SIGGRAPH PAPER PRESENTATION SCHEDULE (2026)

Feb. 25	Design Doc Due Date Authoring Tool Design Review	

Mar. 3	3 SigGraph Paper Presentations 1 (20 minute individual presentations)	
	Bryce Joseph	"Physics-based Character Controllers Using Conditional VAEs," Jungdam Won, J. et al., 2022
	Amy Liu	"Thallo – Scheduling for High-Performance Large-scale Non-linear Least-Squares Solvers," Mara, M. et al., 2021
	Raymond Feng	"Progressive Dynamics++: A Framework for Stable, Continuous, and Consistent Animation Across Resolution and Time," Zhang , J. et al., 2025

Mar. 4	3 SigGraph Paper Presentations 2 (20 minute individual presentations)	
	Jill Rayca	"A Practical and Controllable Hair and Fur Model for Production Path Tracing," Chiang, M. et al., 2015
	Mark Melkumyan	"3Doodle: Compact Abstraction of Objects with 3D Strokes," Changwoon, C. et al., 2024
	Gavin Sears	"Cyclogenesis: Simulating Hurricanes and Tornadoes," Herrera, J. et al., 2024

Mar. 9	No Class – Spring Break	

Mar. 11	No Class – Spring Break	

Mar. 16	3 SigGraph Paper Presentations 3 (20 minute individual presentations)	
	Jackie Li	"Stylized Rendering as a Function of Expectation," R. West, R. et al., 2024
	Rachel Lin	"Procedural Texturing of Solid Wood with Knots," Larsson, M., et al., 2022
	Nathan Chortek	"Spatiotemporal reservoir resampling for real-time ray tracing with dynamic direct lighting," Bitterli, B. et al., 2020

Mar. 18	3 SigGraph Paper Presentations 4 (20 minute individual presentations)	
	Charles Wang	"The design and evolution of the UberBake light baking system,"Seyb, D. et al., 2020
	Anthony Ge	"Practical Inverse Rendering of Textured and Translucent Appearance," Weier, P. et al., 2025
	Rebecca Waterson	"Direct Manipulation of Procedural Implicit Surfaces," Marzia, R. et al., 2024

Mar. 23	3 SigGraph Paper Presentations 5 (20 minute individual presentations)	
	Shize Wei	"EditDuet: A Multi-Agent System for Video Non-Linear Editing," Sandoval-Castaneda, M. et al., 2025
	Yikai Li	"Multi-Dimensional Procedural Wave Noise," Guehl, P. et al., 2025
	Thomas Lee	"Area ReSTIR: Resampling for Real-Time Defocus and Antialiasing," Zhang, S. et al., 2024

Mar. 25	**Authoring Tool Design Review – Alpha Version** **Authoring Tool Alpha Version Due Date**

Mar. 30	3 SigGraph Paper Presentations 6 (20 minute individual presentations)	
	Luke Kwon	"Large-scale terrain authoring through interactive erosion simulation," Schott, H. et al., 2023
	Anya Agarwal	"Augmented Vertex Block Descent," Giles, C. et al., 2025
	Caroline Fernandes	"RBF Liquids: An Adaptive PIC Solver Using RBF-FD," Nakannishi, R. et al., 2020

Apr. 1	3 SigGraph Paper Presentations 7 (20 minute individual presentations)	
	Yiding Tian	"Physically Controllable Relighting of Photographs," Careaga, C. et al., 2025
	Cecilia Chen	"A Divide-and-Conquer Approach for Global Orientation of Non-Watertight Scene-Level Point Clouds Using 0-1 Integer Optimization," Li, S. et al., 2025
	Hangyu Zhang	"Real-time Neural Radiance Caching for Path Tracing," Müller, T. et al., 2021

Apr. 6	3 SigGraph Paper Presentations 8 (20 minute individual presentations)	
	Weike Qian	"From Microfacets to Participating Media: A Unified Theory of Light Transport With Stochastic Geometry," Seyb, D. et al., 2024
	Jiawen Wang	"3D Gaussian Splatting for Real-Time Radiance Field Rendering," Kerbl, B. et al., 2023
	Ethan Chen	"Intersection-free Rigid Body Dynamics," Ferguson, Z. et al., 2021

Apr. 8	3 SigGraph Paper Presentations 9 (20 minute individual presentations)	
	Lobi Zhao	"Realistic Speech-Driven Facial Animation with GANs," "Konstantinos, V. et al., 2019
	Silvia Xia	"LightLab: Controlling Light Sources in Images with Diffusion Priors," Magar, N. et al., 2025
	Daniel Chen	"High-quality Surface Reconstruction using Gaussian Surfels," Dai, P. et al., 2024

Apr. 3	3 SigGraph Paper Presentations 10 (20 minute individual presentations)	
	Joanne Li	"The Material Point Method for Simulating Continuum Materials," Jiang, C. et al., 2016
	Rebecca Feng	"Progressive Dynamics++: A Framework for Stable, Continuous, and Consistent Animation Across Resolution and Time," Zhang J. et al., 2025
	Rose Kelly	"SpotLessSplats: Ignoring Distractors in 3D Gaussian Splatting," Sabour S. et al., 2025

Apr. 15	**Authoring Tool Design Review – Beta Version** **Authoring Tool Beta Version Due Date**

Apr. 20	3 SigGraph Paper Presentations 11 (20 minute individual presentations)	
	Jackie Guan	"BANG: Dividing 3D Assets via Generative Exploded Dynamics," Zhang, L. et al., 2025
	Nico Kong	"Parc: Physics-based augmentation with reinforcement learning for character controllers," M. Xu, M. et al., 2025
	Aidan Gideon	"A Momentum-Conserving Implicit Material Point Method for Surface Tension with Contact Angles and Spatial Gradients," Chen, J. et al., 2021

Apr. 22	3 SigGraph Paper Presentations 12 (20 minute individual presentations)	
	Audrey Yang	"Diffusion Texture Painting," Hu, A. et al., 2024
	Stephanie Jung	"IMLS-Splatting: Efficient Mesh Reconstruction from Multi-view Images via Point Representation," Yang, K. et al., 2025
	Julie Swei	"StyLit: Illumination-Guided Example-Based Stylization of 3D Renderings," Fiser, J. et al., 2016

Apr. 27	3 SigGraph Paper Presentations 13 (20 minute individual presentations)	
	Yuning Wen	"Covector Fluids," Mohammad, N. et al., 2022
	Cindy Wei	"IQ-MPM: An Interface Quadrature Material Point Method for Non-sticky Strongly Two-Way Coupled Nonlinear Solids and Fluids," Yu, F., et al., 2020

	Jacob Mollot	"XPBI: Position-Based Dynamics with Smoothing Kernels Handles Continuum Inelasticity" "Chang Yu, C. et al., 2024

Apr. 29	2 SigGraph Paper Presentations 14 (20 minute individual presentations)	
	Yingxuan Hu	"Virtualized 3D Gaussians: Flexible Cluster-based Level-of-Detail System for Real-Time Rendering of Composed Scenes," Yang, X. et al., 2025
	Sirui Zhu	"Vector-Valued Monte Carlo Integration Using Ratio Control Variates," Haolin Lu, H. et al., 2025

May 4	Authoring Tool Design Review - Final Version Presentations

May 11	Authoring Tool Final Version Due Date