



# 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 Western Europe. If you have questions about this list, please contact our 'Western Europe' committee members:*

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### **Art Gallery**

#### France

Galloping Horse  
Rémi Brun (Mocaplab)

#### Germany

Snail Trail  
Philipp Artus (Kunsthochschule für Medien Köln)

### **Birds of a Feather**

#### Germany

Visualization/Visual Analytics Curriculum  
Gitta Domik & G. Scott Owen

#### Switzerland

University of Pennsylvania and ETH Zürich Reception  
Norman Badler

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

#### France

Réflexion  
PlanKtoon

Rising  
Mikros Image

Fat  
Supinfocom Arles

Poulet Free  
ISART DIGITAL

Douce Menace  
Wanted Melody  
Tuurngait  
Rosette  
Le Taxidermiste  
Omerta  
Red  
Link  
J'aurai Ta Peau  
Jack and Chuck  
Supinfocom

## Germany

The Risk Not Taken  
Freie Hochschule für Grafik Design und Bildende Kunst Freiburg

Herr Hoppe und der Atommüll  
Hai Hase  
Oh Sheep!  
Fischkopp  
Globosome  
Filmakademie Baden-Wuerttemberg

## Courses

### France

Efficient Real-Time Shadows  
Elmar Eisemann (Télécom ParisTech)

### Germany

Computational Plenoptic Imaging  
Ivo Ihrke (Universität des Saarlandes)

### Switzerland

Data-Driven Simulation Methods in Computer Graphics: Cloth, Tissue, and Faces  
Bernd Bickel (Disney Research Zürich)

## Exhibitors

### Austria

emotion3D

### France

ACUTE3D  
Cap Digital  
Isotropix  
Lumiscaphe  
TechViz  
The CGAL Project

### Germany

PI-VR GmbH  
SpheronVR AG

## Posters

### Austria

Focus Tracking for Cinematography  
Aurel Wildfellner (Johannes Kepler Universität Linz)

GeigerCam: Measuring Radioactivity With Webcams  
Thomas Auzinger (Technische Universität Wien)

Light-Field Supported Fast Volume Rendering  
Clemens Birkbauer (Johannes Kepler Universitaät Linz)

Panorama Light-Field Imaging  
Clemens Birkbauer (Johannes Kepler Universitaät Linz)

Towards A Transparent, Flexible, Scalable, and Disposable Image Sensor  
Alexander Koppelhuber (Johannes Kepler Universität Linz)

## Belgium

Texture-Size-Independent Address Translation for Virtual Texturing  
Charles-Frederik Hollemeersch (Universiteit Ghent)

## France

Coarse Light Estimation Using Curvilinear Skeleton  
Laurent Noel (Université Paris-Est Marne-la-Vallée)

Iterative Cage-Based Registration for Dynamic Shape Capture  
Yann Savoye (INRIA Bordeaux Sud Est)

Rich Intrinsic Image Decomposition of Outdoor Scenes From Multiple Views  
Pierre-Yves Laffont (REVES/INRIA Sophia-Antipolis)

## Germany

High-Detail Marker-Based 3D Reconstruction  
Thomas Neumann (Hochschule für Technik und Wirtschaft Dresden)

Improved Linear-Light-Source Material Reflectance Scanning  
Jan Meseth (RTT AG)

Interactive Generation of (Paleontological) Scientific Illustrations From 3D Models  
Sebastian Schäfer (Goethe-Universität Frankfurt am Main)

Radiance Filtering for Interactive Path Tracing  
Karsten Schwenk (Fraunhofer IGD)

Typeface Styling with Ramp Responses  
Jörn Loviscach (Fachhochschule Bielefeld)

## SIGGRAPH Mobile

Germany  
Auto(mobile)  
Frederik Wehr (Saarland University)

## Studio

France  
Beyond Minus Ones: VirtualBand  
François Pachet (Sony Computer Science Laboratory)

Film/Game Convergence: What's Taking So Long?  
Christopher Evans (Crytek)

## Germany

Python Scripting in Maya  
MaxScript for Artists  
VFX for Games: Pre-Baked Destruction  
Building a Game Level  
VFX for Games: Particle Effects  
Christopher Evans (Crytek)

