

Technical Briefs

28 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

Session: Images and Displays

Date/Time: 28 November 2017, 09:00am - 10:45am

Venue: Amber 1 (Technical Briefs)

- Removal of Ghosting Artefacts in HDRI using Intensity Scaling Cue
- Multi-video Object Synopsis Integrating Optimal View Switching
- Visual Enhancement via Reinforcement Parameter Learning for Low Backlighted Display
- GPU Based Techniques for Deep Image Merging

Session: Methods and Applications

Date/Time: 28 November 2017, 02:15pm - 04:00pm

Venue: Amber 1 (Technical Briefs)

- Blue-noise Optimized Point Sets based on Procrustes Analysis
- Acquiring Non-parametric Scattering Phase Function from a Single Image
- DCFont: An End-To-End Deep Chinese Font Generation System
- Fast Lossy Compression of 3D Unit Vector Sets

Session: Rendering

Date/Time: 29 November 2017, 09:00am - 10:45am

Venue: Amber 1 (Technical Briefs)

- BRDF Reconstruction from Real Object using Reconstructed Geometry of Multi-view Images
- Light Field Blender: Designing Optics and Rendering Methods for See-Through and Aerial Near-Eye Di
- Foveated Instant Preview for Progressive Rendering
- Deringing Spherical Harmonics

Technical Papers

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Session: Interaction

Date/Time: 29 November 2017, 02:15pm - 04:00pm

Venue: Amber 1 (Technical Briefs)

- KidPen: A Stroke-based Method for Kid-style Sketches Synthesis from Photos
- Interactive Multi-style Pen-and-Ink Drawings from Images
- Interactive Shape Modeling Using Leap Motion Controller
- Simplifying Game Mechanics: Gaze as an Implicit Interaction Method

Session: Modeling

Date/Time: 30 November 2017, 09:00am - 10:45am

Venue: Amber 1 (Technical Briefs)

- Exploring Generative 3D Shapes Using Autoencoder Networks
- SeamCut: Interactive Mesh Segmentation for Parametrization
- Quasi-Developable Garment Transfer for Animals
- Reconstruction using a Simple Triangle Removal Approach

Session: Simulation and Fabrication

Date/Time: 30 November 2017, 11:00am - 12:45am

Venue: Amber 1 (Technical Briefs)

- A Long-Term Semi-Lagrangian Method for Accurate Velocity Advection
- Example-based Synthesis of Turbulence by Flow Field Style Transfer
- Computational Design and Fabrication of Hanging Structures

Session: Textures and Color

Date/Time: 30 November 2017, 02:15pm - 04:00pm

Venue: Amber 1 (Technical Briefs)

- Comicolorization: Semi-Automatic Manga Colorization
- High-Resolution Multi-Scale Neural Texture Synthesis
- Structure-guided Texturing with Embedded Randomness
- Auto-colorization of 3D models from Images