

Tentative Time Table for CGI 2011 _ v2

Session	ID	Title	Authors
1	71	Local Shape Blending using Coherent Weighted Regions	Kyung-Gun Na and Moon-Ryul Jung.
1	80	Automatic Skinning and Animation of Skeletal Models	Jituo Li, Guodong Lu and Juntao Ye.
1	106	Performance-based Control Interfaces Using Mixture of Factor Analyzers	Huajun Liu, Fazhi He, Xiantao Cai, Xiao Chen and Zhao Chen.
1	128	An Interactive Design System for Pop-Up Cards with a Physical Simulation	Satoshi Iizuka, Yuki Endo, Jun Mitani, Yoshihiro Kanamori and Yukio Fukui.
2	138	Biomechanics-based Reaching Optimization	Pei Lv, Mingmin Zhang, Mingliang Xu, Huansen Li, Pengyu Zhu and Zhigeng Pan.
2	24	Rising from Various Lying Postures	Wen-Chieh Lin and Yi-Cheng Huang.
2	48	Propagating Latent Edited Poses across Eigen-motions	Schubert Carvalho, Ronan Boulic, Creto Vidal and Daniel Thalmann.
2	57	Skeleton Graph Matching and Retrieval of 3D Objects	Waleed Mohamed and Abdessamad Ben Hamza.
3	174	Long-term Social Interaction with an Expressive Robot	Zerrin Kasap and Nadia Magnenat-Thalmann.
3	193	Multi-level 3D Caricatures with Relative Feature Displacement and Head Shapes	Paul Noble and Wen Tang.
3	246	Spatial Perceptual Weights of Energy-related Features in Animation of Human Motion	S. Ali Etemad, Ali Arya and Avi Parush.
3	189	Effects of Packet Loss on Haptic Communication in Collaborative Virtual Environments	Renheng Xu, Jing Qin, Kup-Sze Choi, Wai-Man Pang and Pheng-Ann Heng.
4	29	Parallel and Efficient Boolean on Polygonal Solids	Hanli Zhao, Charlie Wang, Yong Chen and Xiaogang Jin.
4	143	Modeling with Blocks	Luc Leblanc, Jocelyn Houle and Pierre Poulin.
4	111	Registration of Point Clouds Using Sample-Sphere and Adaptive Distance Restriction	Yu Meng and Hui Zhang.
4	86	Robust Interactive Cutting based on an Adaptive Octree Simulation Mesh	Martin Seiler, Denis Steinemann, Jonas Spillmann and Matthias Harders.
4	96	Evaluation of Boolean operations between free-form solids using Extended Simplicial Chains and PN triangles	Ángel Luis García Fernández, Juan Ruiz De Miras and Francisco Ramón Feito Higuera.
5	257	A Mesh Reduction Method Based on Principal Curvatures and Directions	Varakorn Ungvichian and Pizzanu Kanongchaiyos.
5	279	Pitting a New Hybrid Approach for Maintaining Simulation Stability after Mesh Cutting Against Standard Remeshing Strategies	Luis F. Gutiérrez, Iker Aguinaga, Basil Fierz, Félix Ramos and Matthias Harders.
5	280	Interactive Extraction and Re-Design of Sweep Geometries (short)	James Andrews, Pushkar Joshi and Carlo H. Sequin.
5	283	Adaptive Tangential Remeshing	Serena Morigi and Marco Rucci.
5	116	R-D Optimized Progressive Compression of 3D Meshes Using Prioritized Gate Selection and Curvature Prediction	Jae-Kyun Ahn, Dae-Youn Lee, Minsu Ahn and Chang-Su Kim.
5	130	Joint Reversible Watermarking and Progressive Compression of 3D Meshes	Ho Lee, Cagatay Dikici, Guillaume Lavoué and Florent Dupont.
6	263	Efficient Matrix-valued Interpolatory Wavelet Transform for Mesh Simplification	Chong Zhao and Hanqiu Sun.
6	136	Procedural and interactive icicle modeling	Jonathan Gagnon and Eric Paquette.
6	190	Dynamic Voronoi Diagram of Complex Sites	Francisco Pinto and Carla Freitas.
6	91	Fast and Robust Generation of City Scale Urban Ground Plan	Jyh-Ming Lien.
