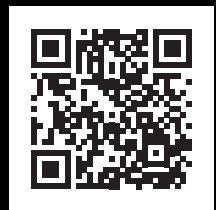APRIL 22-26
LIMASSOL, CYPRUS

EUROGRAPHICS
CONFERENCE 2024

45th Annual Conference
of the European Association
for Computer Graphics

CONTENTS

WELCOME NOTE

Dear colleagues,

It is with great honor that we extend our heartfelt welcome to each of you attending the 45th Annual Conference of the European Association for Computer Graphics in Cyprus. As chairs of this significant event, we are delighted to see our vision come to fruition, bringing together experts and enthusiasts from across the globe in the picturesque city of Limassol.

Our journey to this momentous occasion has been marked by anticipation and meticulous planning, and we are thrilled to finally convene in this beautiful setting. We are confident that the coming days will be filled with insightful discussions, groundbreaking research presentations, and valuable networking opportunities.

We extend our deepest gratitude to all those who have contributed to the success of this conference. From the dedicated members of the organizing committee to our esteemed keynote speakers, program and track chairs, reviewers, sponsors, and supporters, each of you has played a vital role in shaping this event.

We encourage you to immerse yourself in all that this conference has to offer, from enlightening keynote lectures to engaging workshops, and interactive poster sessions. And don't forget to take some time to experience the beauty of Cyprus, from its stunning beaches to its rich cultural heritage.

Once again, welcome to Eurographics Conference 2024 in Cyprus. May this conference be both intellectually stimulating and personally rewarding for each of you.

Warm regards,
Conference Chairs
Yiorgos Chrysanthou, CYENS CoE, University of Cyprus, Cyprus
Fotis Liarokapis, CYENS CoE, Cyprus

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CYENS CENTRE OF EXCELLENCE

The Research and Innovation Centre on Interactive Media, Smart System and Emerging Technologies – CYENS Centre of Excellence (formerly known as RISE), empowers knowledge and technology transfer in the region. CYENS CoE is supported by the European Commission, the Republic of Cyprus and its founding Partners, the Municipality of Nicosia, the Max Planck Institute for Informatics (MPI), University College London, the University of Cyprus, the Cyprus University of Technology, and the Open University of Cyprus.

CYENS, as a Centre of Excellence, cultivates a culture of innovation and creativity in an inspiring environment filled with academics, researchers, creative and onward-looking people, innovators, entrepreneurs, and practitioners. The Centre operates under the moto "Inspired by Humans Designed for Humans" with the vision to produce world class research that drives innovation towards social and economic benefit while conducting excellent, internationally competitive scientific research in the areas of visual sciences, human factors and design, communication, and artificial intelligence. It sets out to meet the challenge with a total potential funding of more than 30 million Euros for the first 7 years, from a Horizon 2020 Teaming Action and multiple other sources, and a business plan for long-term sustainability and growth.

Hosting CYENS at the heart of the designated Creative Industries and Technology Quarter is part of the Municipality's strategy to foster the development of an inclusive innovation hub and vibrant creativity ecosystem.

CYENS mobilises significant knowledge networks and social capital to provide a solid scientific base that encourages the development and application of new technologies and innovative entrepreneurship that can support startups and established innovation companies.

CYENS, through its Maker Space, a multifunction creative space open to the public; with cutting edge equipment and knowledgeable tutors and mentors, deploys scientific methodologies and state-of-the-art techniques into the research and product development pipelines of entities in Cyprus while minimizing their risks and costs. The CYENS Maker Space aims to offer researchers, entrepreneurs, students and self-made makers, opportunities to transform, share, test and perfect their ideas. The Co-working space is a space where start-ups and spin-offs, created by the researchers at CYENS or by collaborating groups will have a place to work. Collaborating groups or diverse groups of independent creative professionals and individuals will be able to work in a shared setting. The CYENS Co-working space aims to help those with common values develop potential synergies.

CYENS adds to the pool of experts and innovators that exist locally by actively participating in pan – European initiatives aiming to connect professional researchers across the world and through our leading European partners, MPI and UCL. Utilizing, in this manner, the resources of RISE results in the creation of multiple synergies increasing the opportunities for international entities to collaborate with Cyprus.

Finally, CYENS aims to appeal to local youth, our next generation of innovators, and cultivate their interest in emerging technologies and STEAM-led education and equip them with skills, ambitions and networks to exploit opportunities that can transform the economy. These steps enable RISE to fulfill its mission, vision and objectives.

CO-ORGANISERS

University of Cyprus

The University of Cyprus (*https://www.ucy.ac.cy/en/*) was established in 1989 and admitted its first students in 1992. It was founded in response to the growing intellectual needs of the Cypriot people and is well placed to fulfil the numerous aspirations of the country. The University is a vigorous community of scholars engaged in the generation and diffusion of knowledge. It offers a range of undergraduate, postgraduate, and vocational programs. Despite its brief history, the University of Cyprus has earned the respect of the international academic community and the appreciation of Cypriot society. Admission for the majority of undergraduate students is by entrance examinations organized by the Ministry of Education and Culture of the Republic of Cyprus, and the competition for places is intense. A number of places are reserved for students with special needs or circumstances. Every effort is made to offer practical solutions to students facing specific problems, be it access to University facilities, or assistance on academic issues. When the University of Cyprus first opened its doors to students, the incoming class consisted of 486 undergraduate students. It is staffed (September 2023 data) with 348 academic staff members, 57 Special Teaching Staff members, 791 postdoctoral researchers, research assistants, academic researchers, and Special Scientists, and 385 administrative staff members. During the academic year 2023-2024 there are 7605 students (5, 342 undergraduate, 1644 postgraduate and 619 doctoral candidates). There are 8 faculties, 22 departments and 20 research units, centers, and institutes at UCY. The University of Cyprus is on a continuous upward trajectory of success, with the world reputation rankings placing it among the top universities internationally. More specifically: TIMES 2024 (among the top 501-600), QS 2024 (368), Shanghai ranking – ARWU 2023 (701-800), and US Best Global University Rankings 2022-23 (643).

The Graphics & Extended Reality Lab is part of the Department of Computer Science, University of Cyprus, and it is located in the FST 01 building in the new campus. It was founded in 2002 and it currently has a number of funded projects and several researchers. Its research interests include machine learning, rendering, virtual reality, and animation. For more information, please visit the lab's website: *https://graphics.cs.ucy.ac.cy/*

Cyprus University of Technology

Founded in 2004, the Cyprus University of Technology has been at the forefront of education and innovation in Cyprus. With a commitment to meeting the evolving intellectual needs of the nation, CUT has become a hub for academic excellence and research. Admission is highly competitive, often requiring entrance examinations organized by the Ministry of Education and Culture of the Republic of Cyprus. The university places a strong emphasis on inclusivity, reserving places for students with special needs or unique circumstances. Practical solutions are readily available to students facing various challenges, whether related to accessing university facilities or academic support.

Since its inception, CUT has experienced remarkable growth. From a modest start, it has grown to accommodate a diverse student body across multiple faculties and departments. Currently, CUT serves a student population of 3000. With a focus on quality education and research, CUT has earned recognition globally, ranking among the top universities in Cyprus and making its mark on the world stage. The university's commitment to excellence is further demonstrated by its active involvement in research and innovation. CUT houses 35, fostering an environment of discovery and collaboration. As a testament to its dedication, CUT is continually ranked among the top institutions globally and regionally in various academic rankings.

Explore the Cyprus University of Technology and discover a world of opportunities for academic and personal growth. For more information about the programs, research initiatives, and campus facilities, please visit the official website at *https://www.cut.ac.cy/?languageId=1.*

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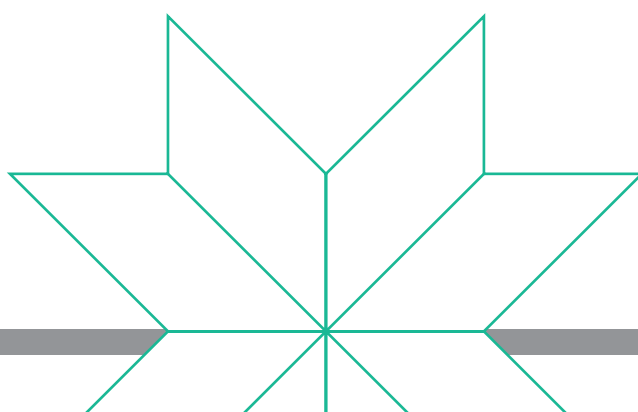**DOCTORAL CONSORTIUM CHAIRS** chairs-eg2024dc@eg.org
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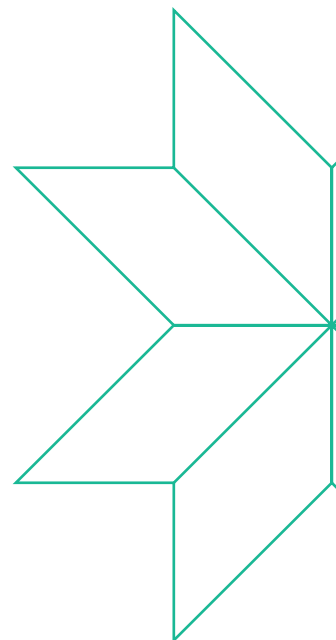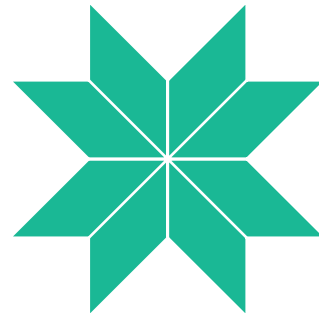**Danny Kaufman** – Adobe Research, USA
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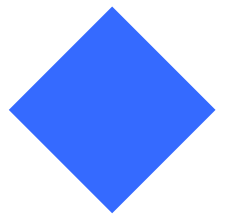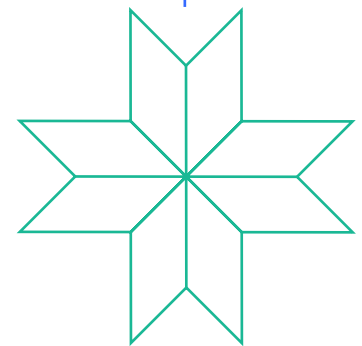
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WORKSHOPS

CLIPE WORKSHOP - 23 April 2024

Advances in technology are pushing towards making VR/AR worlds a daily experience. Whilst virtual characters are an important component of these worlds, bringing them to life and giving them interaction and communication abilities requires highly specialized programming combined with artistic skills, and considerable investments: millions spent on countless coders and designers to develop video-games is a typical example. The objective of CLIPE is to design the next-generation of VR-ready characters. This workshop is part of an MSCA-ITN project also called CLIPE (*https://www.clipe-itn.eu*) that started in 2020 and has been addressing the most important current aspects of the problem, making the characters capable of:

- Behaving more naturally;
- Interacting with real users sharing a virtual experience with them;
- Being more intuitively and extensively controllable for virtual worlds designers.

