

Thursday
04 December 2014

● Full Conference ▲ Basic Conference
1 Full Conference One Day 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												
					Emerging Technologies 10:00-18:00												
	Exhibitor Talk Stage Hall 5							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															
	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											
Level 5	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 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 Not Flicker?		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			