08:00-18:00 Registration

MONDAY APRIL 22, 2024

09:00-10:30

EG Executive Committee
Room: MEGARON GAMMA

Tutorial 1002
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 1006
Room: MEGARON A

Next Generation 3D Face Models
Authors: Prashanth Chandran, Lingchen Yang

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

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

TEXT-TO-3D SHAPE GENERATION

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
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Design and development of VR games for Cultural Heritage using Immersive Storytelling
Authors: Selma Rizvic, Bojan Mijatovic

STAR 2
Room: ATRIUM B

A SURVEY ON CASE-BASED DEFORMATIONS OF 3D MODELS

17:00-19:30

Opening Ceremony, Awards Ceremony, Fast Forwards
Room: PANORAMA

19:30-20:30

Welcome Reception
St. Raphael Resort Gardens
<table>
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<tr>
<td>08:30-18:00</td>
<td>Registration</td>
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<td>18:30-19:30</td>
<td>Poster Session and Coffee Break</td>
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<td>19:30-21:30</td>
<td>EG Fellows Dinner</td>
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<td>10:00-12:00</td>
<td>EG General Assembly</td>
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<td>12:30-14:00</td>
<td>Lunch</td>
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<td>14:00-16:00</td>
<td>Keynote Speaker: Prof. Markus Gross</td>
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<td>16:00-18:00</td>
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**Wednesday, April 24, 2024**

**Program**

- **Full Paper Session 1**
  - Room: PANORAMA
  - Title: Meshes
  - Authors: Marcel Campen
  - Topic: Computational Imaging through Fabric/Personal Interaction
  - Authors: Wang, Zhang, Jiang, Yang, and Alexei Bakhirine
  - Title: Inducing via Mesh Approximation Using Surface Flows
  - Authors: Lisa Zorzii and Boriah Raj
  - Title: Immerse Shape Fabrication by Kitting Off Materials
  - Authors: Edo Spadaro and Ivar Haiden

- **Full Paper Session 2**
  - Room: PANORAMA
  - Title: Fluid Simulation
  - Authors: Juan Strois and Boriah Raj
  - Title: Physically-Based Analytical Erosion for Sandstone Sandstone
  - Authors: Piers Thomas, Benoit Guillon, Philippe Bertin, and Emanuele Costante
  - Title: Volcanic Erosion
  - Authors: Patrick C. Protas, James Gaile, Nabil El-Moselhy-Ghaboony, Chen Jiang, Guang Zhou, and Hui Sun
  - Title: Real-time terrain enhancement with controlled procedural patterns
  - Authors: Christopher Conley, Eric Gafford, and Eric Galin

- **Short Paper Session A**
  - Room: STARR 1
  - Title: Real-Time Simulation Object Space Blending
  - Author: Taejae Kim
  - Title: A Highly Adaptive and Flexible Rendering Engine by Means of API Blending
  - Author: Thayaree Jen
  - Title: A Forest Model for Coastal Material
  - Author: Hanno Versleijen

- **Poster Sessions**
  - Title: Cues to Fast-Forward Collaboration: A Survey of Workspace Awareness and Visual Cues in COLLABORATIVE SYSTEMS
  - Author: improving view rendering
  - Author: improving visualization
  - Author: improving interaction

- **Doctoral Consortium 1**
  - Room: ATRIUM B
  - Title: frustrated by minimum API bindings
  - Author: Minimum API Bindings
  - Title: A Generative Approach to Light Placement for Street Lighting
  - Author: Georgios Papaioannou, Anastasios Vitsas, Iordanis Evangelou

- **Doctoral Consortium 2**
  - Room: ATRIUM B
  - Title: improving view rendering
  - Author: improving visualization
  - Author: improving interaction

- **STAR 1**
  - Room: STARR 1
  - Title: A Comprehensive Review of Fluid Simulation
  - Author: Patrik Diefenbach

- **Doctoral Consortium 2**
  - Room: ATRIUM B
  - Title: frustrate by minimum API bindings
  - Author: Minimum API Bindings
  - Title: A Generative Approach to Light Placement for Street Lighting
  - Author: Georgios Papaioannou, Anastasios Vitsas, Iordanis Evangelou
08:30-16:30
Registration
09:00-10:30
Tour and Conference Dinner
17:30-23:30
15:00-15:30
Poster Session and Coffee Break
14:00-15:00
Keynote Speaker: Prof. Leonidas Guibas
12:30-14:00
12:30-13:00
Coffee Break
11:00-12:30
CharacterMixer: Rig-Aware Interpolation
Authors: Gengyan Li, Kripasindhu Sarkar, Antreas Pieris, and Harsha Devaraj

