

Posters

Venue

The Venetian Macao Foyer, Level 3

Day & Time

Monday, 05 December – Thursday, 08 December 2016

9:00 – 18:00

Posters Presentations

Authors of posters will be present to explain their findings to attendees. Find out what this platform for work-in-progress and thought-provoking ideas, techniques, and applications in technical research will offer at SIGGRAPH Asia 2016!

Presentation timings will be from 13:00 – 14:00 on the following days:

- Tuesday, 06 December 2016
- Wednesday, 07 December 2016

Animation

- An Authoring Framework for Time Dependent Crowd Simulation
- Rapid DCT-based LipSync Generation Algorithm for Game Making
- Does Action Have to Relate to Speech?

Hardware

- Virtual Ski Jump: illusion of slide down the slope and gliding
- Crowdsensing Traces Visualization in Bluetooth Beacon-based Sensor Network Using Wearable Device
- Groveling on the Wall: Interactive VR Attraction using Gravity Illusion
- Leaked Light Field from Everyday Material: Designing Material Property Remained Light-field Display
- Rectifeye: A Vision-Correcting System for Virtual Reality
- Antigravity and Following VR, AR & MR System for Spatial Interaction

Imaging and Video

- Atomic Stretch: Optimally bounded real-time stretching and beyond
- Profile Recognition based on Co-training
- A Simple De-ghosting Algorithm for HDRI
- Four-Plane Depth-Fused 3D Display Using Single Flat Panel Display
- Continuous Zoom with Two Fixed-Focal-Length Lens
- Hallucination from Noon to Night Images using CNN
- Effective underexposed video enhancement via optimal fusion

Interaction

- Intuitive Control for moving Drones
- Virtual ISU: Locomotion Interface for Immersive Virtual Reality Experience in Seated Position (1)
- An AR System on Manipulating a Virtual Object with a Bare Hand
- Stick and Roll: A Physical Interactive System Using Curved Displays and Rolling Batons
- Plant feedback on environmental changes and human interactions

Methods and Applications

- Maximal Poisson-disk sampling by sampling radius optimization
- RoboDLP: Large Object 3D Printing using Robotic Arm
- Field of View Extension for Augmented Reality on Binocular Optical See-Through Head-Mounted Displays
- Optimal Character Composing for Chinese Calligraphic Artwork
- Gushed Light Field: Design Method for Aerosol-based Fog Display
- Human Coded Orchestra: a System for Extemporary Group Singing Performance
- Instruction for Paper-cutting : A System for Learning Experts' Knife Pressure
- A Detachable Mortise-Tenon Structure in 3D Cubic Style Modeling System
- Cube Art
- Obtuse Triangle Removal for 2D Mesh Generation
- 2.5D Stylized Application using Anisotropic Reaction-diffusion
- Region of Interest (ROI) based 3D Inpainting
- Data-Driven Method for Sketch-based 3D Shape Retrieval based on User Similar Draw-style Recommendation
- Syringe-worked Mermaid: Computational fabrication and stabilization method for Cartesian Diver
- Educational Contents for Kids' App. Based on Henri-Matisse's Cut-out works
- Stimulated Percussions: Techniques for Controlling Human as Percussive Musical Instrument by using Electrical Muscle Stimulation
- Volumetric Spatial Transformer Network for Object Recognition

Modeling

- Reduced Illumination Patterns for Acquisition of Specular and Diffuse Normal Maps
- 3D Stencil Face Relievo Making System
- 3D crystal with curved surface projecting multiple 2D images

Multimedia

- Magic Pencil: Generalized Sketch Inversion via Generative Adversarial Nets

Rendering

- Adaptive Direct Illumination Sampling
- Simple Half Frame Forwarding (HFF-S): Frame-rate Up Conversion for Tiled Rendering GPU
- Efficient Asynchronous BVH Reconstruction with Vertex Prediction
- Effective Stereoscopic Rendering for Mobile VR
- Cost-effective Frame Rate Control for Mobile GPUs

Virtual Environments

- Free-Viewpoint Photometric Compensation
- An AR-based safety training assistant in disaster for children

Visualization

- Visualizations of perceptually relevant light parameters
- Content Enhanced Word Art with Depth Perception
- 3D Visualization of Aurora Considering the Physical Characteristics
- An Attempt in Modeling Picasso's Cubism Style