

		● Full Conference		1 Full Conference One Day		▲ Basic Conference		E Exhibits Only																							
		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					Digital Arts Lounge 10:00-18:00																									
	Exhibitor Talk Stage Hall 5					Emerging Technologies 10:00-18:00																									
										Exhibitor Talks 14:00-15:00 What's New in OpenGL®ES 3.1&ASTC Texture Compression						Exhibitor Talks 16:00-17:00 Revolution in Post-Processing- Flowbox FX															
Level 2	Convention Foyer	Registration 8:00-18:30																													
		Posters 8:00-18:00																													
Level 5	Bougainville a Hall			Keynote Speaker 9:00-10:45 Can Asia Become Hollywood- Scott Ross (Includes Opening& Awards Ceremony)																		Computer Animation Festival 19:00-21:00 Electronic Theater									
	Central Hall																									Networking Reception 19:00-22:00					
	Chrysanthemum Hall							ACM SIGGRAPH Chapter 11:00-12:45 Managing your SIGGRAPH Chapter																							
	Exhibitor Talk Stage Hall 5							Exhibitor Talks 11:00-12:00 Base-FX •May The Force Be With You •VFX Journey- Transformers																							
	Ross Hall 1							Symposium on Mobile Graphics and Interactive Applications 10:45-11:00 Welcome Note		Symposium on Mobile Graphics and Interactive Applications 11:00-12:15 Keynote: The Evolution of Mobile Graphics and the Potential Impact on Interactive Applications				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						Symposium on Mobile Graphics and Interactive Applications 16:15-18:00 Demonstrations											
	Rose Hall 2							Courses 11:00-12:45 Shadertoy: Learn to Create Everything in a Fragment Shader																							
	Rose Hall 3							Courses 11:00-12:45 Modern OpenGL Programming																							
	Peony Hall							Courses 11:00-12:45 Cross-Cultural User-Experience Design: Worldwide and China																							
	Plum Blossom Hall			Computer Animation Festival 9:00-18:15 Animation Theater																											
Level 6	Jasmine Hall							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										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													
	Sweet Osmanthus Hall							Technical Papers Special Session 11:00-12:45 Visualization						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						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		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									