To meet the goals, there is a need for multidisciplinary research on VR/AR, computer graphics, computer animation, psychology and perception. This workshop will present the results of the CLIPE project, but is also opened to publications from other researchers.

More information can be found at: *https://www.clipe-itn.eu/eg2024workshop*

KEYNOTE SPEAKERS

Ravi Ramamoorthi

Ravi Ramamoorthi is the Ronald L. Graham Professor of Computer Science at UCSD and founding director of the UC San Diego Center for Visual Computing. He earlier held tenured faculty positions at UC Berkeley and Columbia University, in all of which he played a key leadership role in building multi-faculty research groups recognized as leaders in computer vision and graphics. He has authored more than 200 refereed publications in computer graphics and vision, including 90+ ACM SIGGRAPH/TOG papers. Prof. Ramamoorthi has introduced widely used theoretical representations and computational models for problems in vision and graphics, such as spherical harmonic lighting and neural radiance fields, and widely adopted methods in industry such as Monte Carlo denoising. He has consulted with Pixar and startups in computational imaging, and currently holds a part-time appointment as a Distinguished Research Scientist at NVIDIA. Prof. Ramamoorthi has received about twenty major honors for his research including the ACM SIGGRAPH Significant New Researcher Award for his work in computer graphics, and the Presidential Early Career Award for Scientists and Engineers for his work on physics-based computer vision. He is a fellow of IEEE, ACM and the SIGGRAPH Academy, recently received an inaugural Frontiers of Science Award, and has twice been honored with the edX Prize certificate for exceptional contributions in online teaching and learning. He has graduated more than 30 postdoctoral and Ph.D. students, whose theses have been recognized by the ACM Dissertation Award honorable mention, the ACM SIGGRAPH outstanding dissertation award and the UCSD Chancellor's Dissertation Medal.

Abstract

Tuesday, 23 April 2024

Image-Based Rendering: From View Synthesis to Neural Radiance Fields and Beyond

Applications in augmented reality, 3D photography, immersive experiences and appearance acquisition require solving the view synthesis problem – given a few images of an object or scene of interest, how can we synthesize images from new viewpoints. This is a fundamental problem in computer vision and graphics, often referred to as image-based rendering, and can be encapsulated as reconstructing the light field of all light passing through a scene from a set of observations. In this talk, I will first briefly describe the 30-year history of the problem and seminal papers, then discuss a series of efforts my group has made in light field synthesis from sparse images, ultimately leading to the now widely used neural radiance field representation. I discuss the impact of this work and follow-ups, leading to newer work from my group on personalized avatars, enabling real-time radiance fields or live 3D portraits from a single image.

Markus Gross

Markus Gross is the Chief Scientist of the Walt Disney Studios and a professor of Computer Science at ETH Zürich. He is one of the leading authorities in visual computing, computer animation, digital humans, virtual reality, and machine learning. In his role at Disney he leads the Studio segment's research and innovation unit, where he and his team are pushing the forefront of technology innovation in service of the filmmaking process. Gross has published over 500 scientific papers and holds over 100 patents. His work and achievements have been recognized widely, including two Academy Awards and the ACM SIGGRAPH Steven Anson Coons Award. Gross is member of multiple academies of science and of the Academy of Motion Picture Arts and Sciences.

Abstract

Wednesday, 24 April 2024

Bringing Digital Characters and Avatars to Life

The creation of lifelike digital human faces has been pivotal in a range of applications, spanning from healthcare and telepresence to virtual assistants and cinematic visual effects. For decades, the ultimate objective has been to create digital representations so authentic that they are virtually indistinguishable from real faces, while also conveying genuine emotional depth. Overcoming the challenge of the "uncanny valley" has been crucial to this pursuit. In this talk, I will give a 30-year retrospective of pioneering research in digital humans. We will explore the evolution of various elements —including facial capture techniques, geometry, appearance modeling, soft tissue modeling as well as eyes, teeth, and hair.

The talk will also highlight the transformative impact of contemporary machine learning on facial visual effects. As we look toward the future, the focus will shift to real-time facial animation and the symbiotic relationship between digital characters and machine learning algorithms to bring AI avatars to life.

Leonidas Guibas

Leonidas Guibas is the Paul Pigott Professor of Computer Science (and by courtesy), Electrical Engineering at Stanford University, where he heads the Geometric Computation group, and also a Principal Scientist at Google. Prof. Guibas obtained his Ph.D. from Stanford University under the supervision of Donald Knuth. His main subsequent employers were Xerox PARC, DEC/SRC, MIT, and Stanford, including stays at Meta, Google, and Autodesk. He has worked in numerous areas of computer science, such as geometric algorithms, computer vision, computer graphics, robotics, machine learning, discrete mathematics, and biocomputation. At Stanford he is a member and past acting director of the Artificial Intelligence Laboratory and a member of the Computer Graphics Laboratory, the Institute for Computational and Mathematical Engineering (iCME), and the Bio-X program. Dr. Guibas has been elected to the US National Academy of Engineering, the US National Academy of Sciences, and the American Academy of Arts and Sciences and is an ACM Fellow, an IEEE Fellow, and winner of the ACM Allen Newell Award, the ICCV Helmholtz prize, and Siggraph's Test-of-Time paper award.

Abstract

Thursday, 25 April 2024
Compositional Modeling of 3D Objects and Scenes

The compositional structure of objects (into parts) and of scenes (into objects) is central to many tasks in 3D scene understanding or 3D content creation. The identification and organization of structural components and their metric and relational attributes informs the modeling of component geometry, arrangements, affordances, and functionality – while also providing tools for semantics-aware content selection and manipulation. This talk will highlight some of the history and progress on neural approaches enabling representations for 3D objects and scenes that are, or can be made to be, structure aware – along with the challenges associated with obtaining data sets, data annotations, etc. It will also demonstrate how, in turn, such structural information allows improved or more efficient 3D reconstruction or generation, as well as the controllable creation of variations, both discrete and continuous. Finally, the talk examines how 3D compositional structure can emerge from data without little or no human supervision, how it is reflected in natural language, and how we can increase 3D structure awareness and spatial reasoning abilities in current large-scale LLMs and VLMs.
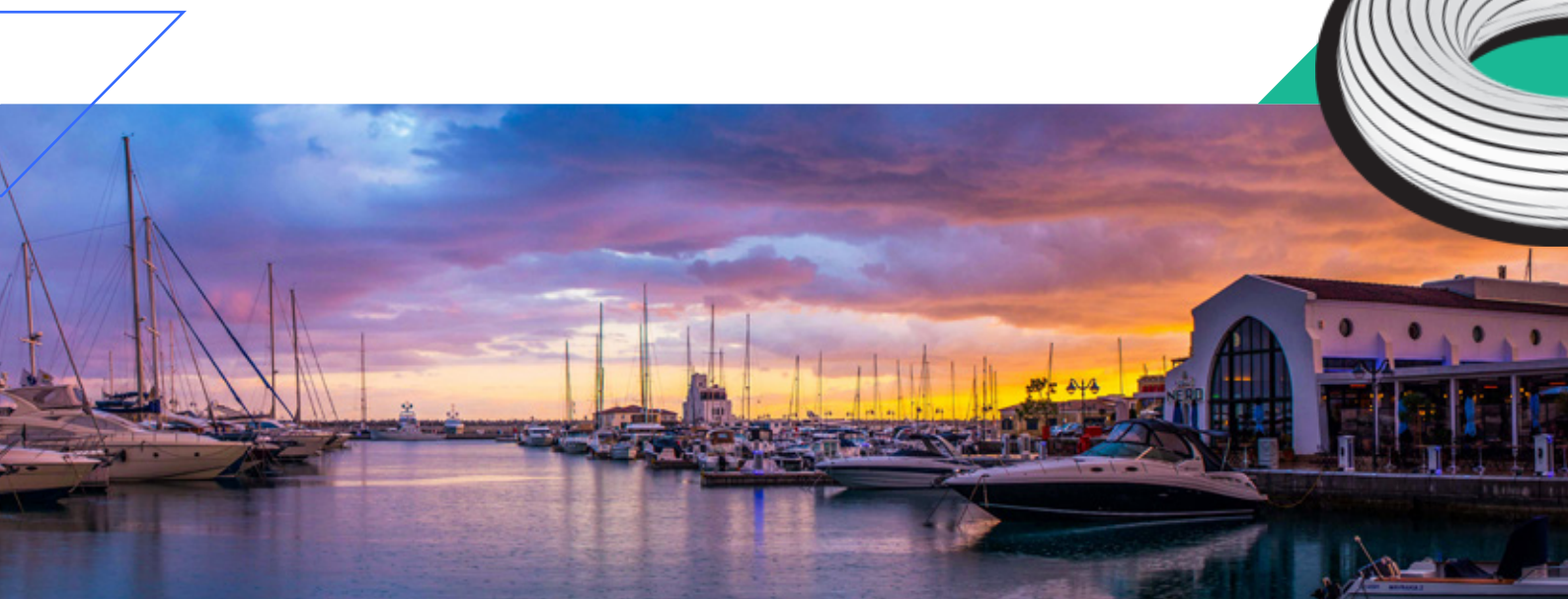
Tali Dekel