7	101	An Evaluation of 3-D Scene Exploration Using a Multiperspective Image Framework	Paul Rosen and Voicu Popescu.
7	135	Visualizing Combinatorial Auctions	Joe Ping-Lin Hsiao and Christopher G. Healey.
7	156	A Hyper Elasticity Method for Interactive Virtual Design of Hearing Aids	Sune Darkner and Kenny Erleben.
7	164	Internet Image Voting for Best View Selection of 3D Shapes	Hong Liu, Lei Zhang and Hua Huang.
7	226	3D model alignment based on minimum projection area	Henry Johan, Bo Li, Yuanmin Wei and Iskandarsyah.
8	186	Interactive Deformable Models with Quadratic Bases in Bernstein-Bézier-Form	Daniel Weber, Thomas Kalbe, André Stork, Dieter Fellner and Michael Goesele.
8	187	Genetic B-Spline Approximation on Combined B-reps	Matthias Bein and Dieter W. Fellner.
8	233	Partition of Unity Parameterics: A framework for meta-modeling	Adam Runions and Faramarz Samavati.
8	137	Continuous Point Projection to Planar Freeform Curves	Young-Taek Oh, Yong-Joon Kim, Jieun Lee, Myung-Soo Kim and Gershon Elber.
9	250	Root Computation of Univariate Polynomial Equations using Tight Bounds	Kwang Hee Ko, Kangwook Kim and Hyun Chung.
9	262	Reconstruction of Tubular Object with Ball B-Spline Curve	Chang Leng, Zhongke Wu and Mingquan Zhou.

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9	266	TOWARD FAST CONIC SPLINE DATA FITTING THROUGH SHOULDER POINT DETECTION	Hadi Mansourifar and Azam Bastanfard.
9	268	A Minimum-Computational-Cost Method for the Parameterization of Quadric Surfaces	Cuicui Zhang and Xuefeng Liang.
11	44	Robust image segmentation against complex color distribution	Zhong Fan, Qin Xueying and Peng Qunsheng.
11	55	Attention-based High Dynamic Range Imaging	Wen-Chieh Lin and Zhi-Cheng Yan.
11	133	Distance-Based Tractography in High Angular Resolution Diffusion MRI	Diana Röttger, Viktor Seib and Stefan Müller.
11	177	Environment-Sensitive Cloning in Images	Yun Zhang and Ruo-Feng Tong.
12	215	Segmenting Femurs from CT scans with Morphological Snakes	Gabriel Telles-O'Neill and Won-Sook Lee.
12	267	Weathering effects with geometric details for images	Yuki Endo, Yoshihiro Kanamori, Jun Mitani and Yukio Fukui.
12	270	Automatic texture mapping of buildings in hilly cities	Maria Dolores Robles Ortega, Lidia Ortega, Francisco Feito and Ángel Luis García.
12	273	An Image-based Approach in Animating Painting Procedure of Chinese Ink Painting	Lijie Yang, Tianchen Xu and Xiaoshan Li.
12	281	Extraction of feature lines with connectivity preservation	Dimitri Kudelski, Jean-Luc Mari and Sophie Viseur.
12	287	nonrigid surface registration using multiple two-way correspondences	Luming Liang, Andrzej Szymczak and Anthony Petrella.
13	201	Focus+Context Volumetric Visualization using 3D Texture-guided Moving Least Squares	Xin Zhao, Bo Li, Lei Wang and Arie Kaufman.
13	207	Automatic Transfer Function Design for Volumetric Data Visualization using Clustering on LH Space	Binh P. Nguyen, Wei-Liang Tay, Chee-Kong Chui and Sim-Heng Ong.
13	244	Cluster-based Random Accessible and Progressive Lossless Compression of Colored Triangular Meshes for Interactive Visualization	Adrien Maglo, Ian Grimstead and Céline Hudelot.
13	252	ILLUMINATION INVARIANCE STEREO MATCHING BASED ON NORMALIZED MUTUAL INFORMATION AND CENSUS	Xiaozhou Zhou and Pierre Boulanger.
13	259	A New Integrated Depth Fusion Algorithm for Multi-View Stereo	Yongjian Xi and Ye Duan.
13	274	Real-Time Fracture Animation of Heterogeneous Material on the GPU	Jiangfan Ning, Huaxun Xu, Liang Zeng and Sikun Li.