## Talks

Austria  
Panorama Light-Field Imaging  
Clemens Birkbauer (Johannes Kepler Universität Linz)

## France

CageR: From 3D Performance Capture to Cage-Based Representation  
Jean-Marc Thiery (Télécom ParisTech)

Local Image-Based Lighting With Parallax-Corrected Cubemaps  
Sebastien Lagarde (Dontnod Entertainment)

Rich Intrinsic Image Decomposition of Outdoor Scenes From Multiple Views  
Pierre-Yves Laffont (INRIA Sophia-Antipolis)

What Makes Paris Look Like Paris?  
Josef Sivic (INRIA)

## Germany

Progressive Lightcuts for GPU  
Tomas Davidovic (Universität des Saarlandes and Intel VCI Saarbrücken)

Improved Linear-Light-Source Material Reflectance Scanning  
Jan Meseth (RTT AG)

## Technical Papers

### Austria

Tracking Surfaces With Evolving Topology  
Morten Bojsen-Hansen (Institute of Science and Technology Austria)

### Belgium

Reflectance Model for Diffraction  
Tom Cuypers (Universiteit Hasselt)

### France

Functional Maps: A Flexible Representation of Maps Between Shapes  
Maks Ovsjanikov (LIX, Ecole Polytechnique)

Design-Preserving Garment Transfer  
Rémi Brouet (Laboratoire Jean-Kuntzmann/INRIA)

Gabor Noise by Example  
Bruno Galerne (Université Paris Descartes)

Panorama Weaving: Fast and Flexible Seam Processing  
Julien Tierny (Télécom ParisTech)

### Germany

Sketch-Based Shape Retrieval  
How Do Humans Sketch Objects?  
Mathias Eitz (Technischen Universität Berlin)

Plastic Trees: Interactive Self-Adapting Botanical Tree Models  
Sören Pirk (Universität Konstanz)

Animation Cartography - Intrinsic Reconstruction of Shape and Motion  
Art Tevs (Max-Planck-Institut für Informatik)

Virtual Ray Lights for Rendering Scenes With Participating Media  
Jan Novák (Karlsruher Institut für Technologie)

Interactive Spacetime Control of Deformable Objects  
Klaus Hildebrandt (Freie Universität Berlin)

Interactive Surface Modeling Using Modal Analysis  
Klaus Hildebrandt (Freie Universität Berlin)

Realistic Perspective Projections for Virtual Objects and Environments  
Frank Steinicke (Universität Würzburg)

Highlight Microdisparity for Improved Gloss Depiction  
Krzysztof Templin (Max-Planck-Institut für Informatik)

Surface Flows for Image-Based Shading Design  
Romain Vergne (Justus-Liebig-Universität Gießen)

Dual Loops Meshing: Quality Quad Layouts on Manifolds  
Marcel Campen (RWTH Aachen University)

Underwater Rigid Body Dynamics

Steffen Weißmann (Technische Universität Berlin)

Feature-Adaptive GPU Rendering of Catmull-Clark Subdivision Surfaces  
Matthias Nießner (Friedrich-Alexander-Universität Erlangen-Nürnberg)

## Switzerland

Practical Temporal Consistency for Image-Based Graphics Applications  
Manuel Lang (Disney Research Zürich and ETH Zürich)

Temporally Coherent Completion of Dynamic Shapes  
Hao Li (ETH Zürich)

Versatile Rigid-Fluid Coupling for Incompressible SPH  
Nadir Akinci (Universität Freiburg)

Deformable Objects Alive!  
Stelian Coros (Disney Research Zürich)

Rig-Space Physics  
Fabian Hahn (ETH Zürich)

Fast Automatic Skinning Transformations  
Alec Jacobson (ETH Zürich)

Fields on Symmetric Surfaces  
Daniele Panozzo (ETH Zürich)

Lagrangian Vortex Sheets for Animating Fluids  
Tobias Pfaff (ETH Zürich)

Coupled 3D Reconstruction of Sparse Facial Hair and Skin  
Thabo Beeler (ETH Zürich and Disney Research Zürich)

Physical Face Cloning  
Bernd Bickel (Disney Research Zürich)