

## SIGGRAPH PAPER PRESENTATION SCHEDULE (2014)

<b>Feb. 17</b>	<b>Last Primer Presentation</b>	
	<b>Authoring Tool Design Review - High Concept Presentations</b>	

<b>Feb. 19</b>	<b>3 SigGraph Paper Presentations1 (20-25 minute individual presentations)</b>	
	<b>Ritvik Menon</b>	"Real-time Drawing Assistance through Crowdsourcing," Limpaecher, A. et al. (2013)
	<b>Lakshmi Boorgu</b>	"Rectangling Panoramic Images via Warping," He, K. et al.(2013)
	<b>Alice Yang</b>	"A Programmable System for Artistic Volumetric Lighting,"Nowrouzezahrai, D. et al. (2011)

<b>Feb. 19</b>	<b>Authoring Tool Design Docs Due</b>	
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<b>Feb. 24</b>	<b>3 SigGraph Paper Presentations2 (20-25 minute individual presentations)</b>	
	<b>Cheng Xie</b>	"Fast automatic skinning transformations," Jacobson, A. (2012)
	<b>Legarlin Li</b>	"Articulated Swimming Creatures," Tan, J. et al. (2011)
	<b>Jennie Shapira</b>	"Adaptive Fracture Simulation of Multi-Layered Thin Plates," Busaryev, O. et al. (2013)

<b>Feb. 26</b>	<b>3 SigGraph Paper Presentations3 (20-25 minute individual presentations)</b>	
	<b>Nathan Marshak</b>	"Locally Injective Mappings," Schüller, C. et al. (2013 SIGGRAPH symposium on geometry processing)
	<b>Adam Mally</b>	"Coupled 3D Reconstruction of Sparse Facial Hair and Skin,"Beeler, T. et al. (2012)
	<b>Xiaoyan Zhu</b>	"Stitch Meshes for Modeling Knitted Clothing with Yarn-level Detail," Yuksel, C. et al. (2012)

<b>Mar. 3</b>	<b>3 SigGraph Paper Presentations4 (20-25 minute individual presentations)</b>	
	<b>Lei Yang</b>	"Design Preserving Garment Transfer," Brouet, R. et al. (2012)
	<b>Ricky Arietta</b>	"Implicit Skinning: Real-Time Skin Deformation with Contact Modeling," Vaillant, R. et al. (2013)
	<b>Zhenghan Mei</b>	"Optimization Locomotion Controller Using Biologically-Based Actuators and Objectives," Wang, J. M. et al. (2012)

<b>Mar. 5</b>	<b>3 SigGraph Paper Presentations5 (20-25 minute individual presentations)</b>	
	<b>Binglu Du</b>	"OpenFab: A Programmable Pipeline for Multi-Material Fabrication," Vidimce, K. et al. (2013)
	<b>Zihao Feng</b>	"Color Compatibility from Large Datasets," O'Donovan, P. et al. (2011)
	<b>Joseph Tong</b>	"Position-Based Fluids," Macklin, M. et al. (2013)

## CIS660 Advanced Topics in Graphics and Animation

<b>Mar. 10</b>	<b>No Class – Spring Break</b>
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<b>Mar. 12</b>	<b>No Class – Spring Break</b>
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<b>Mar. 17</b>	<b>3 SigGraph Paper Presentations6 (20-25 minute individual presentations)</b>	
	<b>Anda Li</b>	"Dynamic Element Textures," Ma, C. , et al. (2013)
	<b>Wei-Chien Tu</b>	"Specular Reflection from Woven Cloth," Marschner, S. (2012)
	<b>Yehua Lyu</b>	"An artist friendly hair shading system," Sadeghi, I. et al (2010)

