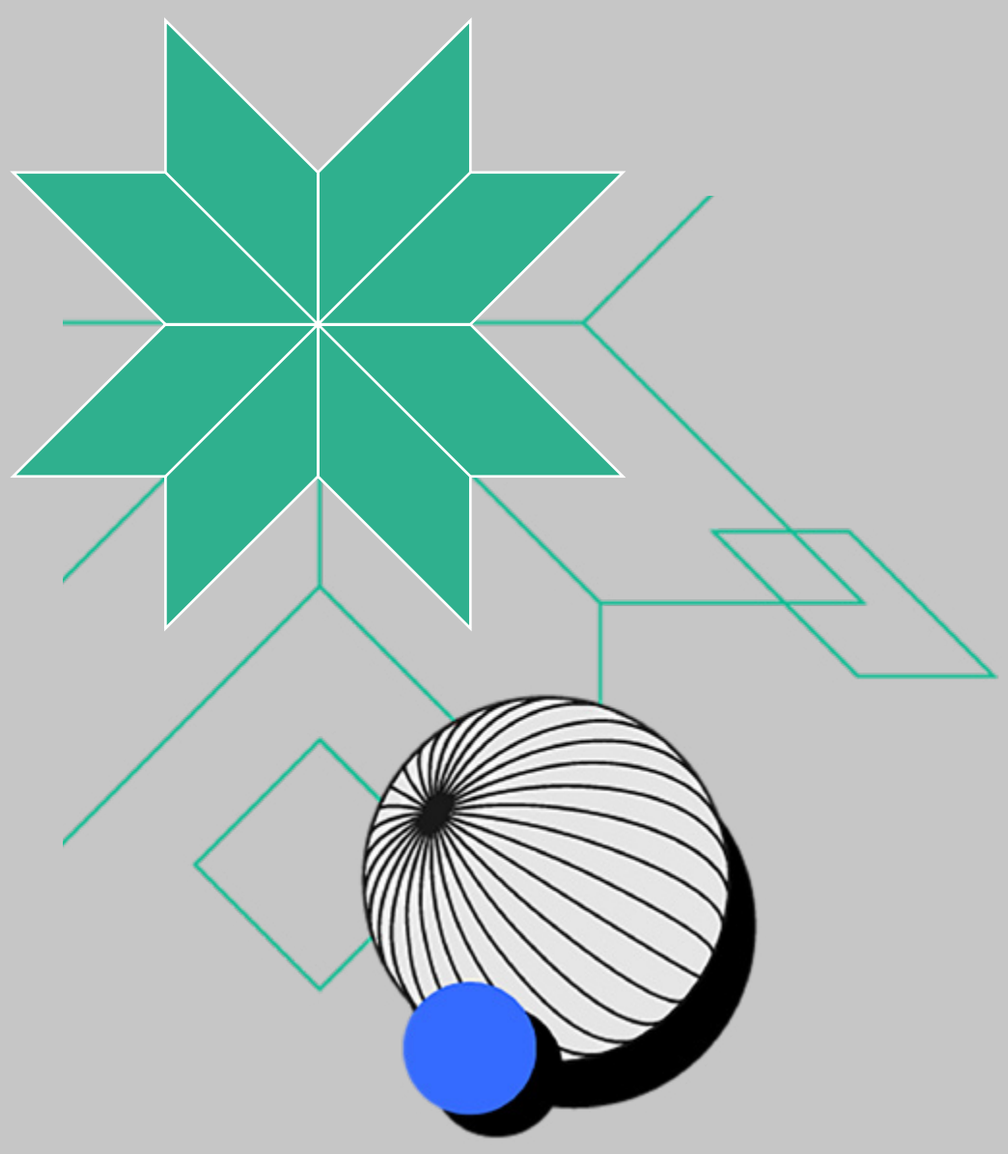
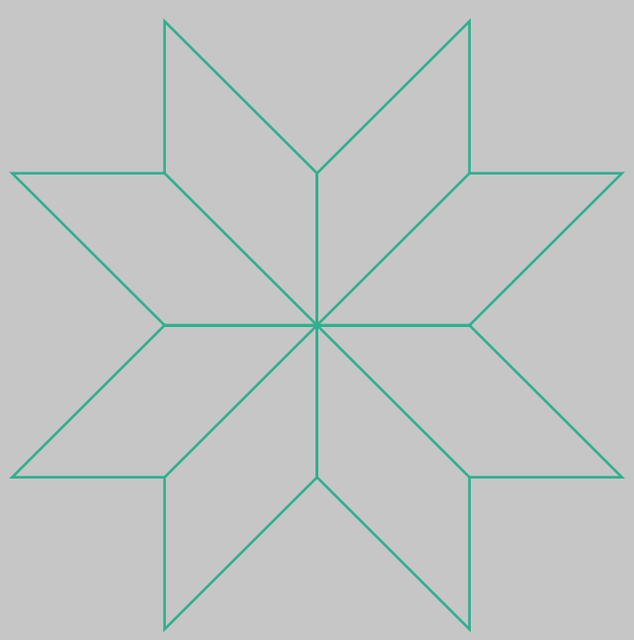
08:00-18:00 **Registration**

