

## Posters

27 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

**Venue:** Foyer of BHIRAJ Hall 1-3

**Date:** Monday, 27 November – Thursday, 30 November 2017

**Time:** 09:00 – 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 2017!

### **Presentation timings:**

Tuesday, 28 November – Thursday, 30 November 2017

13:00 – 14:00

### **Animation**

- 4D Computed Tomography Measurement for Growing Plant Animation
- Liquid Wetting across Porous Anisotropic Textiles
- Motion Sickness Simulation Based on Sensorimotor Control
- User Pose Estimation based on Multiple Depth Sensors

### **Hardware**

- A Proposal for Wearable Controller Device and Finger Gesture Recognition using Surface Electromyography
- Aerial Image on Retroreflective Particles
- Aerial Light-Field Image Augmented Between You and Your Mirrored Image
- Improvement of A Finger-Mounted Haptic Device Using Surface Contact
- Multi-DOF 3D Printing with Visual Surveillance
- Real-time Temporal Quality Compensation Technique for Head Mounted Displays

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### **Imaging and Video**

- A Deep Convolutional Neural Network for Continuous Zoom with Dual Cameras
- An Application of Halftone Pattern Coding in Augmented Reality
- Estimating the Simulator Sickness in Immersive Virtual Reality with Optical Flow Analysis
- Seamless Video Scene Transition Using Hierarchical Graph Cuts
- Style-Oriented Representative Paintings Selection
- Subtitle Positioning for E-learning Videos Based on Rough Gaze Estimation and Saliency Detection

### **Interaction**

- Dualboard : Integrated User Interface between Typing and Handwriting
- DupRobo: An Interactive Robotic Platform for Physical Block-based Autocompletion
- Exploring Mixed-Scale Gesture Interaction
- MistFlow: A Fog Display for Visualization of Adaptive Shape-Changing Flow
- Natural Interaction for Media Consumption in VR Environment
- Perception Adjustment for Egocentric Moving Distance between Real Space and Virtual Space with See-closed-type HMD
- Prototyping Digital Signage Systems with High-Low Tech Interfaces
- Spin and Roll: Convex Solids of Revolution as Playful Interface
- Tactile Braille Learning System to Assist Visual Impaired Users to Learn Taiwanese Braille
- User Interface Applications in Desktop VR using a Mirror Metaphor

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### Methods and Applications

- Affordable System for Measuring Motion-to-Photon Latency of Virtual Reality in Mobile Devices
- An Image Generation System of Delicious Food in a Manga Style
- DeepHolo: Recognizing 3D Objects using a Binary-weighted Computer-Generated Hologram
- Haptic Marionette: Wrist Control Technology Combined with Electrical Muscle Stimulation and Hanger Reflex
- Improved and Accessible E-book Reader Application for Visually Impaired People
- MitsuDomoe: Ecosystem Simulator of Virtual Creatures in Mixed Reality Petri Dish
- Silk Fabricator: Using Silkworms as 3D Printers
- Sketch2Normal: Deep Networks for Normal Map Generation
- Visualization and Labeling of Point Clouds in Virtual Reality

### Modeling

- Bidirectional Pyramid-based PMVS with Automatic Sky Masking
- Polyhedral Meshes with Concave Faces
- SmartSweep: Context-aware Modeling on a Single Image
- Spring-Pen: Reproduction of any Softness with the 3D Printed Spring

### Multimedia

- A Fast And Efficient Content Aware Downscaling Based Texture Compression Method For Mobile Devices
- Aesthetic Temporal and Spatial Editing of Casual Videos
- Automatic Generation of Visual-Textual Web Video Thumbnail
- Content-Based Measure of Image Set Diversity

### Rendering

- Eyeshine Rendering: A Real Time Rendering Method for Realistic Animal Eyes
- Importance Sampling Measured BRDFs Based on Second Order Spherical Moment
- Method for Quantitative Evaluation of the Realism of CG Images Using Deep Learning
- Spatial Multisampling and Multipass Occlusion Testing for Screen Space Shadows

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### **Virtual Environments**

- A Spatial User Interface Design Using Accordion Metaphor for VR Systems
- Emotion Induction in Virtual Environments: A Novel Paradigm Using Immersive Scenarios
- Immersive VR Environment for Architectural Design Education
- Marker-less Real-Time Tracking of Texture-less 3D objects from a Monocular Image
- O-Displaying: An Orientation-Based Augmented Reality Display on a Smart Glass with a User Tracking from a Depth
- Room VR - A VR Therapy Game For Children Who Fear The Dark
- VR Lighting Design
- Data Jalebi Bot
- Speech Balloon System Using Single-Channel Microphone Array on See-Through Head-Mounted Display
- Water apart: A Substantial Display based on Material property of Water