CONFERENCE PROGRAM

August 17, Friday

10:00	Registration Booth Open	
12:50	Opening Remarks Brian Wyvill and Hongbo Fu	
13:00	Opening Keynote: Making the Impossible Plausible Maryann Simmons - Senior Software Engineer, Walt Disney Animation Studios	Keynote
13:40	Paper Session 1: Sketching Vladimir G. Kim (Chair)	
	3D Sketching for Interactive Model Retrieval in Virtual Reality Daniele Giunchi, Stuart James, and Anthony Steed	Paper
	The Role of Grouping in Sketched Diagram Recognition Amir Ghodrati, Rachel Blagojevic, Hans W. Guesgen, Stephen Marsland, and Beryl Plimmer	Paper
	Context-based Sketch Classification Jianhui Zhang, Yilan Chen, Lei Li, Hongbo Fu, and Chiew-Lan Tai	Paper
15:10	Coffee Break and Posters	
15:20	Paper Session 2: Between 2.5D and 3D Zhili Chen (Chair)	
	Structuring and Layering Contour Drawings of Organic Shapes Even Entem, Amal Dev Parakkat, Marie-Paule Cani, and Loic Barthe	Paper
	Seamless Reconstruction of Part-Based High-Relief Models from Hand- <u>Drawn Images</u> Marek Dvorožnák, Saman Sepehri Nejad, Ondřej Jamriška, Alec Jacobson, Ladislav Kavan, and Daniel Sýkora	Paper
	Sculpture Paintings Sami Arpa, Sabine Süsstrunk, and Roger Hersch	Paper
	Implicit Representation of Inscribed Volumes Parto Sahbaei, David Mould, and Brian Wyvill	Paper
18:00	Reception – University Club	

August 18, Saturday

09:00	Emulating the creativity of a painter: integrating cognitive deep learning AI and painting rendering Steve DiPaola - Professor and Chair of the Cognitive Science Program, Simon Fraser University	Keynote
09:40	Coffee Break and Posters	
10:00	Paper Session 3: Stylization Before and Now Marie-Paule Cani (Chair)	
	Abstract Depiction of Human and Animal Figures: Examples from Two Centuries of Art and Craft Neil Dodgson	Paper
	MNPR: A Framework for Real-Time Expressive Non-Photorealistic Rendering of 3D Computer Graphics Santiago Montesdeoca, Hock Soon Seah, Amir Semmo, Pierre Bénard, Vergne Romain, Joelle Thollot, and Davide Benvenuti	Paper
	Motion-coherent stylization with screen-space image filters Alexandre Bléron, Romain Vergne, Thomas Hurtut, and Joelle Thollot	Paper
	Reducing Affective Responses to Surgical Images through Color Manipulation and Stylization Lonni Besançon, Amir Semmo, David Biau, Bruno Frachet, Virginie Pineau, El Hadi Sariali, Rabah Taouachi, Tobias Isenberg, and Pierre Dragicevic	Paper
12:00	Lunch	
13:30	Paper Session 4: Virtual Brushes Oliver Deussen (Chair)	
	Brush Stroke Synthesis with a Generative Adversarial Network Driven by Physically Based Simulation Rundong Wu, Zhili Chen, Zhaowen Wang, Jimei Yang, and Steve Marschner	Paper
	Fluid Brush Sarah Abraham, Etienne Vouga, and Donald Fussell	Paper
	Computational Light Painting and Kinetic Photography Yaozhun Huang, Sze Chun Tsang, Hei-Ting Tamar Wong, and Miu Ling Lam	Paper

	Pigmento: Pigment-Based Image Analysis and Editing Jianchao Tan, Stephen DiVerdi, Jingwan Lu, and Yotam Gingold	Journal Talk		
Optional: Industrial Workshop in Delta Hotel Victoria Ocean Pointe Resort				
15:30	Bus to Ocean Pointe Resort (Workshop and Conference Dinner)			
16:00	Industrial Connection Workshop at Delta Hotel			
18:00	Dinner with Industrial Keynote (DreamWorks Animation): Keynote by Andrew Pearce Andrew Pearce - VP of Global Technology, DreamWorks Animation	Dinner/ Keynote		
August 19, Sunday				
09:00	Paper Session 5: Cartoons & Beyond Boris Dalstein (Chair)			
	2D Shading for Cel Animation Matis Hudon, Mairéad Grogan, Rafael Pagés, Jan Ondřej, and Aljosa Smolic	Paper		
	ToonCap: A Layered Deformable Model for Capturing Poses From Cartoon Characters Xinyi Fan, Amit Bermano, Vladimir Kim, Jovan Popovic, and Szymon Rusinkiewicz	Paper		
	Automatic Generation of Geological Stories from a Single Sketch Maxime Garcia, Remi Ronfard, Marie-Paule Cani, Claude Gout, and Christian Perrenoud	Paper		
10:30	Coffee Break and Posters			
10:45	When Artistic Inspirations Influence Software Development Peter Blaskovic - Founder and CEO, Escape Motions	Capstone		
11:30	Closing Remarks Brian Wyvill and Hongbo Fu			
12:00	Optional: Trip to Butchart Gardens (Please Register when picking up	badge)		