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	**Tutorial 1005** Room: MEGARON A **Next Generation 3D Face Models** Authors: Prashanth Chandran, Lingchen Yang	
10:30-11:00	**Coffee Break**			
11:00-12:30	**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	**Tutorial 1005** Room: MEGARON A **Next Generation 3D Face Models** Authors: Prashanth Chandran, Lingchen Yang	
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	**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**
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	**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**
17:00-19:30	**Opening Ceremony, Awards Ceremony, Fast Forwards** Room: PANORAMA			
19:30-20:30	**Welcome Reception** St. Raphael Resort Gardens			





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

09:00-10:30

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

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 GAMA

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

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

"Interaction by demonstration" Klara Brandstaetter – "Social Evaluation"
Lisa Izzouzi

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

"Multimodal Generation of Realistic Human Bodies"
Nefeli Andreou

10:30-11:00

Coffee Break

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

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

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 Alemany

"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

12:30-14:00

Lunch
@Octagon

14:00-15:00

Keynote Speaker: Prof. Ravi Ramamoorthi
Room: PANORAMA

15:00-15:30

Poster Session and Coffee Break

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

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?

CLIPE Workshop
Room: ATRIUM B

CAPTURING AND SIMULATING VIRTUAL HUMANS - CLIPE results 2

"Authoring Crowd by Narratives"
Marilena Lemonari

"Physiology driven variation of human animation based on body type, age & ability"
Barath

"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)

17:00-19:00

19:00-21:00

IPC Dinner
Venue TBA

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

09:00-10:30

Full Paper Session 7
Room: MEGARON 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

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**

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

STAR 6
Room: MEGARON A

VIRTUAL INSTRUMENT PERFORMANCES (VIP): A COMPREHENSIVE REVIEW

Doctoral Consortium 2
Room: ATRIUM B
Sponsored by **Meta**

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
Author: 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

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

STAR 7
Room: MEGARON A

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

Short Paper Session 5
Room: MEGARON A

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

17:00-18:30 **EG General Assembly**
Room: PANORAMA

18:30-19:30

19:30-21:30 **EG Fellows Dinner**
Venue TBA

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

Industrial Panel
Room: MEGARON A

Education 1
Room: ATRIUM B
EXTENDED REALITY, EMERGING TECHNOLOGIES AND TOOLS IN CG EDUCATION
(Chair: Eike Falk Anderson, Bournemouth University)

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

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

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
Author: 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

Industrial Panel
Room: MEGARON A

Education 2
Room: ATRIUM B
CULTURAL HERITAGE, (Undergraduate) STUDENT RESEARCH & GAMES
(Chair: Jiri Zara, Czech Technical University)

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

12:30-13:00

12:30-14:00 **Lunch**
@Octagon

14:00-15:00 **Keynote Speaker: Prof. Leonidas Guibas**
Room: PANORAMA

15:00-15:30 **Poster Session and Coffee Break**

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

Diversity Panel
Room: MEGARON A
Chair: Ayellet Tal, Technion Israel Institute of Technology

STAR 8
Room: ATRIUM B
SNOW AND ICE ANIMATION METHODS IN COMPUTER GRAPHICS

17:00-17:30

17:30-23:30 **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 **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	**Education 3** Room: MEGARON A **SHORT EDUCATION PAPERS, GIT CURRICULUM** *(Chair: Jean-Jacques Bourdin, Université Paris 8)* **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 **Preserving Cultural Heritage: An Outstanding Students Digital Game Project On Lusíada Art** Author: Roberto Ribeiro PRESENTATION: **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 **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
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				