<b>Mar. 19</b>	<b>3 SigGraph Paper Presentations7 (20-25 minute individual presentations)</b>	
	<b>Paula Huelin Merino</b>	"Precomputed Wave Simulation for Real-Time Sound Propagation of Dynamic Sources in Complex Scenes," Raghuvanshi, N. et al. (2010)
	<b>Bo Zhang</b>	"Matching Fluid Simulation Elements to Surface Geometry and Topology," Brochu, T. et al. (2010)
	<b>Zhen Gou</b>	"A Material Point Method for Snow Simulation," Stomakhin, A et al. (2013)

<b>Mar. 19</b>	<b>Authoring Tool Alpha Version Due Date</b>
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<b>Mar. 24</b>	<b>3 SigGraph Paper Presentations8 (20-25 minute individual presentations)</b>	
	<b>Xinjie Ma</b>	"Subspace Fluid Re-Simulation," Kim, T. et al. (2013)
	<b>Suyang Wang</b>	"Cages: A multi-level, multi-cage based system for mesh deformation," Gonzalez, F. et al. (2013)
	<b>Harmony Li</b>	"VDB: High-Resolution Sparse Volumes with Dynamic Topology," Museth, K. (2013)

<b>Mar. 26</b>	<b>3 SigGraph Paper Presentations9 (20-25 minute individual presentations)</b>	
	<b>Judy Trinh</b>	"Simulating Knitted Cloth at the Yarn Level," Kaldor, J. et al. 2008)
	<b>Michael Rivera</b>	"3-Sweep: Extracting Editable Objects from a Single Photo," Chen, T., et al. (2013 SigGraph Asia)
	<b>Ying Li</b>	"Structure-Aware Hair Capture," Linjie, L et al. (2013)

<b>Mar. 31</b>	<b>3 SigGraph Paper Presentations10 (20-25 minute individual presentations)</b>	
	<b>Dan Rerucha</b>	"A practical simulation of dispersed bubble flow," Kim, D. et al. (2010)
	<b>Yui Tangeltsampan</b>	"OverCoat: An Implicit Canvas for 3D Painting," Schmid, J. et al. (2011)
	<b>Cheng-Tso Lin</b>	"A Sort-based Deferred Shading Architecture for Decoupled Sampling," Clarberg, P., Toth, R., Munkberg, J. (2013)

## CIS660 Advanced Topics in Graphics and Animation

<b>Apr. 2</b>	<b>Authoring Tool Design Review - Beta1 Version Presentations</b>	
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<b>Apr. 7</b>	<b>4 SigGraph Paper Presentations11 (20 minute individual presentations)</b>	
	<b>Beiling Lu</b>	"envyLight:An Interface for Editing Natural Illumination," Pellacini, F. (2010)
	<b>Ritvik Menon</b>	"Selectively De-Animating Video" Bai, J. et al. (2012)
	<b>Lakshmi Boorgu</b>	"Realtime Performance-Based Facial Animation," Weise, T. et al. (2011)
	<b>Alice Yang</b>	"Style and Abstraction in Portrait Sketching," Berger, I. et al. (2013)

<b>Apr. 9</b>	<b>4 SigGraph Paper Presentations12 (20 minute individual presentations)</b>	
	<b>Cheng Xie</b>	"Terrain Generation Using Procedural Models Based on Hydrology," G�enevaux, J. et al. (2013)
	<b>Legarlin Li</b>	"Sounding Liquids: Automatic Sound Synthesis From Fluid Simulation," Moss, W. et al. (2010)
	<b>Jennie Shapira</b>	"Scene Reconstruction From High Spatio-Angular Resolution Light Fields," Kim, C. et al. (2013)
	<b>Nathan Marshak</b>	"Elasticity-Inspired Deformers for Character Articulation," Kavan, L. et al. (2012 SIGGRAPH Asia)

