Table of Contents

General Information
2 Conference Policies
2 Camera/Recording Policies
2 Accessibility
2 Age Requirement Policies
4 Automated Teller Machines (ATMs) and Banks
4 Currency Exchange
5 Bookstore
5 Cafeteria/Restaurants/Stand Catering
5 Child Care
5 Conference Management Office
5 Exhibition Management Office
6 Housing Desk
6 International Resource Center
6 Lost and Found
6 Merchandise Pickup Center/ SIGGRAPH Asia Store
7 Parking
8 Registration
8 Speaker Preparation Room
9 Technical Materials Sold After the Conference
10 Wireless Internet Access

12 General Conference Hours

Daily Schedules
14 Tuesday, 15 December
14 Wednesday, 16 December
17 Thursday, 17 December
33 Friday, 18 December
50 Saturday, 19 December

68 Pacifico Yokohama Convention Center Map

80 Yokohama Map & Hotels

General Information

CONFERENCE POLICIES

- SIGGRAPH Asia 2009 reserves the right to deny registration or entrance to any attendee or prospective attendee, and to cancel an existing registration, if it determines that a registration or an attendee is not in the best interest of SIGGRAPH Asia 2009 or ACM SIGGRAPH.
- Lost badges cannot be replaced. If you lose your badge you must register again at the published rates to obtain a new badge.
- SIGGRAPH Asia 2009 conference documentation and pre-purchased merchandise will not be shipped, nor will refunds be given for any material not picked up at the Merchandise Pickup Center.

CAMERA/RECORDING POLICIES

No cameras or recording devices are permitted at SIGGRAPH Asia 2009. Abuse of this policy will result in revocation of the individual's registration credentials.

SIGGRAPH Asia 2009 employs a professional photographer and reserves the right to use all images that this photographer takes during the conference for publication and promotion of future ACM SIGGRAPH events

ACCESSIBILITY

The Convention Center is handicap accessible. If you have special needs or requirements, please contact Conference Management at cmasia@siggraph.org.

AGE REQUIREMENT POLICIES

Registered attendees under the age of 16 must be accompanied by an adult at all times. Children under 16 are not permitted in the Exhibition. Age verification is required.

AUTOMATED TELLER MACHINES (ATMS) AND BANKS CURRENCY EXCHANGE

ATM

An Automated Teller Machine (ATM) is located at Daily Yamazaki, Level 1 of Exhibition Hall (nearer to Hall A). Daily Yamazaki is open 07:00–23:00.

BANK

Citibank Yokohama
Yokohama Station West Exit
Tel: +81 45 314 0716
*ATM is available 24 hours

FOREIGN EXCHANGE

World Currency Shop (Bank of Tokyo-Mitsubishi UFJ)
Yokohama Sogo B2F
Tel: +81 45 451 9600
10:00–19:00

Foreign Currency Exchange Plaza of Bank of Yokohama
Yokohama Station East Exit
Tel: +81 45 453 6824
11:00–13:30
14:30–18:30

Travelex Currency Shop
Yokohama Station West Exit
The Diamond Yokohama Underground Shopping Mall
Tel: +81 45 316 6200
10:00–21:00

BOOKSTORE
Level 3–Foyer, Conference Center

BreakPoint Books offers the latest and greatest books, CDs, and DVDs on computer animation, graphic design, gaming, 3D graphics, modeling, and digital artistry. The bookstore features recent books by SIGGRAPH speakers and award winners.

Note: Bookstore refunds will only be processed during the conference. All bookstore policies are those of BreakPoint Books and not SIGGRAPH Asia 2009.

CAFETERIA/RESTAURANTS/STAND CATERING

A variety of coffee shops, snack bars and restaurants are available in Pacifico Yokohama.

Pacifico Yokohama Restaurant Meal Ticket can be purchased at Pacifico Yokohama Business Center.

CHILD CARE

Child care will not be provided at SIGGRAPH Asia 2009. Contact your hotel concierge for suggestions.

CONFERENCE MANAGEMENT OFFICE
Room 311/312, Level 3 Conference Center

If you have questions regarding SIGGRAPH Asia 2009, you can always approach the student volunteers. Feel free to stop by the conference management office too.

