

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