Tali Dekel is an Assistant Professor at the Mathematics and Computer Science Department at the Weizmann Institute, Israel. She is also a Staff Research Scientist at Google, developing algorithms at the intersection of computer vision, computer graphics, and machine learning. Before Google, she was a Postdoctoral Associate at the Computer Science and Artificial Intelligence Lab (CSAIL) at MIT. Tali completed her Ph.D. studies at the school of electrical engineering, Tel-Aviv University, Israel. Her research interests include computational photography, image/video synthesis, geometry, and 3D reconstruction. Her awards and honors include the National Postdoctoral Award for Advancing Women in Science (2014), the Rothschild Postdoctoral Fellowship (2015), the SAMSON – Prime Minister's Researcher Recruitment Prize (2019), Best Paper Honorable Mention in CVPR 2019, and Best Paper Award (Marr Prize) in ICCV 2019. She often serves as program committee member and area chair of major vision and graphics conferences More information in: *https://www.weizmann.ac.il/math/dekel/home*

Abstract

Friday, 26 April 2024
From *Single*-Video Models to *All*-Video Models

The field of computer vision is in the midst of a generative revolution, demonstrating groundbreaking image synthesis results, portraying highly complex visual concepts such as objects' interaction, lighting, 3D shape, and pose. Expanding this progress to videos introduces two key challenges: (i) the distribution of natural videos is vast and complex, requiring orders of magnitude more training data than images, and (ii) raw video data is extremely high dimensional, requiring extensive computation and memory. In this talk, I'll present different methodologies aimed at overcoming these challenges and advancing our capabilities to synthesize and edit visual content across both space and time. These methods range from layered video representations tailored to a specific video, to leveraging generative image priors for video synthesis tasks, and finally, designing and harnessing large-scale text-to-video models, which provides us with powerful motion priors. I'll demonstrate how these methods unlock a variety of novel content creation applications, such as transferring motion across distinct object categories, image-to-video synthesis, video inpainting, and stylized video generation.
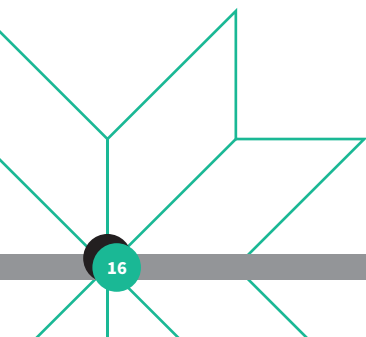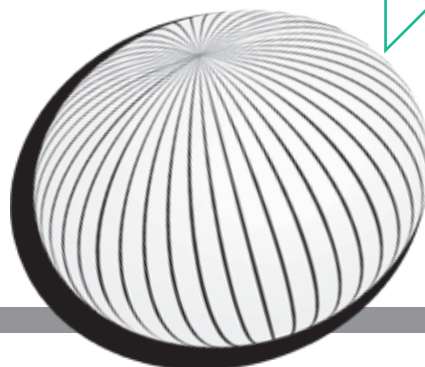
INDUSTRIAL PRESENTATIONS

Tamy Boubekeur

Tamy is a computer graphics research scientist. His currently a Senior Principal Research Scientist and Senior Director at Adobe Research, leading the Paris Lab. He is also Professor at Ecole Polytechnique, Institut Polytechnique de Paris and he is currently on leave from his (main) professorship in Computer Science at Telecom Paris, Institut Polytechnique de Paris, where he founded the computer graphics group in 2008. He was previously director of 3DI Research&Labs at Adobe, Chief Scientist at Allegorithmic, Research Associate at TU Berlin (Germany), and research team member at INRIA (France) and the University of British Columbia (Canada). He received a M.Sc in Computer Science (2004) and a Ph.D in Computer Science (2007) from the University of Bordeaux as well as a HDR ("Habilitation à Diriger des Recherches") in Computer Science from University Paris XI (2012). His research areas focus on 3D Computer Graphics, with a special interest in modeling, rendering and learning efficiently 3D data, which includes shape analysis (from spatial to statistical methods, with application to recognition, interactive modeling and rendering), geometry capture, processing, editing, real-time image synthesis, global illumination, GPU programming and graphics data structures. Over the last few years, his team has transferred a number of its technologies to the Adobe Substance 3D products, including major rendering, modeling and AI features.
More information: *research.adobe.com/person/tamy-boubekeur.*

Fabien Castan

Fabien Castan is the lead developer of the Research team at Technicolor Creative Studios.

Technicolor Creative Studios is a creative technology company providing world-class production expertise driven by one purpose: The realization of ambitious and extraordinary ideas. Home to a network of award-winning studios, MPC, The Mill, Mikros Animation and Technicolor Games, we inspire creative companies across the world to produce their most iconic work. Our global teams of artists and technologists partner with the creative community across film, television, animation, gaming, brand experience and advertising to bring the universal art of storytelling to audiences everywhere.

Fabien Castan is specialized in 3D Computer Vision for Visual Effects. He has been working on production pipelines for film, advertising, game and animation at Duran Duboi, Ubisoft and Mikros. Technicolor Creative Studios is actively developing Meshroom, an open-source 3D computer vision toolbox, that connects research, industry and community at large.

Celine Loscos

Céline Loscos has a 20+-year experience of research in Computer Graphics, contributing to global illumination rendering solutions, crowd simulation, AR/VR, 3D reconstruction, and HDR imaging. Since 2022, she has worked in the 3D graphics team of Huawei Nice Research Center where she explores solutions for next generation low power premium smartphones in order to extend playtime while targeting seamless gaming quality experience with high-end desktops, with a special focus on future real-time game rendering approaches.

Huawei Technologies is a leading global information and communications technology (ICT) solutions provider. Huawei is involved in the development of the digital sector and supports research and development in Europe. Huawei Nice Research Center is located in the Sophia Antipolis Technology Park. Among other missions, the team in Huawei Nice Research Center innovates in the field of low power 3D graphics rendering systems for high-end smartphone gaming use cases.

08:00-18:00 **Registration**

Time		
09:00-10:30	**EG Executive Committee** Room: MEGARON GAMMA	**Tutorial 1001** Room: MEGARON A **Diffusion Models for Visual Content Generation** Authors: Niloy J. Mitra, Daniel Cohen-Or, Minhyuk Sung, Chun-Hao Huang, Duygu Ceylan, Paul Guerrero
10:30-11:00		**Coffee Break**
11:00-12:30		**Tutorial 1001** Room: MEGARON A **Diffusion Models for Visual Content Generation** Authors: Niloy J. Mitra, Daniel Cohen-Or, Minhyuk Sung, Chun-Hao Huang, Duygu Ceylan, Paul Guerrero
12:30-13:30	**Lunch** @Octagon	
13:30-15:00	**EG Executive Committee** Room: MEGARON GAMMA	**Tutorial 1000** Room: MEGARON A **Predictive Modeling of Material Appearance: From the Drawing Board to Interdisciplinary Applications** Author: Baranoski Gladimir
15:00-15:30	**Coffee Break**	
15:30-17:00	**EG Executive Committee** Room: MEGARON GAMMA	**Tutorial 1000** Room: MEGARON A **Predictive Modeling of Material Appearance: From the Drawing Board to Interdisciplinary Applications** Author: Baranoski Gladimir
17:00-19:30	**Opening Ceremony, Awards Ceremony, Fast Forwards** Room: PANORAMA	
19:30-21:00	**Welcome Reception** St. Raphael Resort Gardens	

Tutorial 1005

Room: MEGARON B

**Next Generation
3D Face Models**

Authors: Prashanth Chandran,
Lingchen Yang
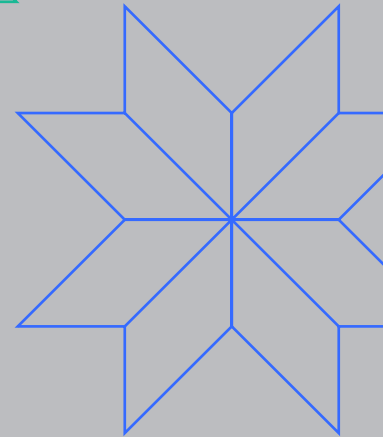
Coffee Break

Tutorial 1005

Room: MEGARON B

**Next Generation
3D Face Models**

Authors: Prashanth Chandran,
Lingchen Yang

Lunch
@Octagon

Tutorial 1004

Room: MEGARON B

**Design and development of VR games
for Cultural Heritage using
Immersive Storytelling**

Authors: Selma Rizvic, Bojan Mijatovic

STAR 1

Room: ATRIUM B

**A SURVEY ON CAGE-BASED DEFORMATIONS
OF 3D MODELS**

Authors: Daniel Ströter, Jean-Marc Thiery,
Kai Hormann, Jiong Chen, Qingjun Chang,
Sebastian Besler, Johannes Sebastian Mueller-Roemer,
Tamy Boubekeur, André Stork, and Dieter W. Fellner

Coffee Break

Tutorial 1004

Room: MEGARON B

**Design and development of VR games
for Cultural Heritage using
Immersive Storytelling**

Authors: Selma Rizvic, Bojan Mijatovic

STAR 2

Room: ATRIUM B

TEXT-TO-3D SHAPE GENERATION

Authors: Han-Hung Lee, Manolis Savva,
and Angel Xuan Chang

Opening Ceremony, Awards Ceremony, Fast Forwards
Room: PANORAMA

Welcome Reception
St. Raphael Resort Gardens

TUESDAY | APRIL 23, 2024

08:00-16:30 **Registration**

09:00-10:30	**Full Paper Session 1**	**Full Paper Session 2**

Full Paper Session 1

Room: PANORAMA

**[Geometry/Computer Vision]
SHAPE & SCENE UNDERSTANDING**

(Chair: Minhyuk Sung)

Neural Semantic Surface Maps

Authors: Luca Morreale, Noam Aigerman,
Vladimir Kim, and Niloy J. Mitra

**HaLo-NeRF: Learning Geometry-Guided
Semantics for Exploring Unconstrained
Photo Collections**

Authors: Chen Dudai, Morris Alper,
Hana Bezalel, Rana Hanocka, Itai Lang,
and Hadar Averbuch-Elor

