

Project 1: Advanced CG Topics

Teacher: Dr. Zhuo SU (苏卓)

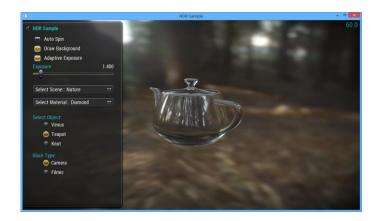
E-mail: <u>suzhuo3@mail.sysu.edu.cn</u>

School of Data and Computer Science



Requirement

- Prepare a presentation about an advanced CG Topic
- 28 teams, and each team may consist of 5 or 6 students
- Plan to 16-17 week (4 Courses)
- Including
 - Necessary concepts, theories and technologies about your topic
 - 12-15 minute presentations
 - Captured video show by screen recorder



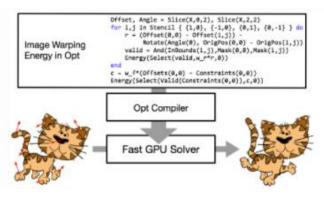
Submission

- Send your team member list to <u>cgcourse_homework@qq.com</u> before <u>April 5th</u>, <u>2018</u>.
 - Including Student ID, Name, E-mail Address, Leader's QQ
 - E-mail title: CGteam+Leader ID+Leader Name

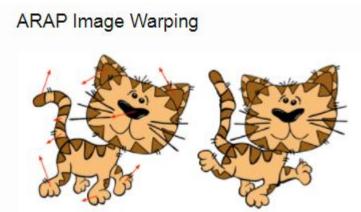
- All the presentation materials must be packed and sent to the homework mailbox: cgcourse_homework@qq.com before your presentation.
- E-mail title:
 - e.g. CGteam+Leader ID+Leader Name

Topics: Geometry and Shape

- Opt: A Domain Specific Language for Non-linear Least Squares
 Optimization in Graphics and Imaging
 - http://optlang.org/









Topics: Geometry and Shape

- Scalable Locally Injective Mappings
 - http://igl.ethz.ch/projects/slim/

publication ACM Transactions on Graphics

authors Michael Rabinovich, Roi Poranne, Daniele Panozzo, Olga Sorkine-Hornung

Flipless Parameterization of 25 Million Faces Mesh



A locally injective parameterization obtained by minimizing the symmetric Dirichlet energy on a mesh with over 25 million triangles, computed with our algorithm in 80 minutes. The algorithm starts from a highly distorted locally injective initialization and in only 40 iterations, each requiring to solve a sparse linear system, it converges to a map with low isometric distortion that is guaranteed to be free of inverted elements.

Topics: Geometry and Shape

- Robust Hex-Dominant Mesh Generation using Field-Guided Polyhedral Agglomeration
 - https://rgl.epfl.ch/publications/Gao2017Robust

Robust Hex-Dominant Mesh Generation using Field-Guided Polyhedral Agglomeration

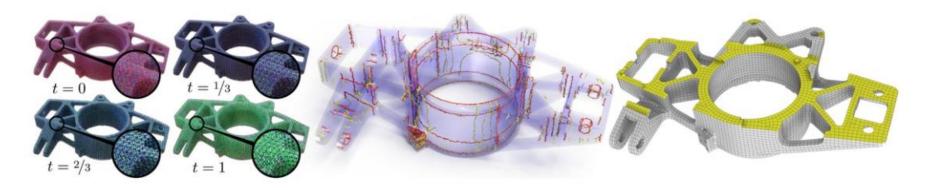
Xifeng Gao

Wenzel Jakob

Marco Tarini

Daniele Panozzo

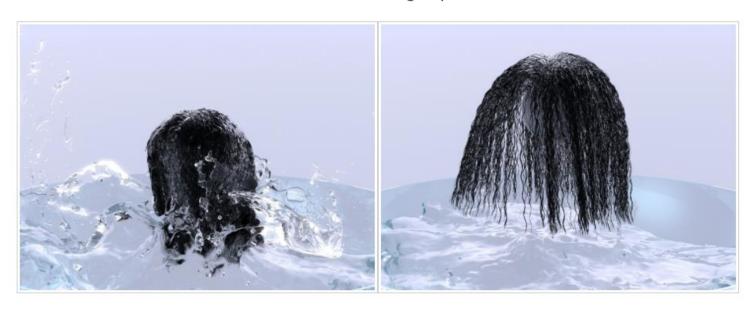
In ACM Transactions on Graphics (Proceedings of SIGGRAPH 2017)



- A Multi-Scale Model for Simulating Liquid-Hair Interactions
 - http://www.cs.columbia.edu/cg/liquidhair/



A Multi-Scale Model for Simulating Liquid-Hair Interactions



- Water Wave Packets
 - http://visualcomputing.ist.ac.at/publications/2017/WWP/

WATER WAVE PACKETS



Water wave packets create fast, detailed, and unconditionally stable simulations of water surface waves.

