SGP 2022 Program

	Monday	Tuesday	Wednesday
(UTC+2)			
12:45-13:00	**OPENING**		
13:00-14:00	**KEYNOTE** Ligang Liu	**KEYNOTE** Angela Dai	**KEYNOTE** Daniele Panozzo
14:15-15:30	**MODELING & MAPPING** Harmonic Shape Interpolation on Multiply-connected Domains Localized Shape Modelling with Global Coherence: An Inverse Spectral Approach Non-Isometric Shape Matching via Functional Maps on Landmark-Adapted Bases (CGF)	**LEARNING & CREATING** PriFit: Learning to Fit Primitives Improves Few Shot Point Cloud Segmentation SDF-StyleGAN: Implicit SDF-Based StyleGAN for 3D Shape Generation MendNet: Restoration of Fractured Shapes Using Learned Occupancy Functions	**TILING & NESTING** Constructing L∞ Voronoi Diagrams in 2D and 3D Fabricable Multi-Scale Wang Tiles Topological Simplification of Nested Shapes
15:45-17:00	**CURVES & FEATURES** Smooth Interpolating Curves with Local Control and Monotone Alternating Curvature b/Surf: Interactive Bzier Splines on Surface Meshes (TVCG) SGLBP: Subgraph-based Local Binary Patterns for Feature Extraction on Point Clouds (CGF)	**MESHES & PARTITIONS** Precise High-order Meshing of 2D Domains with Rational Bézier Curves Rational Bézier Guarding Simplification of 2D Polygonal Partitions via Point-line Projective Duality, and Application to Urban Reconstruction (CGF)	**- WiGraph -** **TOOLS & DATA** Deterministic Linear Time for Maximal Poisson-Disk Sampling using Chocks without Rejection or Approximation TinyAD: Automatic Differentiation in Geometry Processing Made Simple Hex Me If You Can
17:15-18:15		**TOWNHALL**	**AWARDS & CLOSING**
18:15-19:45		**SOCIAL**	

SGP Papers:

Harmonic Shape Interpolation on Multiply-connected Domains	Dongbo Shi, Renjie Chen
Localized Shape Modelling with Global Coherence: An Inverse Spectral Approach	Marco Pegoraro, Simone Melzi, Umberto Castellani, Riccardo Marin, Emanuele Rodola
Smooth Interpolating Curves with Local Control and Monotone Alternating Curvature	Alexandre Binninger, Olga Sorkine-Hornung
PriFit: Learning to Fit Primitives Improves Few Shot Point Cloud Segmentation	Gopal Sharma, Bidya Dash, Aruni RoyChowdhury, Matheus Gadelha, Marios Loizou, Liangliang Cao, Rui Wang, Erik G. Learned-Miller, Subhransu Maji, Evangelos Kalogerakis
SDF-StyleGAN: Implicit SDF-Based StyleGAN for 3D Shape Generation	Xinyang Zheng, Yang Liu, Pengshuai Wang, Tong Xin
MendNet: Restoration of Fractured Shapes Using Learned Occupancy Functions	Nikolas Lamb, Sean Banerjee, Natasha Banerjee
Precise High-order Meshing of 2D Domains with Rational Bézier Curves	JinLin Yang, Shibo Liu, Shuangming Chai, Ligang Liu, Xiao-Ming Fu
Rational Bézier Guarding	Payam Khanteimouri, Manish Mandad, Marcel Campen
Constructing L∞ Voronoi Diagrams in 2D and 3D	Dennis Bukenberger, Kevin Buchin, Mario Botsch
Fabricable Multi-Scale Wang Tiles	Xiaokang Liu, Chenran Li, Lin Lu, Oliver Deussen, Changhe Tu
Topological Simplification of Nested Shapes	Dan Zeng, Erin Chambers, David Letscher, Tao Ju
Deterministic Linear Time for Maximal Poisson-Disk Sampling using Chocks without Rejection or Approximation	Scott Mitchell
TinyAD: Automatic Differentiation in Geometry Processing Made Simple	Patrick Schmidt, Janis Born, David Bommes, Marcel Campen, Leif Kobbelt
Hex Me If You Can	Pierre-Alexandre Beaufort, Maxence Reberol, Denis Kalmykov, Heng Liu, Franck Ledoux, David Bommes

CGF/TVCG Papers:

Non-Isometric Shape Matching via Functional Maps on Landmark-Adapted Bases (CGF)	Mikhail Panine, Maxime Kirgo, Maks Ovsjanikov
b/Surf: Interactive Bzier Splines on Surface Meshes (TVCG)	Claudio Mancinelli, Giacomo Nazzaro, Fabio Pellacini, Enrico Puppo
SGLBP: Subgraph-based Local Binary Patterns for Feature Extraction on Point Clouds (CGF)	Bao Guo, Yuhe Zhang, Jian Gao, Chunhui Li, Yao Hu
Simplification of 2D Polygonal Partitions via Point-line Projective Duality, and Application to Urban Reconstruction (CGF)	Julien Vuillamy, Andre Lieutier, Florent Lafarge, Pierre. Alliez