**Raster-to-Graph: Floorplan Recognition
via Autoregressive Graph Prediction
with an Attention Transformer**

Authors: Sizhe Hu, Wenming Wu, Ruolin Su,
Wanni Hou, Liping Zheng, and Benzhu Xu

Full Paper Session 2

Room: MEGARON B

**[Rendering]
REFLECTANCE
& SHADING MODELS**

(Chair: Michael Wimmer)

**Interactive Exploration of Vivid Material
Iridescence based on Bragg Mirrors**

Authors: Gary Fourneau,
Romain Pacanowski, and Pascal Barla

**Real-time Polygonal Lighting
of Iridescence Effect using Precomputed
Monomial-Gaussians**

Authors: Zhengze Liu, Yuchi Huo,
Yinhui Yang, Jie Chen, Rui Wang

**Single-Image SVBRDF Estimation with
Learned Gradient Descent**

Authors: Xuejiao Luo, Leonardo Scandolo,
Adrien Bousseau, and Elmar Eisemann

10:30-11:00	**Coffee Break**

Short Paper Session 1

Room: MEGARON A

HUMAN SIMULATION

Fast Dynamic Facial Wrinkles

Authors: Derek Bradley,
Gaspard Zoss, Sebastian Weiss,
Prashanth Chandran

**FACTS: Facial Animation
Creation using the Transfer
of Styles**

Authors: Jack Saunders,
Vinay Namboodiri

**Skeleton-Aware Skin Weight
Transfer for Helper Joint Rigs**

Authors: Tomohiko Mukai,
Cao Ziyuan

**Modern Dance Retargeting
using Ribbons as Lines of Action**

Authors: Rémi Ronfard,
Melina Skouras, Manon Vialle

STAR 3

Room: MEGARON GAMMA

**RECENT TRENDS IN NEURAL 3D
RECONSTRUCTION OF GENERAL
NON-RIGID SCENES**

Authors: Raza Yunus,
Jan Eric Lenssen, Michael
Niemeyer, Yiyi Liao,
Christian Rupprecht,
Christian Theobalt,
Gerard Pons-Moll, Jia-Bin Huang,
Vladislav Golyanik, and Eddy Ilg

CLIPE Workshop

Room: ATRIUM B

**CHARACTER ANIMATION
AND SIMULATION FOR VR –
CLIPE RESULTS 1**

**"The One-Man-Crowd: Towards
Single-User Capture
of Collective Motions using
Virtual Reality"**
Tairan Yin

**"Real-time Avatar Animation
Synthesis in Virtual Reality"**
Haoran Yun

"Social Evaluation"
Lisa Izzouzi

"Interaction by demonstration"
Klara Brandstaetter

**"Efficient Models for Human
Locomotion and Interaction
in Natural Environments"**
Eduardo Alvarado

**"Multimodal Generation
of Realistic Human Bodies"**
Nefeli Andreou

Coffee Break

08:00-16:30 **Registration**

	Full Paper Session 3	**Full Paper Session 4**
	Room: PANORAMA	Room: MEGARON B

11:00-12:30

Full Paper Session 3
Room: PANORAMA

[Geometry/Modeling]
PROCEDURAL MODELING
& ARCHITECTURAL DESIGN

(Chair: James Gain)

PossibleImpossibles:
Exploratory Procedural Design
of Impossible Structures

Authors: Yuanbo Li, Tianyi Ma,
Zaineb Aljumayaat,
and Daniel Ritchie

Hierarchical Co-generation
of Parcels and Streets
in Urban Modeling

Authors: Zebin Chen, Peng Song,
and F. Peter Ortner

Strokes2Surface:
Recovering Curve Networks From 4D
Architectural Design Sketches

Authors: Shervin Rasoulzadeh,
Michael Wimmer, Philipp Stauss,
and Iva Kovacic

Full Paper Session 4
Room: MEGARON B

[Rendering]
REAL-TIME NEURAL RENDERING

(Chair: George Drettakis)

TRIPS: Trilinear Point Splatting
for Real-Time Radiance
Field Rendering

Authors: Linus Franke,
Darius Rückert, Laura Fink,
and Marc Stamminger

Real-time Neural Rendering
of Dynamic Light Fields

Authors: Arno Coomans,
Edoardo Alberto Dominici, Christian Döring,
Joerg H. Mueller, Jozef Hladky,
and Markus Steinberger

Real-Time Neural Materials using
Block-Compressed Features

Authors: Clément Weinreich,
Louis De Oliveira, Antoine Houdard,
and Georges Nader

12:30-14:00	**Lunch** @Octagon
14:00-15:00	**Keynote Speaker: Prof. Ravi Ramamoorthi** Room: PANORAMA
15:00-15:30	**Coffee Break**

Short Paper Session 2
Room: MEGARON A

ANIMATION

Utilizing Motion Matching with Deep Reinforcement Learning for Target Location Tasks

Authors: Yoonsang Lee, Taesoo Kwon, Jeongmin Lee, Hyunju Shin

StarDEM: Efficient Discrete Element Method for star-shaped particles

Authors: Sylvain Lefebvre, Jonàs Martínez, Camille Schreck, David Jourdan

Accurate Boundary Condition for Moving Least Square Material Point Method using Augmented Grid Points

Authors: Nobuyuki Umetani, Riku Toyota

STAR 4
Room: MEGARON GAMA

STATE OF THE ART ON DIFFUSION MODELS FOR VISUAL COMPUTING

Authors: Ryan Po, Yifan Wang, Vladislav Golyanik, Kfir Aberman, Jon T. Barron, Amit Bermano, Eric Chan, Tali Dekel, Aleksander Holynski, Angjoo Kanazawa, C. Karen Liu, Lingjie Liu, Ben Mildenhall, Matthias Niessner, Björn Ommer, Christian Theobalt, Peter Wonka, and Gordon Wetzstein

CLIPE Workshop
Room: ATRIUM B

MOCAP AND AUTHORING VIRTUAL HUMANS – SUBMITTED WORK

"A CRITS foray into cultural heritage: background characters for the SHELeadersVR project"
Jean-Benoit Culié, Bojan Mijatovic, David Panzoli, Davud Nesimovic, Stéphane Sanchez and Selma Rizvic

"Overcoming Challenges of Cycling Motion Capturing and Building a Comprehensive Dataset"
Panayiotis Kyriakou, Marios Kyriakou and Yiorgos Chrysanthou

"Capture and Automatic Production of Digital Humans in Real Motion with a Temporal 3D Scanner"
Eduardo Parrilla, Alfredo Ballester, Jordi Uriel, Ana V. Ruescas-Nicolau and Sandra Alemanyner

"LexiCrowd: A Learning Paradigm towards Text to Behaviour Parameters for Crowds"
Marilena Lemonari, Nefeli Andreou, Nuria Pelechano, Panayiotis Charalambous and Yiorgos Chrysanthou

"Embodied Augmented Reality for Lower Limb Rehabilitation"
Froso Sarri, Panagiotis Kasnesis, Spyridon Symeonidis, Ioannis Th. Paraskevopoulos, Sotiris Diplaris, Federico Posteraro, George Georgoudis and Katerina Mania

"Interacting with a virtual cyclist in Mixed reality affects pedestrian walking"
Vinu Kamalasanan, Melanie Krüger and Monika Sester

Lunch
@Octagon

Keynote Speaker: Prof. Ravi Ramamoorthi
Room: PANORAMA

Coffee Break

08:00-16:30 **Registration**

15:30-17:00

Full Paper Session 5
Room: PANORAMA

[Geometry/Modeling]
NEURAL 3D SHAPE SYNTHESIS

(Chair: Ali Mahdavi-Amir)

SENS: Part-Aware Sketch-based Implicit Neural Shape Modeling

Authors: Alexandre Binninger, Amir Hertz, Olga Sorkine-Hornung, Daniel Cohen-Or, and Raja Giryes

PPSurf: Combining Patches and Point Convolutions for Detailed Surface Reconstruction

Authors: Philipp Erler, Lizeth Fuentes-Perez, Pedro Hermosilla, Paul Guerrero, Renato Pajarola, Michael Wimmer

Physically-Based Lighting for 3D Generative Models of Cars

Authors: Nicolas Violante, Alban Gauthier, Stavros Diolatzis, Thomas Leimkühler, and George Drettakis

Full Paper Session 6
Room: MEGARON B

[Rendering]
RENDERING NATURAL PHENOMENA

(Chair: Marios Pappas)

Real-time Underwater Spectral Rendering

Authors: Nestor Monzon, Diego Gutierrez, Derya Akkaynak, and Adolfo Muñoz

Physically Based Real-Time Rendering of Atmospheres using Mie Theory

Authors: Simon Schneegans, Tim Meyran, Ingo Ginkel, Gabriel Zachmann, and Andreas Gerndt

An empirically derived adjustable model for particle size distributions in advection fog

Authors: Monika Kolářová, Loïc Lachiver, and Alexander Wilkie

17:00-19:00

19:00-21:00　　　**IPC Dinner**

Short Paper Session 3

Room: MEGARON A

**HUMAN COMPUTER
INTERACTION
AND GRAPHICS**

**Emotional Responses
to Exclusionary Behaviors
in Intelligent Embodied
Augmented Reality Agents**

Authors: Kalliopi Apostolou,
Filip Škola, Vaclav Milata,
Fotis Liarokapis

**An Inverse Procedural Modeling
Pipeline for Stylized Brush
Stroke Rendering**

Authors: Zeyu Wang, Hao Li,
Zhongyue Guan

**Driller: An intuitive interface
for designing tangled
and nested shapes**

Authors: Marie-Paule Cani,
Amal Dev Parakkat, Tara Butler,
Pascal Guehl

STAR 5

Room: MEGARON GAMA

**A SURVEY ON REALISTIC
VIRTUAL HUMANS
IN ANIMATION:
WHAT IS REALISM
AND HOW TO EVALUATE IT?**

Authors: Rim Rekik,
Stefanie Wuhrer, Ludovic Hoyet,
Katja Zibrek,
and Anne-Hélène Olivier