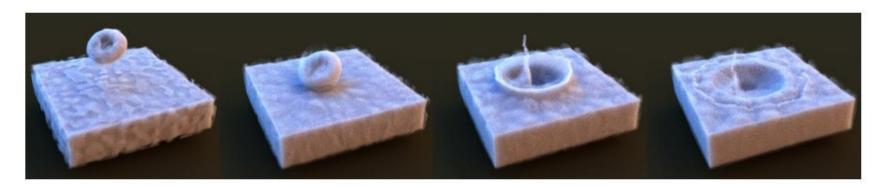
- Interpolations of Smoke and Liquid Simulations
 - https://ge.in.tum.de/publications/2017-tog-thuerey/

Interpolations of Smoke and Liquid Simulations

ACM Transactions on Graphics (Feb. 2017), Vol. 36 (1), Article No. 3

Authors

Nils Thuerey, Technical University of Munich



- Practical acquisition and rendering of diffraction effects in surface reflectance
 - http://wp.doc.ic.ac.uk/rgi/project/practical-acquisition-and-rendering-of-diffraction-effects-in-surface-reflectance/

Practical acquisition and rendering of diffraction effects in surface reflectance

ACM Transactions On Graphics 2017
(Presentation at SIGGRAPH 2017)

Antoine Toisoul Abhijeet Ghosh
Imperial College London

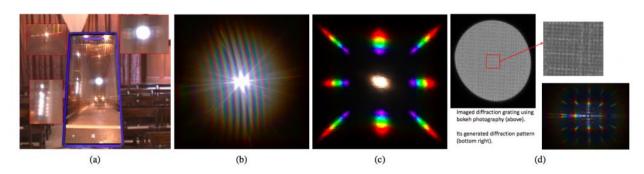
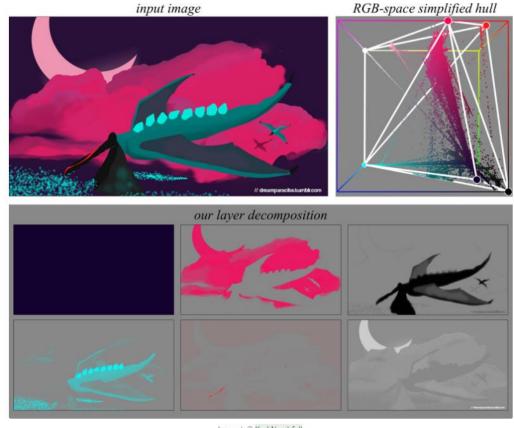


Fig. 1: Renderings of diffraction effects observed in surface reflectance of a few common materials. (a) – (c) Proposed data-driven rendering results. (a) Diffraction patterns produced by an HTC 8X phone screen due to complex environmental illumination. (b, c) Diffraction patterns due to a point light source: (b) Bragg diffraction produced by a laptop (Lenovo Yoga) LCD screen, and (c) diffraction on a holographic paper. (d) Diffraction grating of an LC G3 phone screen measured using proposed "bokeh" photography and the resulting diffraction pattern rendered using a first order approximation (bottom right).

- Decomposing Images into Layers via RGB-space Geometry
 - https://cragl.cs.gmu.edu/singleimage/

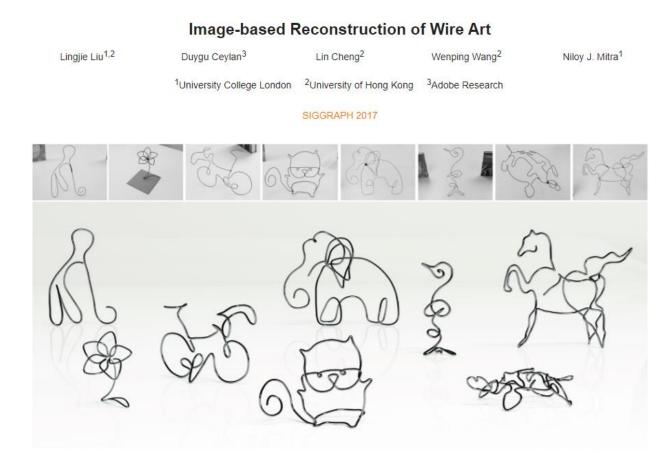


- Real-Time User-Guided Image Colorization with Learned Deep Priors
 - https://richzhang.github.io/ideepcolor/

Real-Time User-Guided Image Colorization with Learned Deep Priors



- Image-based Reconstruction of Wire Art
 - http://geometry.cs.ucl.ac.uk/projects/2017/wire-art-reconstruction/



- Semantic Segmentation for Line Drawing Vectorization Using Neural Networks
 - http://www.byungsoo.me/project/vectornet/

Semantic Segmentation for Line Drawing Vectorization Using Neural Networks

Byungsoo Kim¹, Oliver Wang², A. Cengiz Öztireli¹, Markus Gross¹

¹ETH Zürich, ²Adobe Research

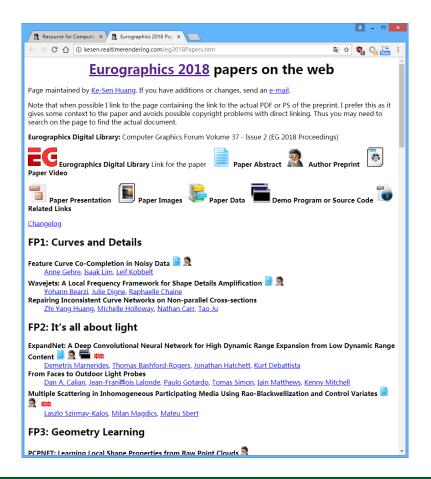
Computer Graphics Forum (Proceedings of Eurographics 2018)



More Topics...

- Find your interest topics from the cutting-edge researches
 - http://kesen.realtimerendering.com/





Recorder

- Free online screen recorder for your presentation
 - https://www.apowersoft.cn/free-online-screen-recorder

