

		1 Full Conference One Day																													
		8:00		9:00		10:00		11:00		12:00		13:00		14:00		15:00		16:00		17:00		18:00		19:00		20:00		21:00		22:00	
Level 1	Exhibition Hall 5					<div>Digital Arts Lounge 10:00-18:00</div> <div>Emerging Technologies 10:00-18:00</div>																									
	Exhibitor Talk Stage Hall 5											<div>Exhibitor Talks 14:00-15:00 What's New in OpenGL®ES 3.1&ASTC Texture Compression</div>				<div>Exhibitor Talks 16:00-17:00 Revolution in Post-Processing- Flowbox FX</div>															
Level 2	Convention Foyer	<div>Registration 8:00-18:30</div> <div>Posters 8:00-18:00</div>																													
	Bougainvillea Hall			<div>Keynote Speaker 9:00-10:45 Can Asia Become Hollywood- Scott Ross (Includes Opening& Awards Ceremony)</div>																<div>Computer Animation Festival 19:00-21:00 Electronic Theater</div>											
Level 5	Central Hall																			<div>Networking Reception 19:00-22:00</div>											
	Chrysanthemum Hall							<div>ACM SIGGRAPH Chapter 11:00-12:45 Managing your SIGGRAPH Chapter</div>																							
	Exhibitor Talk Stage Hall 5							<div>Exhibitor Talks 11:00-12:00 Base-FX •May The Force Be With You •VFX Journey- Transformers</div>																							
	Ross Hall 1					<div>Symposium on Mobile Graphics and Interactive Applications 10:45-11:00 Welcome Note</div>		<div>Symposium on Mobile Graphics and Interactive Applications 11:00-12:15 Keynote: The Evolution of Mobile Graphics and the Potential Impact on Interactive Applications</div>				<div>Symposium on Mobile Graphics and Interactive Applications 13:00-14:45 Presentation Session 1 •An Energy Efficient Hardware Multithreading Scheme for Mobile Ray Tracing •Shading Language Compiler Implementation for a Mobile Ray Tracing Accelerator •A Feasibility Study for Ray Tracing on Mobile GPUs</div>						<div>Symposium on Mobile Graphics and Interactive Applications 16:15-18:00 Demonstrations</div>													
	Rose Hall 2							<div>Courses 11:00-12:45 Shadertoy: Learn to Create Everything in a Fragment Shader</div>																							
	Rose Hall 3							<div>Courses 11:00-12:45 Modern OpenGL Programming</div>																							
	Peony Hall							<div>Courses 11:00-12:45 Cross-Cultural User-Experience Design: Worldwide and China</div>																							
	Plum Blossom Hall			<div>Computer Animation Festival 9:00-18:15 Animation Theater</div>																											
Level 6	Jasmine Hall							<div>Technical Papers 11:00-12:45 Paintings, Sketches and Buildings •Autocomplete Painting Repetitions •BiggerPicture: Data-Driven Image Extrapolation Using Graph Matching •Sketch Classification and Classification-Driven Analysis using Fisher Vectors •Data-Driven Segmentation and Labeling of Freehand Sketched •ConstructAide: Analyzing and Visualizing •Construction Sites through Photographs and Building Models</div>										<div>Technical Papers 16:15-18:00 Smash and Stretch •Fast and Exact Continuous Collision Detection with Bernstein Sign Classification •Co-Constrained Handles for Deformation in Shape Collections •Barycentric Coordinates with Local Control •Robust Iso-Surface Tracking for Interactive Character Skinning •Skinning Cubic Bezier Splines and Catmull-Clark Subdivision Surfaces</div>													
	Sweet Osmanthus Hall							<div>Technical Papers Special Session 11:00-12:45 Visualization</div>						<div>Technical Papers 14:00-15:45 Meshing Surfaces, and Meshing •Anisotropic Simplicial Meshing Using Local Convex Functions •Interactive Design of Quad Layouts using Elastica Strips •Level-of-Detail Quad Meshing •Field Aligned Mesh Joinery •Strict Minimizers for Geometric Optimization</div>						<div>Technical Briefs 16:00-17:00 Acquisition and Display •Real Time Light Field Reconstruction for Subpixel Based Integral Imaging Display •Underwater Reconstruction Using Depth Sensors •When Does the Hidden Butterfly Not Flicker?</div>		<div>Technical Briefs 17:00-18:00 Animation •Deformation of 2D Flow Fields Using Stream Functions •Feature-Oriented Writing Process Reproduction of Chinese Calligraphic Artwork •Splashing Liquids with Ambient Gas Pressure</div>									