14	23	Adaptive Records for Volume Irradiance Caching	Mickaël Ribardière, Samuel Carré and Kadi Bouatouch.
14	66	Efficient Multi-View Ray Tracing using Edge Detection and Shader Reuse	Magnus Andersson, Björn Johnsson, Jacob Munkberg, Petrik Clarberg, Jon Hasselgren and Tomas Akenine-Möller.
14	81	Shape-Enhanced Maximum Intensity Projection	Zhiguang Zhou, Yubo Tao, Hai Lin, Feng Dong and Gordon Clapworthy.
14	153	Separating Semantics from Rendering: A Scene Graph based Design Pattern for Graphics Applications	Robert F. Tobler.
14	197	Grid-based SAH BVH Construction on a GPU	Kirill Garanzha, Simon Premoze, Alexander Bely and Vladimir Galaktionov.
15	79	Multi-Resolution Screen-Space Ambient Occlusion	Thai-Duong Hoang and Kok-Lim Low.
15	108	Noise-free BRDF Rendering with Sample Threads on GPU	Soonhyun Kim, Min-Ho Kyung and Joo-Haeng Lee.
15	258	Graph-based Global Illumination	Brian Ricks and Parris Egbert.
15	272	The rkd-Tree: An Improved kd-Tree for Fast n-Closest Point Queries in Large Point Sets	Robert F. Tobler.
15	256	A voxel-based approach for virtual objects relighting	François Fouquet, Jean-Philippe Farrugia and Sylvain Brandel.
16	282	Stackless LBVH Traversal for Real-Time Ray Tracing	Sergio Ricardo Murguía Santana, Arturo José García García, Francisco Ávila Beltrán and Leo Hendrik Reyes Lozano.
16	285	Specular Reflectance Rendering in Color Scene images	Mouncef Lahlou and Malek Adjouadi.
16	178	A Tiled Display Platform for the Development of Virtual Heritage Environments Supporting Multi-User Interaction with Mobile Interfaces	Yongjoo Cho, Minyoung Kim and Kyoung Shin Park.
17	192	Video dehazing with spatial and temporal coherence	Liang Li, Jiawan Zhang, Yi Zhang and Guoqiang Yang.

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17	222	Image-space Hierarchical Coherence Buffer	Kien T. Nguyen and Junghyun Han.
17	17	Dynamic Depth of Field on Live Video Streams: A Stereo Solution	Zhan Yu, Christopher Thorpe, Xuan Yu, Scott Grauer-Gray, Feng Li and Jingyi Yu.
17	72	Robust image-based 3D Modeling of Root Architecture	Luis Lopez, Jingyi Yu, Deepak Shantharaj, Harsh Bais and Lu Liu.
17	93	Animating Liquids in a Still Image	Marcos Aurélio Batista, Gustavo C. Buscaglia, Celia Zorzo Barcelos, Luiz Velho and Luis Gustavo Nonato.
18	43	Shrinkage, Wrinkling and Ablation of Burning Cloth and Paper	Sohyeon Jeong, Tae-Hyeong Kim and Chang-Hun Kim.
18	56	Multi-scale anisotropic heat diffusion based on normal-driven shape representation	Shengfa Wang, Tingbo Hou, Zhixun Su and Hong Qin.
18	85	3D Flow Feature Visualization Via Fuzzy Measurement	Hua-Xun Xu, Zhi-Quan Cheng, Ralph Martin and Sikun Li.
18	157	Markov-Type Velocity Field Designed for Endless Animation of Water Stream	Purevtsovt Nugjar, Fujimoto Tadahiro and Chiba Norishige.
19	264	A Simple Force Computation Method for Two-Way Fluid-Solid Coupling in Two-Dimensional Vortical Flows	Mauricio Vines and Won-Sook Lee.
19	154	Cumulus Cloud Simulation Based on Thermal Dynamics	Bei Wang, Jingliang Peng and C.-C. Jay Kuo.
19	251	Unified Particle-based Simulation of Deformable Solid-Fluid Interaction	Xuqiang Shao, Zhong Zhou and Wei Wu.
19	261	Hierarchical SPH simulation	Darles Emmanuelle, Benoit Crespín and Djamchid Ghazanfarpour.
19	278	Fluid Synthesis from Examples (short paper)	Ming Chang and Won-Sook Lee.