<b>Apr. 14</b>	<b>4 SigGraph Paper Presentations13 (20 minute individual presentations)</b>	
	<b>Adam Mally</b>	"Character Animation in Two-Player Adversarial Games," Wampler, K. et al. (2011)
	<b>Xiaoyan Zhu</b>	"Progressive Photon Mapping," Hachisuka, T. et al. (2008)
	<b>Lei Yang</b>	"Face poser: Interactive modeling of 3D facial expressions using facial priors," Lau, M. et al. (2010)
	<b>Ricky Arietta</b>	"Modeling Friction and Air Effects Between Cloth and Deformable Bodies," Chen, Z., Feng, R., Wang, H. (2013)

<b>Apr. 16</b>	<b>4 SigGraph Paper Presentations14 (20 minute individual presentations)</b>	
	<b>Zhenghan Mei</b>	"Drape : DRessing Any Person," Guan, P. et al. (2012)
	<b>Binglu Du</b>	"A Practical Microcylinder Appearance Model for Cloth Rendering," Sadeghi, I. et al (2013)
	<b>Zihao Feng</b>	"Example-based Facial Rigging," Li, H. et al. (2010)
	<b>Joseph Tong</b>	"Real Time Dynamic Fracture with Volumetric Approximate Convex Decompositions," Muller, M. et al. (2013)

## CIS660 Advanced Topics in Graphics and Animation

<b>Apr. 21</b>	<b>4 SigGraph Paper Presentations15 (20 minute individual presentations)</b>	
	<b>Anda Li</b>	"Closest Point Turbulence for Liquid Surfaces," Kim, T. et al.(2013)
	<b>Wei-Chien Tu</b>	"Image Melding combining inconsistent images using patch_based synthesis," Darabi, S. et al. (2012)
	<b>Yehua Lyu</b>	"Interactive Procedural Street Modeling," Chen, G. et al (2008)
	<b>Paula Huelin Merino</b>	"Composite Control of Physically Simulated Characters," Muico, I. et al. (2011)

<b>Apr. 21</b>	<b>Authoring Tool Beta2 Version Due Date</b>
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<b>Apr. 23</b>	<b>4 SigGraph Paper Presentations16 (20 minute individual presentations)</b>	
	<b>Bo Zhang</b>	"3D Modeling with Silhouettes," Rivers, A. et al. (2010)
	<b>Zhen Gou</b>	"Example-Based Elastic Materials," Martin, S. et al. (2011)
	<b>Xinjie Ma</b>	"Highly Adaptive Liquid Simulations on Tetrahedral Meshes," Ando, R. et al. (2013)
	<b>Suyang Wang</b>	"Fast Simulation of Skeleton-Driven Deformable Body Characters," Kim, J. et. al (2012)

<b>Apr. 28</b>	<b>4 SigGraph Paper Presentations17 (20 minute individual presentations)</b>	
	<b>Harmony Li</b>	"High Resolution Sparse Voxel DAGs," Kampe, V. et al. (2013)
	<b>Judy Trinh</b>	"A Mass Spring Model for Hair Simulation," Selle, A. et al. (2008)
	<b>Michael Rivera</b>	"Plastic Trees: Interactive Self-Adapting Botanical Tree Models," Pork, S. et al. (2012)
	<b>Ying Li</b>	"Dynamic Hair Manipulation in Images and Videos," Menglei, C. et al. (2013)

<b>Apr. 30</b>	<b>4 SigGraph Paper Presentations18 (20-25 minute individual presentations)</b>	
	<b>Dan Rerucha</b>	"Physical simulation of an embedded surface mesh involving deformation and fracture," Clack, B. et al. (2013)
	<b>Yui Tanglertsampan</b>	"Designing Unreinforced Masonry Models," Panozzo, D., Block, P., and Sorkine-Hornung, O. (2013)
	<b>Cheng-Tso Lin</b>	"Reducing Shading on GPUs using Quad-Fragment Merging," Fatahalian, K. et al. (2010)
	<b>Beiling Lu</b>	"An Efficient GPU-based Approach for Interactive Global Illumination," Wang, R. et al. (2009)

<b>May 9</b>	<b>Final Authoring Tool Design Review - Final Version Presentations</b>
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