CLIPE Workshop

Room: ATRIUM B

**CAPTURING AND SIMULATING
VIRTUAL HUMANS -
CLIPE RESULTS 2**

**"Authoring Crowd
by arratives"**
Marilena Lemonari

**"Physiology driven variation
of human animation based
on body type"**
Bharat Vyas

**"Adaptive communicative
social behaviours for
virtual characters in small
conversational groups"**
Kiran Chhatre

**"Reinforcement learning
to simulate virtual characters"**
Ariel Kwiatkowski

**"Emotion driven face and body
capture and animation"**
Radeck Daněček (video)

**"Reconstructing fully clothed
characters from images"**
Yuliang Xiu (video)

**"Immersive characters
for Mixed Reality Scenes"**
Mirela (video)

IPC Dinner

WEDNESDAY | APRIL 24, 2024

08:30-18:00 **Registration**

09:00-10:30

Full Paper Session 7
Room: PANORAMA

[Geometry/Modeling]
GEOMETRY PROCESSING

(Chair: Pierre Alliez)

BallMerge: High-quality Fast Surface Reconstruction via Voronoi Balls

Authors: Amal Dev Parakkat, Stefan Ohrhallinger, Elmar Eisemann, and Pooran Memari

Non-Euclidean Sliced Optimal Transport Sampling

Authors: Baptiste Genest, Nicolas Courty, and David Coeurjolly

GLS-PIA: n-Dimensional Spherical B-Spline Curve Fitting based on Geodesic Least Square with Adaptive Knot Placement

Authors: Yuming Zhao, Zhongke Wu, and Xingce Wang

Full Paper Session 8
Room: MEGARON B

[Animation/Simulation]
CLOTH SIMULATION

(Chair: Evangelos Kalogerakis)

Estimating Cloth Simulation Parameters From Tag Information and Cusick Drape Test

Authors: Eunjung Ju, Kwang-yun Kim, Sungjin Yoon, Eungjune Shim, Gyoo-Chul Kang, Phil Sik Chang, and Myung Geol Choi

Neural Garment Dynamics via Manifold-Aware Transformers

Authors: Peizhuo Li, Tuanfeng Y. Wang, Timur Levent Kesdogan, Duygu Ceylan, and Olga Sorkine-Hornung

Practical Method to Estimate Fabric Mechanics from Metadata

Authors: Henar Dominguez-Elvira, Alicia Nicás-Miquel, Gabriel Cirio, Alejandro Rodríguez, and Elena Garces

10:30-11:00

Poster Session and Coffee Break

11:00-12:30

Full Paper Session 9
Room: PANORAMA

[Geometry/Modeling]
MESHES

(Chair: Marcel Campen)

Polygon Laplacian Made Robust

Authors: Astrid Bunge, Dennis R. Bukenberger, Sven Dominik Wagner, Marc Alexa, and Mario Botsch

Advancing Front Surface Mapping

Author: Marco Livesu

Quad Mesh Quantization Without a T-Mesh

Authors: Yoann Coudert-Osmont, David Desobry, Martin Heistermann, David Bommes, Nicolas Ray, Dmitry Sokolov

Full Paper Session 10
Room: MEGARON B

[Animation/Simulation]
FLUID SIMULATION

(Chair: Guillaume Cordonnier)

The Impulse Particle-In-Cell Method

Authors: Sergio Sancho, Jingwei Tang, Christopher Batty, and Vinicius C. Azevedo

Wavelet Potentials: An Efficient Potential Recovery Technique for Pointwise Incompressible Fluids

Authors: Luan Lyu, Xiaohua Ren, Wei Cao, Jian Zhu, Enhua Wu, and Zhi-Xin Yang

Monte Carlo Vortical Smoothed Particle Hydrodynamics for Simulating Turbulent Flows

Authors: Xingyu Ye, Xiaokun Wang, Yanrui Xu, Jiri Kosinka, Alexandru C. Telea, Lihua You, Jian Jun Zhang, and Jian Chang

Short Paper Session 4

Room: MEGARON A

RENDERING

**Real-time Seamless
Object Space Shading**

Authors: Tianyu Li, Xiaoxin Guo

———

**A Highly Adaptable
and Flexible Rendering Engine
by Minimum API Bindings**

Author: Taejoon Kim

———

**A Fresnel Model
for Coated Materials**

Author: Hannes Vernooij

Doctoral Consortium 1

Room: ATRIUM B

Sponsored by **Meta**

Poster Session and Coffee Break

STAR 6

Room: MEGARON A

**VIRTUAL INSTRUMENT PERFORMANCES (VIP):
A COMPREHENSIVE REVIEW**

Authors: Theodoros Kyriakou,
Merce Alvarez de la Campa Crespo,
Andreas Panayiotou, Yiorgos Chrysanthou,
Panayiotis Charalambous,
and Andreas Aristidou

Doctoral Consortium 2

Room: ATRIUM B

Sponsored by **Meta**

08:30-18:00 **Registration**

12:30-14:00	**Lunch** @Octagon
	SHE Lunch Venue: Palladium
14:00-15:00	**Keynote Speaker: Prof. Markus Gross** Room: PANORAMA
15:00-15:30	**Poster Session and Coffee Break**

15:30-17:00

Full Paper Session 11

Room: PANORAMA

[Geometry/Modeling] FABRICATION

(Chair: Marco Attene)

Computational Smocking through Fabric-Thread Interaction

Authors: Ningfeng Zhou, Jing Ren, and Olga Sorkine-Hornung

Unfolding via Mesh Approximation using Surface Flows

Authors: Lars Zawallich and Renato Pajarola

Freeform Shape Fabrication by Kerfing Stiff Materials

Authors: Nils Speetzen and Leif Kobbelt

Full Paper Session 12

Room: MEGARON B

[Animation/Simulation] SIMULATING NATURAL PHENOMENA

(Chair: Jingwei Tang)

Physically-based analytical erosion for fast terrain generation

Authors: Petros Tzathas, Boris Gailleton, Philippe Steer, and Guillaume Cordonnier

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Volcanic Skies: coupling ejection with atmospheric simulation to create consistent skyscapes

Authors: Pieter C. Pretorius, James Gain, Maud Lastic, Guillaume Cordonnier, Chen Jiong, Damien Rohmer, and Marie-Paule Cani

---

Real-time terrain enhancement with controlled procedural patterns

Authors: Charline Grenier, Éric Guérin, Éric Galin, Basile Sauvage

17:00-18:30	**EG General Assembly** Room: PANORAMA
18:30-19:30	
19:30-21:30	**EG Fellows Dinner**

Lunch
@Octagon

SHE Lunch
Venue: Palladium

Keynote Speaker: Prof. Markus Gross
Room: PANORAMA

Poster Session and Coffee Break

STAR 7

Room: MEGARON A

**CUES TO FAST-FORWARD COLLABORATION:
A SURVEY OF WORKSPACE AWARENESS
AND VISUAL CUES
IN XR COLLABORATIVE SYSTEMS**

Authors: Rodrigo Assaf, Daniel Mendes,
and Rui Rodrigues

Short Paper Session 5

Room: ATRIUM B

RENDERING & OPTIMIZATION

Neural Moment Transparency

Authors: Ioannis Fudos,
Andreas-Alexandros Vasilakis,
Grigoris Tsopouridis

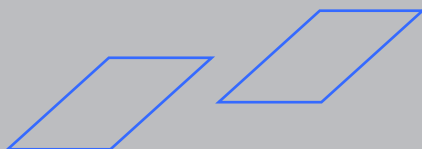―――――――

**A Visual Profiling System
for Direct Volume Rendering**

Authors: Dieter Fellner, Max von Buelow,
Daniel Stroeter, Arne Rak

―――――――

**A Generative Approach
to Light Placement
for Street Lighting**

Authors: Georgios Papaioannou,
Anastasios Gkaravelis, Nick Vitsas,
Iordanis Evangelou

EG General Assembly
Room: PANORAMA

EG Fellows Dinner

08:30-16:30 **Registration**

09:00-10:30

Full Paper Session 13
Room: PANORAMA

**[Animation/Simulation]
CHARACTER ANIMATION**

(Chair: Andreas Aristeidou)

**Recurrent Motion Refiner
for Locomotion Stitching**

Authors: Haemin Kim, Kyungmin Cho,
Seokhyeon Hong, Junyong Noh

———

**Simplified Physical Model-based
Balance-preserving Motion Retargeting
for Physical Simulation**

Authors: Jaepyung Hwang, Shin Ishii

———

**Interactive Locomotion Style Control
for A Human Character based
on Gait Cycle Features**

Authors: Chaelin Kim, Haekwang Eom,
Jung Eun Yoo, Soojin Choi,
Junyong Noh

Full Paper Session 14
Room: MEGARON B

**[Rendering]
PERCEPTUAL RENDERING**

(Chair: Elena Garces)

**Navigating the Manifold
of Translucent Appearance**

Authors: Dario Lanza, Belen Masia,
and Adrian Jarabo

———

**Perceptual Quality Assessment of NeRF
and Neural View Synthesis Methods
for Front-Facing Views**

Authors: Hanxue Liang, Tianhao Wu,
Param Hanji, Francesco Banterle,
Hongyun Gao, Rafal Mantiuk,
and Cengiz Öztireli

