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1. Kinetic shape reconstruction. J. Bauchet, F. Lafarge. Siggraph 2020.
2. Monster mash: a single-view approach to casual 3D modeling and animation. M. Dvoroznak, D. Sykora, C. Curtis, B. Curless, etc. Siggraph 2020.
3. Differentiable refraction-tracing for mesh reconstruction of transparent objects. J. Lyu, B. Wu, D. Lischinski, etc. Siggraph 2020.
4. Learning to generate 3D training data through hybrid gradient. D. Yang, J. Deng. CVPR 2020.
5. Cascaded refinement network for point cloud completion. X. Wang, M. Jr, G. Lee. CVPR 2020.
6. Shape reconstruction by learning differential surface representation. J. Bednarik, S. Parashar, E. Gundogdu, etc. CVPR 2020.
7. Joint texture and geometry optimization for RGB-D reconstruction. Y. Fu, Q. Yan, J. Liao, C. Xiao. CVPR 2020.

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1. Deep geometric texture synthesis. A. Herz, R. Hanocka, R. Giryes, D. Cohen-Or. Siggraph 2020.
2. Dynamic graph CNN for learning on point clouds. Y. Wang, Y. Sun, Z. Liu, S. Sarma, M. Bronstein, J. Solomon.
3. Nonlinear spectral geometry processing via the TV transform. M. Fumero, M. Moeller, E. Rodola.
4. Polygon Laplacian made simple. A. Bunge, P. Herholz, M. Kazhdan, M. Botsch. Eurographics 2020.
5. Spetral mesh simplification. T. Lescoat, H. Liu, J. Thiery, etc. Eurographics 2020.

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1. Neural supersampling for real-time rendering. L. Xiao, S. Nouri, M. Chapman, A. Fix etc. Siggraph 2020.
2. Resampling-aware weighting functions for bidirectional path tracing using multiple light sub-paths. K. Nabata, K. Iwasak, Y. Dobashi. Siggraph 2020.
3. Gaze-contingent ocular parallax rendering for virtual reality. R. Konrad, A. Angelopoulos, G. Wetzstein. Siggraph 2020.
4. Modular primitives for high-performance differentiable rendering. J. Lyu, B. Wu, D. Lischinski, etc. Siggrpah 2020.
5. Spherical gaussian light-field textures for fast precomputed global illumination. R. R. Currius, D. Dolonius, U. Assarsson, etc. Siggraph 2020.

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1. Interactive video stylization using few-shot patch-based training. O. Texler, D. Futschik, M. Kucera, O. Jamriska, S. Sochorova, M. Chai, S. Tulyakov, D. Sykora. Siggraph 2020.
2. DeepFaceDrawing: deep generation of face images from sketches. S. Chen, W. Su, L. Gao, etc. Siggraph 2020.
3. Differentiable vector graphics rasterization for editing and learning. T. Li, M. Lukac, M.

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4. Deep face normalization. K. Nagano, H. Luo, Z. Wang, J. Seo, etc. Siggraph Asia 2019.

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1. Enhanced interactive 360 viewing via automatic guidance. S. Cha, J. Lee, S. Jeong, Y. Kim, J. Noh. Siggraph 2020.
2. Portrait shadow manipulation. X. Zhang, J. Barron, Y. Tsai, etc. Siggraph 2020.
3. Manipulating attributes of natural scenes via hallucination. L. Karacan, Z. Akata, A. Erdem, E. Erdem. Siggraph 2020.
4. Egocentric videoconferencing. M. Elgharib, M. Mendiratta, J. Thies, etc. Siggraph 2020.
5. A reduced-precision network for image reconstruction. M. Thomas, K. Vaidyanathan, G. Liktor, etc. Siggraph 2020.
6. Language-based colorization of scene sketches. C. Zou, H. Mo, C. Gao, etc. Siggraph Asia 2019.

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1. Consistent video depth estimation. X. Luo, J. Huang, R. Szeliski, K. Matzen, J. Kopf. Siggraph 2020.
2. Single image HDR reconstruction using a cnn with masked features and perceptual loss. M. Santos, T. Ren, N. Kalantari. Sigggraph 2020.
3. Quanta burst photography. S. Ma, S. Gupta, A. Ulku, C. Bruschini, E. Charbon, M. Gupta. Siggraph 2020.
4. One shot 3D photography. J. Kopf, K. Matzen, S. Alsisan, O. Quigley, F. Ge, et al. Siggraph 2020.
5. Example-driven virtual cinematography by learning camera behaviors. H. Jiang, B. Wang, X. Wang, etc. Siggraph 2020.
6. Learning to autofocus. C. Herrmann, R. Bowen, N. Wadhwa, etc. CVPR 2020.
7. Handheld mobile photography in very low light. O. Liba, K. Murthy, Y. Tsai, etc. Siggraph Asia 2019.

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1. Unpaired motion style transfer from video to animation. K. Aberman, Y. Weng, D. Lischinski, D. Cohen-Or, B. Chen. Siggraph 2020.
2. A system for efficient 3D printed stop-motion face animation. R. Abdrashitov, A. Jacobson, K. Singh. TOG 2019
3. An implicit compressible SPH solver for snow simulation. C. Gissler, A. Henne, S. Band, A. Peer, M. Teschner. TOG 2020
4. RAS: a data-driven rigidity-aware skinning model for 3D facial animation. S. Liu, Y. Liu, L. Dong, X. Tong. Eurographics 2020.
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6. Neural style-preserving visual dubbing. H. Kim, M. Elgharib, M. Zollhoefer, H. Seidel, etc. Siggraph Asia 2019.