida (NTT Communication Science Labs)

A Stereoscopic Representation of Impossible Rectangle Twisted Torus Figure  
Kana Nakatsu (Tokyo Denki University)

A Video-See-Through Face-Mounted Display for View Sharing  
Yuki Hashimoto (Osaka University)

Acquiring Perceptually Diffuse Shading From General Objects in Actual Scenes  
Yasuhiro Yao (NTT Cyber Space Laboratories)

Acquiring Shell Textures From a Single Image for Realistic Fur Rendering  
Hiroaki Ukaji (Waseda University)

Active Touch Sensing of Being-Pulled Illusion for Pedestrian Route Navigation  
Tomohiro Amemiya (NTT Communication Science Laboratories)

Analysis and Synthesis of Realistic Eye Movement in Face-to-Face Communication  
Tomoyori Iwao (Waseda University)

Automatic Mash-Up Music Video Generation System  
Tatsunori Hirai (Waseda University)

CosmicAI  
Takanobu Mitani (Keio University)

Development of a Portable Anisotropic Reflectance Measurement System  
Yuki Takeda (Dai Nippon Printing Co., Ltd.)

Distance-Aware Ray Tracing for Curves  
Koji Nakamaru (Light Transport Entertainment Research)

Dynamic Projection Mapping  
Takuma Nakamura (The University of Electro-Communications)

Easy-To-Use Authoring System for Noh (Japanese Traditional) Dance Animation  
Masaki Oshita (Kyushu Institute of Technology)

Effective Global Prediction for Dense Light-Field Compression  
Takashi Sakamoto (Tokyo University of Science)

Facial Aging Simulator Considering Geometry and Patch-Tiled Texture  
Yusuke Tazoe (Waseda University)

Fast-Automatic 3D Face Generation Using a Single Video Camera  
Tomoya Hara (Waseda University)

Growing Documentary  
Janak Bhimani (Keio University)

Hair Motion Capturing From Multiple View Videos  
Tsukasa Fukusato (Waseda University)

Haptic Editor  
Sho Kamuro (The University of Tokyo)

High-Definition and Multispectral Capturing for Digital Archiving of Large 3D Woven Cultural Artifacts  
Wataru Wakita (Ritsumeikan University)

How to Draw Illustrative Figures?  
Yuki Morimoto (Institute of Systems, Information Technologies and Nanotechnologies)

LabanOHtation: Laban Meets Noh  
Worawat Choensawat (Ritsumeikan University)

Living Floccus  
Keina Konno (Keio University)

Micro-Sized Art "The Weight of Life"  
Akiko Sato (The University of Tokyo)

Mimicat  
Rika Shoji (Tokyo Metropolitan University)

MorPhys  
Shohei Takei (The University of Tokyo)

NeonDough  
Junichi Yamaoka (Keio University)  
Particle-Based Simulation of Snow Trampling  
Tetsuya Takahashi (Keio University)

Printing 3D Light Field With 1D Halftone Screening  
Hideki Yamazaki (Dai Nippon Printing Co., Ltd.)

Rupture Simulation of a Bubble With MPS  
Nobuhiko Mukai (Tokyo City University)

SAION  
Shun Nagao (The University of Tokyo)

Shadow++  
Saki Sakaguchi (Kansai University)

Stop-Motion Cameras in the Network  
Yoichi Ochiai (The University of Tokyo)

Synthesis of a Video of a Performer Appearing to Play User-Specified Music  
Tomohiro Yamamoto (The University of Electro-Communications)

Tamable Looper  
Michinari Kono (Keio University)

Use of Periodic Shift and Color Combinations to Enhance Illusory Motion  
Kazuhisa Yanaka (Kanagawa Institute of Technology)

Video Retrieval Based on User-Specified Deformation  
Yuuta Kawate (The University of Electro-Communications)

ViewPaint  
Kota Okukubo (Toppan Printing Co., Ltd.)

Virtual Yamahoko Parade With Vibration  
Liang Li (Ritsumeikan University)

World Eco-Topo  
Ayumi Kato (The University of Tokyo)

### **Real-Time Live!**

Japan  
Luminous Studio Tech Demo  
Yoshihisa Hashimoto (Square Enix Co., Ltd.)

### **SIGGRAPH Dailies!**

Japan  
PixelJunk Space Odyssey  
Edward Lee (Q-Games)

### **Talks**

Japan  
Character Customization of Soulcalibur 5 In-Depth  
Shiro Tani (NAMCO BANDAI Studios Inc.)

Growing Documentary: Creating a Computer-Supported Collaborative Storytelling Environment  
Janak Bhimani (Keio University)

### **Technical Papers**

Japan  
Beady: Interactive Beadwork Design and Construction  
Yuki Igarashi (University of Tsukuba)

Guided Exploration of Physically Valid Shapes for Furniture Design  
Nobuyuki Umetani (The University of Tokyo)