ACM SIGGRAPH IRC
International Resources Committee

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 Northern Europe. If you have questions about this list, please contact our 'Northern Europe' committee member:
Dolly Omisore [dollisium@googlemail.com]

Art Gallery
UK
A Planetary Order
Martin John Callanan (University College London)

Art Papers
UK
From Wunderkammern to Kinect - The Creation of Shadow Worlds
Anneke Pettican (Brass Art and University of Huddersfield)

Chara Lewis (Brass Art and Manchester Metropolitan University)
Kristin Mojsiewicz (Brass Art and Edinburgh College of Art)

Birds of a Feather
Netherlands
Blender Foundation - Community Meeting
Blender Foundation - Artist Showcase
Blender Foundation

Skyline: Open Sourcing the Pipeline
Projex Software

Chapters
UK
Manchester ACM SIGGRAPH

Computer Animation Festival (CAF)
Netherlands
Amsterdam DNA
PlusOne

Mac 'n' Cheese
Colorbleed

UK
John Carter
Cinesite

Release Your Imagination
Dirt3
Dirt Showdown
Kinect Sports: Season 2
RealtimeUK

War Horse
Andrex "Hakle"
Captain America: The First Avenger
Framestore

Jack Daniels "Tennessee Honey"
Clover "Way Better"
Passion Pictures

Great Expectations Title Sequence
Momoco

Twinings "Gets You Back To You"
Psyop

CAF Production Sessions
UK
Ninja Theory Presents DmC Devil May Cry: Breathing Life Into Video Games
Dominic Matthews (Ninja Theory)

Courses
Denmark
State of the Art in Photon-Density Estimation
Toshiya Hachisuka (Aarhus Universitet)

UK
Storytelling With a Camera and a Computer
Roger Deakins

Color Transfer
Tania Pouli (University of Bristol)

Exhibitors
Finland
Rightware Oy

Netherlands
Blender Institute
PS-Tech
Xsens Technologies B.V.

Norway
Digia Plc, Qt Commercial

UK
ARM
Codeplay Software Ltd.
Dimensional Imaging
Imagination Technologies

Imagineer Systems Ltd.
LightWorks
The Foundry

Posters
Denmark
Randomized Coherent Sampling for Reducing Perceptual Rendering Error
Lasse Staal (Aarhus Universitet)

Iceland
Lifelike Interactive Characters With Behavior Trees for Social Territorial Intelligence
Claudio Pedica (Icelandic Institute for Intelligent Machines)

Norway
When Cheesecake Craving Unplugs the Pleasure Button
Wendy Ann Mansilla (Norges teknisk-naturvitenskapelige universitet)

Sweden
Real-Time HDR Video Reconstruction for Multi-Sensor Systems
Joel Kronander (Linköpings universitet)

UK
A Biologically Inspired Latent Space for Gait Parameterization
Richard Southern (Bournemouth University)

A Collaborative Real-Time Previsualization Tool for Video Games and Film
Consistent Stylization of Stereoscopic 3D Images
Lesley Northam (University of Waterloo)

A Simulation Game for Line Memorization
Aidan Hanly (University of Waterloo)

Pixelating Vector Line Art
Tiffany C. Inglis (University of Waterloo)

The Telematic Dinner Party
Pollie Barden (Queen Mary University of London)

SIGGRAPH Live!
Iceland
Ain't Misbehavior-Tree-In'
Claudio Pedica (Icelandic Institute for Intelligent Machines)

SIGGRAPH Mobile
UK
Advancing Dynamic Lighting on Mobile
Sam Martin (Geomerics Ltd.)

Mobile Augmented Reality in Advertising: A Case Study of the TineMelk AR App
Kim Baumann Larsen (Placebo Effects AS)

Studio
Netherlands
Loosely Fitted Design Synthesizer {LFDS]
Robert Wendrich (Universiteit Twente)

UK
Multi-Disciplinary Mashups – People, Technology, and Design
Shane Burger (Smartgeometry Ltd)

Talks
Sweden

Creating Vast Game Worlds - Experiences From Avalanche Studios
Emil Persson (Avalanche Studios)

Tiled and Clustered Forward Shading
Ola Olsson (Chalmers University of Technology)

UK
3D Diff: An Interactive Approach to Mesh Differencing and Conflict Resolution
Jozef Dobos (University College London)

Dark Fairy Creature Effects on "Snow White and the Huntsman"
Alexander Seaman (Double Negative Visual Effects)

Stereoscopic Conversion of "John Carter"
Zodanga, The Walking City of "John Carter"
Thern: The Nano Technology of "John Carter"
Michele Sciolette (Cinesite)
Jon Neill (Cinesite)

Simon Stanley-Clamp (Cinesite)

Facial Motion Capture for "John Carter"
Oliver James (Double Negative Visual Effects)

Technical Papers

Denmark
Topology-Adaptive Interface Tracking Using the Deformable Simplicial Complex
Marek Misztal (Danmarks Tekniske Universitet)

UK
Naïve Ray Tracing: A Divide-And-Conquer Approach
Benjamin Mora (Swansea University)

Exploring Collections of 3D Models Using Fuzzy Correspondence
Niloy J. Mitra (University College London)

Videoscapes: Exploring Sparse, Unstructured Video Collections
James Tompkin (University College London)

Push it Real: Perceiving Causality in Virtual Interactions
Ludovic Hoyet (Trinity College Dublin)

Render Me Real? Investigating the Effect of Render Style on the Perception of Animated Virtual Humans
Rachel McDonnell (Trinity College Dublin)