

Symposium on Mobile Graphics and Interactive Applications

Tuesday, 06 December 2016

13:45 – 14:00

The Venetian Macao Meeting Room Naples 2701, Level 1

Symposium on Mobile Graphics and Interactive Applications Welcome Session

14:00 – 15:15

The Venetian Macao Meeting Room Naples 2701, Level 1

Papers Session One: Images and GPUs

- Mobile reconstruction and exploration of indoor structures exploiting omnidirectional images
- Interactive Image Filtering with Multiple Levels-of-Control on Mobile Devices
- Adaptive Multi-Rate Ray Sampling on Mobile Ray Tracing GPU

15:15 – 16:45

The Venetian Macao Meeting Room Naples 2702, Level 1

Symposium on Mobile Graphics and Interactive Applications Demos

16:45 – 18:00

The Venetian Macao Meeting Room Naples 2701, Level 1

Papers Session Two: Interactive Applications

- Mobile Audible AR Experience for Medical Learning Murmurs Simulation
- Efficient remote image-based situational queries through mobile devices
- Animato: 2D Shape Deformation and Animation on Mobile Devices

Wednesday, 07 December 2016

14:00 – 15:15

The Venetian Macao Meeting Room Naples 2701, Level 1

Papers Session Three: Applied Visualization

- Crowd Visualization on Low Bandwidth Mobile Devices based on Video Analysis
- Oriented Point-Cloud View for MR Remote Collaboration
- Augmented Reality Annotation for Social Video Sharing

15:15 – 16:45

The Venetian Macao Meeting Room Naples 2702, Level 1

Symposium on Mobile Graphics and Interactive Applications Demos

16:45 – 17:45

The Venetian Macao Meeting Room Naples 2701, Level 1

Papers Session Four: User Input

- Back-Mirror: Back-of-Device One-Handed Interaction on Smartphones
- ubiGaze: Ubiquitous Augmented Reality Messaging Using Gaze Gestures

17:45 – 18:00

The Venetian Macao Meeting Room Naples 2701, Level 1

Closing Session and Demo Award Announcements