

## Courses

### **Geometric Deep Learning**

The Venetian Macao, Sicily 2401, Level 1  
Monday, December 05, 2016  
9:00 - 12:45

### **Modeling Behaviour for Virtual Humans and Social Robots**

The Venetian Macao, Sicily 2405, Level 1  
Monday, December 05, 2016  
9:00 - 12:45

### **How to Write a SIGGRAPH Paper: A Guide to Choosing a Good Research Topic, Doing the Research, and Writing It Up**

The Venetian Macao, Sicily 2403, Level 1  
Monday, December 05, 2016  
11:00 - 12:45

### **Data-Driven Shape Analysis and Processing**

The Venetian Macao, Sicily 2401, Level 1  
Monday, December 05, 2016  
14:15 - 18:00

### **Capturing and Representing BRDFs for Virtual Reality**

The Venetian Macao, Sicily 2403, Level 1  
Monday, December 05, 2016  
14:15 - 16:00

### **Story Structure for Programmers, Designers, Animators, and Artists**

The Venetian Macao, Sicily 2401, Level 1  
Tuesday, December 06, 2016  
9:00 - 10:45

### **Computational Diffractive Sensing and Imaging: Using Optics for Computation & Computation for Optics**

The Venetian Macao, Sicily 2403, Level 1  
Tuesday, December 06, 2016  
9:00 - 10:45

### **Directions in Shape Analysis towards Functionality**

The Venetian Macao, Sicily 2401, Level 1  
Tuesday, December 06, 2016  
14:15 - 18:00

### **Computing and Processing Correspondences with Functional Maps**

The Venetian Macao, Sicily 2403, Level 1  
Tuesday, December 06, 2016  
14:15 - 18:00

### **Rotational Symmetries on Surfaces: Theory, Algorithms, and Applications**

The Venetian Macao, Sicily 2405, Level 1  
Tuesday, December 06, 2016  
14:15 - 16:00

### **Cage-Based Performance Capture**

The Venetian Macao, Sicily 2401, Level 1  
Wednesday, December 07, 2016  
9:00 - 10:45

### **Modern Techniques and Applications for Real-Time Non-Rigid Registration**

The Venetian Macao, Sicily 2403, Level 1  
Wednesday, December 07, 2016  
9:00 - 10:45

### **Discrete Computational Mechanics for Stiff Phenomena**

The Venetian Macao, Sicily 2401, Level 1  
Wednesday, December 07, 2016  
14:15 - 18:00

### **Directional Field Synthesis, Design, and Processing**

The Venetian Macao, Sicily 2403, Level 1  
Wednesday, December 07, 2016  
14:15 - 18:00

### **OpenVX: a Framework for Accelerating Computer Vision**

The Venetian Macao, Sicily 2405, Level 1  
Wednesday, December 07, 2016  
14:15 - 18:00

### **Sketch-Based Modeling**

The Venetian Macao, Sicily 2401, Level 1  
Thursday, December 08, 2016  
9:00 - 12:45

### **Possibilities and Challenges with Eye Tracking in Video Games and Virtual Reality Applications**

The Venetian Macao, Sicily 2403, Level 1  
Thursday, December 08, 2016  
9:00 - 12:45

### **Sorting in Space: Multidimensional Data Structures for Computer Graphics and Vision Applications**

The Venetian Macao, Sicily 2405, Level 1  
Thursday, December 08, 2016  
9:00 - 10:45

### **Hands-On: Rapid Interactive Application Prototyping for Media Arts and Stage Production**

The Venetian Macao, Sicily 2401, Level 1  
Thursday, December 08, 2016  
14:15 - 18:00