ShellNeRF: Learning a Controllable
Author: Yudian Zheng, Xiaodong Cun, and Cengiz Öztireli

Interactive Locomotion Style Control
Authors: Chaelin Kim, Haekwang Eom, Menghan Xia, and Chi-Man Pun

APRIL 25, 2024
PROGRAM
16:30-18:00
Full Paper Session 17
Room: PANORAMA

[3D Printing & Design
(Special Focus: 3D Printing)]

TEDLASS: Panel Discussion on
3D Printing - Where are we Going?
Chair: Janusz Kos

Vassilis Choutas, Timo Bolkart, Daoye Wang,

CharacterMixer: Rig-Aware Interpolation
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ShellNeRF: Learning a Controllable
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Interactive Locomotion Style Control
Authors: Chaelin Kim, Haekwang Eom, Menghan Xia, and Chi-Man Pun

DIGITAL HUMANS & CHARACTERS
Volumetric Human Shape Model
Franziska Mueller, Paulo Gotardo, Otmar Hilliges, and Thabo Beeler

Abhimitra Meka, Marcel Buehler, Franziska Mueller, and Thabo Beeler

Kemper, Ulrich Schwanecke, and Maud Marchal

Chair: Ayellet Tal,

Education 3

COSTUMES, SMBs (Undergraduate)
Student Research + Short Talk
Chair: Jesi Juvic, Czech Technical University

The Use of Photogrammetry in Historic Interior Modeling of a Medieval Church: A Comparative Case Study
Authors: Amrita Rajput, Christopher Relleva, Emma Mustafa, and Vanya Zagorski

Approaches to Marketing Undergraduate Research in the Creative Industries - A VFX Multinational Perspective
Authors: Joris Andersen, Legi Huisgeest, Oliver Goggin, and Emotional Karaoke, Softbyte Mobility

A Research Methodology Course in a Non-Technical Institution
Authors: Vannia, Veronica Sandreiro, and Adrian Jarabo

Tackling Diverse Student Backgrounds and Fast Tracking on an Introductory Visual Computing Course at an Undergraduate Level
Author: Samuel Silva

09:30-10:00
Full Paper Session 14
Room: PANORAMA

[Android]

PERSPECTIVE RENDERING
Authors: Kyle Goa, Tao Li, and Tao Wang

Perceptual Quality Assessment of Self-Rewind and Rewind-Free Temporal Methods for Front-Facing Videos
Authors: Xiangnan Liang, Thomas Neumann, Francesca Mancini, Maria Carulli, and Carolin Diller

Predicting Perceived Ups: Do Weak Labels Sufﬁce?
Authors: Xiaofei Guo, Xiaoxi Shao, Xiaomin Song, Katherina B. Steim, Xuelei Sun, Leopold B. Schonfeld, and Carola-Dieter Godo

09:00-10:30
Full Paper Session 13
Room: PANORAMA

[Video/Imaging Systems]

SIMPLIFIERS & NEWS-ENVIRONMENT
Enhancing image quality prediction with self-supervised machine learning
Authors: Ugur Caglayan, Viktoriya Byrski, Hora Peter Solti, and Koori Higashikawa

Enhancing spatio-temporal mapping with self-supervised
Authors: Shengyu Ren, Junan Zhang, and Ruiqian Wang, and Lingjie Si

Neural Dressing for 2D-3D Style Transfer
Authors: Xiaoyu Wang, Chaoqun Guo, Zhen Li, Tong Guan, Yan Li, Fahad Saedi, Mitchell Kim, and Marios Pavlopoulos

Deep and Fast Approaches for Independent Transparency
Authors: Jiarong Zhai, Yadong Liu, Andrew Ng, and Kevin Papyan

08:30-10:00
Coffee Break
10:30-12:00
Full Paper Session 15
Room: PANORAMA

[Sound/Imaging Systems]
FACE MODELING & RECONSTRUCTION
Interactive Locomotion Style Control
Authors: Chaelin Kim, Haekwang Eom, Menghan Xia, and Chi-Man Pun

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Franziska Mueller, Paulo Gotardo, Otmar Hilliges, and Thabo Beeler

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Chair: Ayellet Tal,
09:00-10:30
Full Paper Session 19
Room: PANORAMA

NEURAL TEXTURE & IMAGE SYNTHESIS
[Chair: Dominique Jeannerod]
Surface-aware Mesh Texture Synthesis with Pre-trained CNNs
Authors: Áron Samuel Kovács, Pedro Hermosilla, and Renata Georgia Raidou

GAN-tlitz: 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

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