———

**Predicting Perceived Gloss:
Do Weak Labels Suffice?**

Authors: Julia Guerrero-Viu,
Jose Daniel Subias, Ana Serrano,
Katherine R. Storrs, Roland W. Fleming,
Belen Masia, and Diego Gutierrez
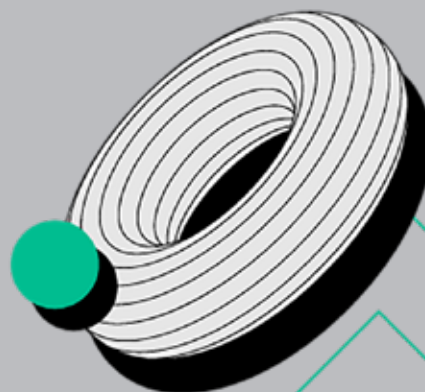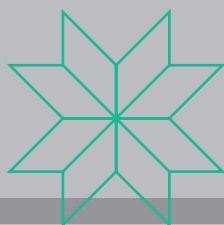
10:30-11:00 **Coffee Break**
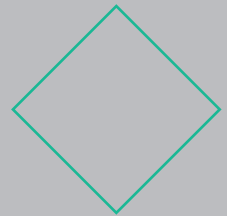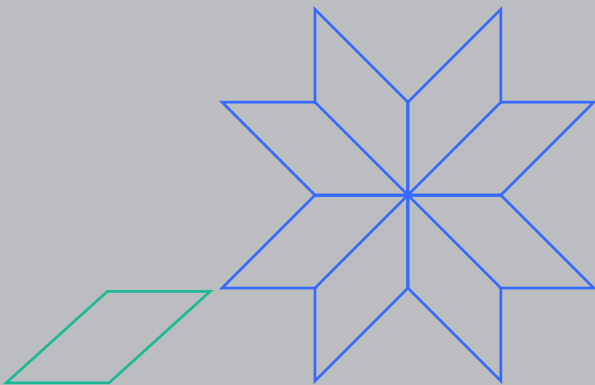
Industrial Panel

Room: MEGARON A

Tamy Boubekeur
(09:00-09:45)

———

Fabien Castan
(09:50-10:35)

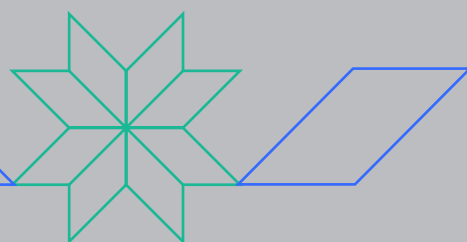## Education 1

Room: ATRIUM B

**EXTENDED REALITY,
EMERGING TECHNOLOGIES
AND TOOLS IN CG EDUCATION**

(Chair: Eike Falk Anderson)

**An Overview of Teaching a Virtual
and Augmented Reality Course
at Postgraduate Level for Ten Years**

Authors: Bernardo Marques,
Beatriz Sousa Santos, Paulo Dias

———

**Bridging the Distance in Education:
Design and Implementation of a synchronous,
Browser-Based VR Remote Teaching Tool**

Author: Ursula Augsdörfer

———

**Holistic Approach to Modular Open Education
Resources for Computer Graphics**

Authors: Florian Diller, Fabian Püschel,
Julian Stockemer, Klaus Böhm,
Alexander Wiebel

———

Can GPT-4 Trace Rays?

Authors: Tony Haoran Feng, Burkhard Wuensche,
Paul Denny, Andrew Luxton-Reilly, Steffan Hooper

Coffee Break

08:30-16:30 **Registration**

11:00-12:30	**Full Paper Session 15** Room: PANORAMA **[Geometry/Modeling]** **DIGITAL HUMANS & CHARACTERS** *(Chair: Vladislav Golyanik)* **TailorMe: Self-Supervised Learning of an Anatomically Constrained Volumetric Human Shape Model** Authors: Stephan Wenninger, Fabian Kemper, Ulrich Schwanecke, and Mario Botsch **CharacterMixer: Rig-Aware Interpolation of 3D Characters** Authors: Xiao Zhan, Rao Fu, and Daniel Ritchie **Stylize My Wrinkles: Bridging the Gap from Simulation to Reality** Authors: Sebastian Weiss, Jackson Stanhope, Prashanth Chandran, Gaspard Zoss, and Derek Bradley	**Full Paper Session 16** Room: MEGARON B **[Rendering/Image Synthesis]** **SAMPLING & IMAGE ENHANCEMENT** *(Chair: Gurprit Singh)* **Enhancing image quality prediction with self-supervised visual masking** Authors: Ugur Çogalan, Mojtaba Bemana, Hans-Peter Seidel, and Karol Myszkowski **Enhancing Spatiotemporal Resampling with a Novel MIS Weight** Authors: Xingyue Pan, Jiaxuan Zhang, Jiancong Huang, and Ligang Liu **Neural Denoising for Deep-Z Monte Carlo Renderings** Authors: Xianyao Zhang, Gerhard Röthlin, Shilin Zhu, Tunç Ozan Aydın, Farnood Salehi, Markus Gross, and Marios Papas **Deep and Fast Approximate Order Independent Transparency** Authors: Grigoris Tsopouridis, Andreas A. Vasilakis, Ioannis Fudos**
12:30-13:00		
13:00-14:00	**Lunch** @Octagon	
14:00-15:00	**Keynote Speaker: Prof. Leonidas Guibas** Room: PANORAMA	
15:00-15:30	**Coffee Break**	

Industrial Panel
Room: MEGARON A

Celine Loscos
(11:00-11:45)

Education 2
Room: ATRIUM B

CULTURAL HERITAGE, (Undergraduate) STUDENT RESEARCH & GAMES

(Chair: Jiri Zara)

**The Use of Photogrammetry in Historic Preservation Curriculum:
A Comparative Case Study**

Authors: Anetta Kepczynska-Walczak,
Bartosz Walczak, Andrzej Zarzycki

**Approaches to Nurturing Undergraduate Research in the Creative Industries -
a UK Multi-Institutional Exploration**

Authors: Eike F. Anderson, Leigh McLoughlin,
Oliver Gingrich, Emmanouil Kanellos,
Valery Adzhiev

**A Research Methodology Course
in a Game Development Curriculum**

Authors: Yan Hu, Veronica Sundstedt,
Prashant Goswami

Tackling Diverse Student Backgrounds and Goals while Teaching an Introductory Visual Computing Course at M.Sc. Level

Author: Samuel Silva

Lunch
@Octagon

Keynote Speaker: Prof. Leonidas Guibas
Room: PANORAMA

Coffee Break

08:30-16:30 **Registration**

15:30-17:00	**Full Paper Session 17** Room: PANORAMA **[Geometry/Modeling]** **FACE MODELING & RECONSTRUCTION** *(Chair: Justus Thies)* **Learning to Stabilize Faces** Authors: Jan Bednarik, Erroll Wood, Vassilis Choutas, Timo Bolkart, Daoye Wang, Chenglei Wu, and Thabo Beeler **3D Reconstruction and Semantic Modeling of Eyelashes** Authors: Glenn Kerbiriou, Quentin Avril, and Maud Marchal **ShellNeRF: Learning a Controllable High-resolution Model of the Eye and Periocular Region** Authors: Gengyan Li, Kripasindhu Sarkar, Abhimitra Meka, Marcel Buehler, Franziska Mueller, Paulo Gotardo, Otmar Hilliges, and Thabo Beeler	**Full Paper Session 18** Room: MEGARON B **[Artistic Rendering]** **VECTOR ART & LINE DRAWINGS** *(Chair: Amal Dev Parakkat)* **Region-Aware Simplification and Stylization of 3D Line Drawings** Authors: Vivien Nguyen, Matthew Fisher, Aaron Hertzmann, and Szymon Rusinkiewicz **FontCLIP: A Semantic Typography Visual-Language Model for Multilingual Font Applications** Authors: Yuki Tatsukawa, I-Chao Shen, Anran QI, Yuki Koyama, Takeo Igarashi, and Ariel Shamir **Sketch Video Synthesis** Authors: Yudian Zheng, Xiaodong Cun, Menghan Xia, and Chi-Man Pun
17:00-17:30		
17:30-23:30	**Tour and Conference Dinner** Dafermou Winery	

Diversity Panel

Room: MEGARON A

Chair: Ayellet Tal,
Technion Israel Institute of Technology

Panelists: Anna Vilanova, Selma Rizvic,
Tali Dekel, Jahna Otterbacher

STAR 8

Room: ATRIUM B

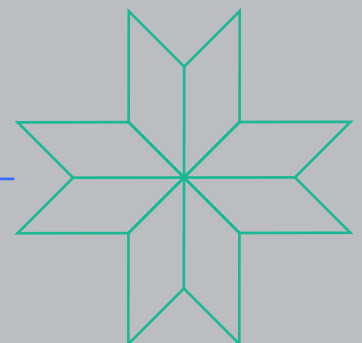**SNOW AND ICE ANIMATION METHODS**
IN COMPUTER GRAPHICS

Author: Prashant Goswami

Tour and Conference Dinner
Dafermou Winery

08:30-13:00 Registration

09:00-10:30

Full Paper Session 19

Room: PANORAMA

[Geometry/Modeling]
NEURAL TEXTURE & IMAGE SYNTHESIS

(Chair: Valentin Deschaintre)

Surface-aware Mesh Texture Synthesis with Pre-trained 2D CNNs

Authors: Áron Samuel Kovács, Pedro Hermosilla, and Renata Georgia Raidou

---

GANtlitz: Ultra High Resolution Generative Model for Multi-Modal Face Textures

Authors: Aurel Gruber, Edo Collins, Abhimitra Meka, Franziska Mueller, Kripasindhu Sarkar, Sergio Orts-Escolano, Luca Prasso, Jay Busch, Markus Gross, and Thabo Beeler

---

Stylized Face Sketch Extraction via Generative Prior with Limited Data

Authors: Kwan Yun, Kwanggyoon Seo, Chang Wook Seo, Soyeon Yoon, Seongcheol Kim, Soohyun Ji, Amirsaman Ashtari, and Junyong Noh

Full Paper Session 20

Room: MEGARON B

[Animation]
CAMERA PATHS & MOTION TRACKING

(Chair: Amit Bermano)

DivaTrack: Diverse Bodies and Motions from Acceleration-Enhanced 3-Point Trackers

Authors: Dongseok Yang, Jiho Kang, Lingni Ma, Joseph Greer, Yuting Ye, and Sung-Hee Lee

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OptFlowCam: A 3D-Image-Flow-Based Metric in Camera Space for Camera Paths in Scenes with Extreme Scale Variations

