



Symposium On Mobile Graphics And Interactive Applications

27 – 28 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

Symposium On Mobile Graphics And Interactive Applications Welcome Address & Invited Speaker Session

Date: Monday, 27 November 2017

Time: 09:00 -10:00

Venue: Nile 1

- ☐ Welcome Address:
 - Symposium on Mobile Graphics and Interactive Applications Chair, Mark Billinghurst, University of South Australia
 - Symposium on Mobile Graphics and Interactive Applications Co-Chair, Witawat Rungjiratananon, Pixar Animation Studios

- ☐ Invited Speaker Session:
 - Neil Trevett, Vice President Mobile Ecosystem, Nvidia

Papers Session 1: Mobile Graphics

Date: Monday, 27 November 2017

Time: 10:30 -12:00

Venue: Nile 1

- ☐ ProsumerFX: Mobile Design of Image Stylization Components
- ☐ Real-Time Face Relighting via Adaptive Normal Mapping
- ☐ Effective Ray Tracing of Large 3D Scenes through Mobile Distributed Computing
- ☐ Demonstrations Fast-Forward

Papers Session 2: AR/MR

Date: Monday, 27 November 2017

Time: 15:30 – 17:00

Venue: Nile 1

- ☐ Mixed Reality Collaboration through Sharing a Live Panorama
- ☐ Using Visual and Spatial Cues to Represent Social Contacts in Wearable AR
- ☐ Exploring Enhancements for Remote Mixed Reality Collaboration
- ☐ Static Local Environment Capturing and Sharing for MR Remote Collaboration

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Papers Session 3: Mobile Interactive

Date: Tuesday, 28 November 2017

Time: 09:00 – 10:30

Venue: Nile 1

- ☐ Hugus
- ☐ Mom's Tray: Real-time Dietary Monitoring System
- ☐ Duopography: Using Back-of-Device Multi-Touch Input to Manipulate Spatial Data on Mobile Tangible Interactive Topography
- ☐ Mobile Metric Capture and Reconstruction in Indoor Environments

Papers Session 4: Industry Cases

Date: Tuesday, 28 November 2017

Time: 15:15 – 16:30

Venue: Nile 1

- ☐ Challenges in User Experience Design of Image Filtering Apps
- ☐ Mobile Augmented Reality Illustrations that Entertain and Inform: Design and Implementation Issues with the Hololens
- ☐ Mobile Previsualization using Augmented Reality - A Use Case from Film Production

Papers Session 5: Mobile Interactive

Date: Tuesday, 28 November 2017

Time: 16:30 – 18:00

Venue: Nile 1

- ☐ Automated Enabling of Head Mounted Display using Gaze-Depth Estimation
- ☐ Design of a Wearable System for 3D Data Acquisition and Reconstruction for Tree Climbers
- ☐ Enhanced Engagement with Public Displays through Mobile Phone Interaction
- ☐ Application of Beacon Technology for Enhanced Customer Engagement in Insurance Companies
- ☐ Closing Session And Demo Award Announcements





10th
Edition

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Symposium On Mobile Graphics And Interactive Applications Demonstrations

Date: Monday, 27 November 2017

Time: 13:00 – 15:00

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AND

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Time: 13:00 – 15:00

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- ☐ Demo: 6DoF Input for HoloLens using Vive Controller
- ☐ Demo: Applying Rotational Tracking and Photospherical Imagery to Immersive Mobile Telepresence and Live Video Streaming Groupware
- ☐ Demo: AR Social Continuum: Representing Social Contacts
- ☐ Demo: Bot3D Editor, Easy 3D Computer Character Animation Editor for Smartphones and Tablets
- ☐ Demo: Exhibition Approach using an AR and VR Pillar
- ☐ Demo: FingerT9: Leveraging Thumb-to-Finger Interaction for One-handed Text Entry on Smartwatches
- ☐ Demo: Mobile Augmented Reality Illustrations that Entertain and Inform with the HoloLens
- ☐ Demo: Multi-Scale Gestural Interaction for Augmented Reality
- ☐ Demo: Pictory - Neural Style Transfer and Editing with CoreML
- ☐ Demo: Spatial Display System for Designing Live Audiovisual Content

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