

	Monday	Tuesday	Wednesday
CEST (UTC+2)			
12:45	OPENING		
13:00	KEYNOTE	KEYNOTE	KEYNOTE
	Computational 3D Visual Art Design Ligang Liu	Towards Structured Geometric Understanding for 3D Perception Angela Dai	Robust Geometry Processing for Physical Simulation Daniele Panozzo
14:00			
14:15	MODELING & MAPPING	LEARNING & CREATING	TILING & NESTING
	Harmonic Shape Interpolation on Multiply-connected Domains Dongbo Shi, Renjie Chen	PriFit: Learning to Fit Primitives Improves Few Shot Point Cloud Segmentation Gopal Sharma, Bidya Dash, Aruni RoyChowdhury, Matheus Gadelha, Marios Loizou et al.	Constructing L [∞] Voronoi Diagrams in 2D and 3D Dennis Bukenberger, Kevin Buchin, Mario Botsch
	Localized Shape Modelling with Global Coherence: An Inverse Spectral Approach Marco Pegoraro, Simone Melzi, Umberto Castellani, Riccardo Marin, Emanuele Rodola	SDF-StyleGAN: Implicit SDF-Based StyleGAN for 3D Shape Generation Xinyang Zheng, Yang Liu, Pengshuai Wang, Tong Xin	Fabricable Multi-Scale Wang Tiles Xiaokang Liu, Chenran Li, Lin Lu, Oliver Deussen, Changhe Tu
	Non-Isometric Shape Matching via Functional Maps on Landmark-Adapted Bases (CGF) Mikhail Panine, Maxime Kirgo, Maks Ovsjanikov	MendNet: Restoration of Fractured Shapes Using Learned Occupancy Functions Nikolas Lamb, Sean Banerjee, Natasha Banerjee	Topological Simplification of Nested Shapes Dan Zeng, Erin Chambers, David Letscher, Tao Ju
15:30			
15:45	CURVES & FEATURES	MESHES & PARTITIONS	
	Smooth Interpolating Curves with Local Control and Monotone Alternating Curvature Alexandre Binninger, Olga Sorkine-Hornung	Precise High-order Meshing of 2D Domains with Rational Bézier Curves JinLin Yang, Shibbo Liu, Shuangming Chai, Ligang Liu, Xiao-Ming Fu	WiGraph Event
16:40	b/Surf: Interactive Bzier Splines on Surface Meshes (TVCG) Claudio Mancinelli, Giacomo Nazzaro, Fabio Pellacini, Enrico Puppo	Rational Bézier Guarding Payam Khanteimouri, Manish Mandad, Marcel Campen	TOOLS & DATA
	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... (CGF) Julien Vuillamy, Andre Lieutier, Florent Lafarge, Pierre. Alliez	Deterministic Linear Time for Maximal Poisson-Disk Sampling using Chocks without Rejection... Scott Mitchell
17:00			TinyAD: Automatic Differentiation in Geometry Processing Made Simple Patrick Schmidt, Janis Born, David Bommes, Marcel Campen, Leif Kobbelt
17:15	KEYNOTE	TOWNHALL	Hex Me If You Can Pierre-Alexandre Beaufort, Maxence Reberol, Denis Kalmykov, Heng Liu, Franck Ledoux, David Bommes
	Geometry for Design and Construction of High-Performance Architecture Caitlin Mueller		AWARDS & CLOSING
18:15		SOCIAL EVENT	