Authors: Lisa Piotrowski, Michael Motejat, Christian Rössl, and Holger Theisel

---

Cinematographic Camera Diffusion Model

Authors: Hongda Jiang, Xi Wang, Marc Christie, Libin Liu, and Baoquan Chen

10:30-11:00

Coffee Break

11:00-12:00

Keynote Speaker: Dr Tali Dekel
Room: PANORAMA

12:00-13:30

Closing Ceremony and Awards
Room: PANORAMA

Education 3

Room: MEGARON A

SHORT EDUCATION PAPERS, GIT CURRICULUM

(Chair: Jean-Jacques Bourdin)

Gaming to Learn: A Pilot Case Study on Students Acceptance of Playing Video Games as a Learning Method

Author: Louis Nisiotis

Teaching Game Programming in an Upper-level Computing Course Through the Development of a C++ Framework and Middleware

Authors: Steffan Hooper, Burkhard Wuensche, Paul Denny, Andrew Luxton-Reilly

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Preserving Cultural Heritage: An Outstanding Students Digital Game Project On Lusíada Art

Author: Roberto Ribeiro

PRESENTATION:
CS2023: An Update on the 2023 Computer Science Curricular Guidelines

Author: Susan L. Reiser

Short Paper Session 6

Room: ATRIUM B

GEOMETRY AND MODELING

3D Reconstruction from Sketch with Hidden Lines by Two-Branch Diffusion Model

Authors: Yulia Gryaditskaya, I-Chao Shen, Takeo Igarashi, Anran Qi, Yuta Fukushima

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Efficient and Accurate Multi-Instance Point Cloud Registration with Iterative Main Cluster Detection

Authors: Kai Xu, Zheng Qin, Chenyang Zhu, Zhiyuan Yu

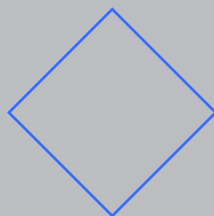**DeepIron: Predicting Unwarped Garment Texture from a Single Image**

Authors: Sung-Hee Lee, Hyunsong Kwon

SPnet: Estimating Garment Sewing Patterns from a Single Image of a Posed User

Authors: Sung-Hee Lee, Seungchan Lim, Sumin Kim

Coffee Break

Keynote Speaker: Dr Tali Dekel
Room: PANORAMA

Closing Ceremony and Awards
Room: PANORAMA

PUBLIC TRANSPORTATION

Bus 30 connects the venue with the city centre, via the Limassol seafront avenue. Bus run from Monday to Sunday, from 06:00 until after midnight, on average every 15 minutes. The price for a single route is €1.50 (day bus) and €2.50 (night fare, after 21:00). A daily ticket for unlimited journeys costs €5.

Bus 30 (route: MY MALL – PARKLANE HOTEL – MY MALL). A Bus 30 schedule, ready to download for your perusal can be found at the following address:
http://en.limassolbuses.com/wp-content/uploads/2017/03/30EN-S.pdf

Also, a detailed map of all Limassol Buses routes, ready to download for your perusal, can be found at the following address:
http://en.limassolbuses.com/wp-content/uploads/2015/10/ASTIKES_MAP_EN.pdf

GENERAL INFO

The voltage on the island is 240 volts, socket outlets are of flat 3 pin-type (UK).

• English is the second language and is understood by almost everyone on the island. French, German, Russian, Spanish, Italian are also widely spoken.

• The currency of the Republic is the Euro.

• Banks in Cyprus open for the public from 08:30 to 13:30 midday, Monday to Friday. Certain banks in tourist areas open during the afternoon.

• All types of medication are available in well stocked pharmacies all over Cyprus.

• Telephone: Country code is +357. Cyprus automatic telephone dialing system reaches 206 countries. Telecards can be purchased from Post Offices, kiosks and souvenir shops.

• There are two international airports in Cyprus, at Larnaca and Pafos.

• The two main ports are in Limassol (Lemesos) and Larnaca.

• Cyprus is a full member of the European Union.
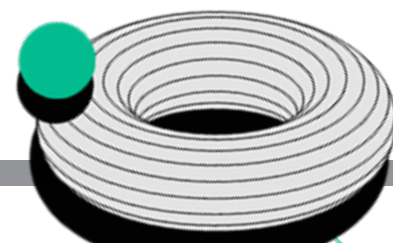
SOCIAL EVENTS

WELCOME RECEPTION

Date: **Monday, 22 April**

Time: **19:30**

Where: **St. Raphael Hotel gardens**

The Welcome Cocktail is the first social gathering between all conference delegates. It will be a relaxing evening during which delegates will have the opportunity to talk to colleagues and peers, while enjoying local drinks and ample canapés.

The Welcome Cocktail is included in all Registration Types.

Ticket per accompanying person : **€ 40.00**

TOUR & CONFERENCE DINNER

Date: **Thursday, 25 April**

Departure Time: **17:30**

Departure From: **St. Raphael Hotel**

We will get together at the lobby of the Venue Hotel, from where we will promptly depart in air-conditioned coaches. On the way, a professional guide will talk about the island and its history. Our destination will be the wine village, Lefkara, which is built on a hillside amidst expansive hectares of vineyards. It is one of the most picturesque villages in Cyprus with its narrow cobbled streets and old, traditional houses. Dinner will take place at the Dafermou Winery, a local winery near the village, that will offer an extensive buffet that will include carvery accompanied by some of the best local wines!

The Conference Dinner is included in all Normal Registration fees.

Ticket per accompanying person or Reduces Fees participant: **€ 70.00**

ABOUT CYPRUS

GEOGRAPHY

Cyprus is the third largest island in the Mediterranean, after Sicily and Sardinia, with an area of 9.251 sq. kms (3.572 sq. miles).

It is situated at the north-eastern corner of the Mediterranean, at a distance of 300 km north of Egypt. The Greek island of Rhodes lies 360 km to the north-west.

Cyprus' coastal line is indented and rocky in the north with long sandy beaches in the south. The north coastal plain, covered with olive and carob trees, is backed by the steep and narrow Pentadaktylos mountain range of limestone, rising to a height of 1.042 m. In the south, the extensive mountain massif of Troodos, covered with pine, dwarf oak, cypress and cedar, culminates in the peak of Mount Olympus, 1.953 m. above sea level. Between the Troodos range and the Pentadaktylos mountain range lies the fertile plain of Messaoria. Arable land constitutes 46.8 per cent of the total area of the island. There are no rivers, only torrents which flow after heavy rain.

DEMOGRAPHY

The population of the Republic of Cyprus is 918.100 (2021) of whom 724.000 are Cypriot (78,9%) and 193.000 (21,1%) are foreign citizens residing in Cyprus.

HISTORY

The earliest presence of human beings in Cyprus dates back 10,500 years. Noteworthy from the prehistoric period are a burial dating back to 7,500 BC, which contained the remains of a cat, making it the earliest evidence of feline domestication in the world and the Neolithic settlement for Choirokoitia, which dates back to 6,800 BC and is a Unesco World Heritage site.

The introduction of copper made Cyprus one of the most important exporters of the metal in the Middle East and beyond and during this time we find Cyprus being mentioned in letters between its kings and the kings of Egypt, the Hittite kingdom and the kingdoms of the Levant. It is during the second millennium BC that contact with the Minoan civilization and then the Mycenaeans from Greece brought the first waves of Greek colonization to the island. By the end of the second millennium BC the Greek identity was firmly established on the island. This is also the time that the modern name, Cyprus (Κύπρος in Greek), appeared for the first time.

Other peoples from the Levant, like the Phoenicians, Assyrians, Egyptians, and Persians interacted with Cyprus, either by setting up trading posts or by bringing Cyprus under their direct or indirect control. Alexander the Great seized the island in 333 BC and subsequently it was passed on to Ptolemaic Egypt and then Rome. Christianity was preached in Cyprus by Apostle Paul in the first half of the first century AD and it is said that the Roman proconsul of Cyprus, Sergius Paulus, converted to Christianity, becoming the first Christian ruler. Christianity remains the predominant religion on the island.

The island then passed to the Eastern Roman Empire in 330 AD. The island was invaded by the Arabs in 649 AD and from 688 AD it was considered a condominium between the Byzantines and the Arabs. This lasted until 965 AD when the Arabs were defeated by the Byzantine Emperor Nicephorus II Fokas. In 1191 AD King Richard the Lionheart conquered Cyprus and sold it to the Knights Templars who, in turn, sold it to Guy de Lusignan, the former King of the Kingdom of Jerusalem. He was the first King of the Frankish dynasty which ruled Cyprus until 1489 when the widow of the last king, Catherine Cornaro, abdicated her throne in favor of the Republic

of Venice. In 1570 the Ottoman Turks invaded Cyprus which fell after a year of fighting. The Ottoman occupation lasted until 1878 when Cyprus became a British Protectorate and, from 1925, a Crown Colony.

After an armed struggle by the Greek Cypriots in 1955-59, the island was granted independence in 1960. In 1974 Turkey invaded the north of the island in response to a coup which overthrew the elected president of the Republic of Cyprus and has been occupying 37% of the island since. This resulted in the mass displacement of 160,000 Greek Cypriots to the south and 40,000 Turkish Cypriots to the north. Today the island is a European Union Member State, but the northern part is not controlled by the internationally recognized government of the Republic of Cyprus.

CYPRIOT FLAG

The flag of the Republic of Cyprus was defined in 1960 when Cyprus became an independent sovereign state.

The background is white with a copper-coloured (pantone 1385 C) silhouette of the map of Cyprus in the centre of the flag, above two crossed olive-green-coloured (pantone 574 C) olive branches. The copper colour has a dual symbolism: first, the name of the island is said to derive from an ancient word for copper (Eteocypriot or Sumerian); and second, copper is closely associated with Cyprus since antiquity when the island became a major producer and supplier of this mineral resource. The olive branches are symbols of peace.

CLIMATE

Cyprus has a Mediterranean climate: hot, dry summers from June to September and mild, wet winters from November to March, which are separated by short Autumn and Spring seasons. Sunshine is abundant during the whole year, particularly from April to September when the daily average exceeds eleven hours. Winds are on the whole light to moderate. Gales are very infrequent and heavy storms rare.

Snow hardly falls in the lowlands and on the northern range, but is a frequent feature, every winter on ground above 1.000 metres in the Troodos range. During the coldest months it lies in considerable depth for several weeks, attracting skiers.

FOOD AND DRINK

The food of Cyprus reflects the rich and turbulent history of the island and its indelible Greek culture. You will find tastes influenced by the Middle East, Asia Minor and the Venetians, all using fresh local ingredients, herbs and spices and olive oil. The Mediterranean diet, with its grains and pulses, sun-ripened fresh fruit and vegetables, high-protein fish, lean meat and poultry and wine, is a healthy option.

Cyprus is known for its Hallumi cheese which is made from goat milk and unlike other cheeses it can be cooked in a variety of ways without melting.

Cyprus has a long tradition in wine-making that goes back over 4,000 years. In ancient times wine was a major source of wealth for the island. The island supplied the Pharaohs of Egypt and Cyprus wines were in great demand amongst the ancient Greeks and Romans.

Commandaria is acknowledged to be the oldest wine in the world and was probably the first to be given an 'Appellation d'Origin'(label of geographical origin). Legend says that Commandaria was originally made for Richard the Lionheart and the Crusaders. The dessert wine, which has a taste like sweet sherry, has been made using the same method for hundreds of years. The grapes are picked late, dried in the sun to enhance their sugar content and then pressed. The run-off is collected and fermented in tanks or in huge earthen ware jars. The sweet wine of Cyprus became known throughout Europe under the name Commandaria depicting its geographical origin "Commandarie" which was the name given to the land owned by the Knights Templar and later the Knights of St. John.

ABOUT LIMASSOL

Limassol, a city counting centuries of history, is located between two of the most renowned ancient kingdoms of the island, Amathous at the east and Kourion at the west. "Lemessos" as it is called by locals, is the second largest urban area in Cyprus (after the capital, Nicosia) and its municipality is the most populous in the country with 235,0oo inhabitants (2011 Census).

Limassol is one of the fastest growing modern metropolises in Europe. The city's infrastructure is constantly upgraded from all aspects (way of living, public construction projects, education, etc) with the most distinct project of this sort being the Limassol Marina – an exclusive waterfront development combining elegant residences and a full service marina, with its own shopping and dining area. Also, the revamped coastline now covers a 15 kilometres distance, lined with hotels and beach bars and cafes, interspersed with eucalyptus groves and linked by a promenade popular with walkers and joggers.

In recent years Limassol has progressed as one of the largest commercial ports in the Mediterranean region and it is now considered as one of the most important centres of tourism, trade and offshore companies. The city is also the business and financial centre of Cyprus as hundreds of international shipping and financial companies have their headquarters here.

LIMASSOL, THE CITY OF FUN

However, it is undisputable that Limassol's prosperity is not an achievement of nowadays. Since antiquity, Cyprus source of income has been wine, which according to testimonials was a "must" during religious events, festivals or even moments of sorrow. Wine production in Limassol has started thousands of years ago along with the vineyard plantation and, especially after 20th century, contributed in the city's welfare, as it has become the centre of wineries.

TOP LIMASSOL LANDMARKS

LIMASSOL CASTLE

There is no doubt that Limassol Castle occupies the dominant position in the landmark and tourist attractions in the city. Richard the Lionheart is supposed to have married his fiancée Princess Berengaria of Navarre in this castle after her ship was grounded as she accompanied him to the Third Crusade, on his way to Holy Land. The Castle was used as a prison between 1790 and 1940 and it now serves as a medieval museum. The collection that the museum provides covers the era of 400 – 1870 AD. A visitor can see numerous exhibits: cannons, wood carvings of the 17th and 18th century, paintings and tombstones, statues, suits of armour, coins, terracotta, metalware and pottery, glass and marble articrafts.

KOLOSSI MEDIEVAL CASTLE

The Kolossi Medieval Castle is situated in the village of Kolossi, 11 kilometres west of Limassol. A renowned archaeological site, the castle was built in the 15th century by the Knights of Saint John of Jerusalem on a land gifted by King Hugh I. Earlier, it used to be home to a 13th century fortress whose ruins are still visible in the castle. Later the castle was occupied by the Richard I of England and the Knights Templar.

AMATHUS RUINS

The ancient city of Amathus on the southern coast of Agios Tychonas is one of the oldest imperial cities on the island. There have been many myths behind the origin of this city, one of them believing in Cinyras as the city's founder, whose son Adonis named the city after his mother Amathus. Hellenic myth would have Amathus built by one of the sons of Heracles who was worshipped there. The city had a very special place for Aphrodite, the goddess of beauty and love. Visitors at the ruins can perceive an era that existed 3000 years ago, through the mythical excavations and artefacts.

KOURION ARCHAEOLOGICAL SITE

The Kourion Archeological Site, located at 18 km west of Limassol near Episkopi village, is one of the most famous attractions in Cyprus. A stunning archaeological excavation, thanks to its impressive Greco-Roman theatre, stately villas, spectacular floor mosaics, an early Christian Basilica and other kingly treasures. Built in the 2nd century B.C. Kourion twin city through its various ruins reflects public life in Early Christian period.


MUNICIPAL GARDEN

The Municipal Garden, along the coastal road, has a rich bounty of green and shady space where visitors relax or take a stroll down the pathways. The nearby area plays host to several family attractions like the Lemesos Zoo Garden and Dinosaur Park. This also includes a large open-air garden theatre, where several events take place throughout the year.

ARCHAEOLOGICAL MUSEUM

The Archaeological Museum in Limassol is a particularly interesting sight for art and history lovers. The museum houses artefacts related to societal development of Cyprus, which include ceramics, pottery and antiquities from the Roman period. Also, on display are findings from the Neolithic until the Late Bronze Age. Sculptures, pottery, lamps and inscriptions with ancient Hellenistic and Roman koine catch the eye of many visitors.
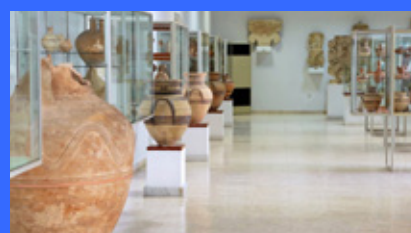
VENUE

THE ST. RAPHAEL RESORT – 5 *

St. Raphael Resort is located on one of the most renowned beaches in Limassol, only a short coastal drive from the lively centre of town, approximately 10 minutes away. The Larnaca International Airport is 35 minutes away, and Paphos International Airport is 55 minutes away. There are shops, restaurants and bars within walking distance and a bus stop exactly outside the hotel.

This carefully chosen, tranquil location with the calm sea at your doorstep and the town only a few moments away; has convenient access to the island's motorway. Any other coastal town, mountain village or tourist attraction is hardly more than an hour's drive away.
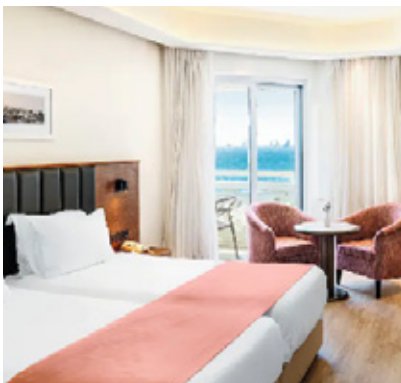
ACCOMMODATION

Of the 272 rooms and suites, 216 have been completely renovated and the new addition of the 56 Executive Rooms has ensured that every type of guest can find the facilities to suit him/her. All rooms are equipped with 26 inch flat-screen television with satellite, pay movies on demand and play station games, complimentary coffee and tea making facilities, direct-dial telephones, radio, safes and mini-bars. The en-suite marble bathrooms are fitted with every amenity, while the carefully designed building allows 90% of the rooms breathtaking views over the Mediterranean Sea which one can enjoy from his/her private balcony.

HOTEL CONTACT
Amathountos Avenue 502, 4534, Pyrgos, Limassol, Cyprus
T: +357 25834200 F: +357 25636394

FOOD & BEVERAGES

- **Sailor's Rest Lounge Bar Restaurant:** Serves an array of gourmet cuisine with fresh fish, meats and pasta.
- **Seashells Beach Tavern:** Serves a variety of fast food, grills, salads and desserts next to the beach. Lunch only.
- **The Palladium:** Offers international themed buffet dinners with live musical entertainment.
- **Octagon Restaurant:** Serves American buffet breakfast, and international buffet, carvery, and salad bar for lunch.
- **The Phoenician Restaurant:** Serves a fusion of Mediterranean and Arabic cuisine meze.
- **The Captain's Bar:** Offers the perfect retreat while enjoying cocktail favorites.
- **Splash Restaurant:** The perfect outdoor restaurant, offers fast food and a salad bar. Open for lunch and early dinner.
- **The wet and dry Amphibion Pool Bar:** A symbol of St. Raphael Resort, all guests can swim up to the bar and order from a wide variety of drinks.

GENERAL FACILITIES

Apart from swimming in either one of the two outdoor or one indoor pools, the hotel also has a table tennis, two tennis courts, beach volleyball and badminton courts, workout programs, darts, French bowls, Archery, a fully equipped gymnasium with the latest equipment, sauna, steam bath, Jacuzzi, scuba diving and all types of water sports. The St. Raphael Spa also offers all types of spa treatments using Thalgo products and is open seven days a week.

CONFERENCE FACILITIES

The St. Raphael is an optimal conference venue as it offers an array of impressive indoor and outdoor venues, with the main conference room, the Panorama, sitting more than 500 participants. It also has various, spacious breakout rooms and large and comfortable coffee-break areas (both indoors and outdoors).

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- Data Intelligence
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- Collaboration with and support of other engineers and researchers
- Communication of research project agenda, projects, and results

Qualifications

- Bachelor's in computer science, preferably with an eye toward or in the process of obtaining a master's or Ph.D.
- Proven track record of achieving significant results

Preferred Qualifications

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- Experience within machine learning (particularly deep learning), rendering, computer vision, image processing, numerical optimization, or real-time game engines
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