EXHIBITION MANAGEMENT OFFICE
Room BM 2, Mezzanine Floor of Exhibition Hall B

Exhibition Management representatives are available during conference hours to meet with exhibitors and help with plans for exhibiting at SIGGRAPH Asia 2009 and SIGGRAPH Asia 2010.

HOUSING DESK
Level 2–Foyer, Conference Center

Complete information about SIGGRAPH Asia 2009 hotel accommodations and tours. Open during registration hours.

ACM SIGGRAPH INTERNATIONAL RESOURCE CENTER
Level 2–Foyer, Conference Center

This center offers information on ACM SIGGRAPH global initiatives including Chapters, Education, Membership, and International Resources. A multi-lingual staff answers questions, offer suggestions, provides informal translation services, and makes connections with international attendees.

LOST AND FOUND
Exhibition Management Office, Room BM 2, Mezzanine Floor of Exhibition Hall B

To inquire about lost items during and after the conference, please proceed to the Exhibition Management Office. All lost items (including badges) should be turned into this location, where they will be logged and stored until the conclusion of the conference. After the conference, all lost and found items will be turned over to the security office of Pacifico Yokohama Convention Center.

MERCHANDISE PICKUP CENTER/SIGGRAPH ASIA STORE
Level 3–Lounge, Conference Center

Your conference documentation (included with registration) must be picked up at the Merchandise Pickup Center. Conference documentation and pre-purchased merchandise will not be shipped, nor will refunds be given for any material that is not picked up at the Merchandise Pickup Center. Open during registration hours. See Registration.

PARKING

Minato Mirai Public Parking Lot

STANDARD-SIZED CARS

Fee: ¥260/30min; ¥520/hour

* 50% discount for parking from 00:00 to 06:00
* Weekdays: Maximum charge of ¥1,300 from 07:00 to 23:00

Hours: Opens 24 hours a day

Capacity: 1,188 cars

Contact: +81 45 221 1301

MOTORCYCLES

Fee: ¥100 / hour; Maximum ¥800/day

Hours: 24 hours a day
(Entrance only from Exhibition Hall)

Capacity: 44 (126 cc engine or higher)

Contact: +81 45 221 1301

Rinko Park Parking Lot

Fee: ¥250/30min

* Weekdays : Maximum charge of ¥1,100 from 08:00 to 21:00

Hours: 08:00 to 21:00

Capacity: 100 cars

Car size: Max 5.3mL x 2mH x 1.7ton Weight

Contact: +81 45 221 2175 (10:00 to 21:00)

REGISTRATION
Outside Exhibition Hall B, Level 1

Tuesday, 15 December	15:00–19:00
Wednesday, 16 December	08:00–18:00
Thursday, 17 December	08:00–18:00
Friday, 18 December	08:00–18:00
Saturday, 19 December	08:00–16:30

SPEAKER PREPARATION ROOM
Room 211/212, Conference Center

Tuesday, 15 December	13:00–18:00
Wednesday, 16 December	08:00–18:00
Thursday, 17 December	08:00–18:00
Friday, 18 December	08:00–18:00
Saturday, 19 December	08:00–16:00

Please pick up your badge, registration credentials, and conference information at the registration counter outside Exhibition Hall B, Level 1 before proceeding to the Speaker Prep Room on Level 2, where you will collect your Speaker Ribbons.

If you are presenting at the conference, you should check in with Speaker Prep at least 24 hours before your session to review your materials, practice your presentations, and test the playback of your animations. It's the best place to make sure that you will have everything you need for your session.

TECHNICAL MATERIALS

Technical materials included with your registration must be picked up at the SIGGRAPH Asia 2009 Merchandise Pickup Center. Lost merchandise vouchers will not be replaced.

TECHNICAL MATERIALS SOLD AFTER THE CONFERENCE

Full Conference DVD-ROM

This digital publication contains the electronic version of the Technical Papers, including images and supplemental material; the Course Notes, including supplemental materials (movies, source code, HTML presentations); and abstracts and supplemental materials from both the Educators Program and Sketches & Posters.

The content of the printed version of the *ACM Transactions on Graphics* (Conference Proceedings Special Issue) and the Digital Experiences: the SIGGRAPH ASIA 2009 Art Gallery, Emerging Technologies, and Computer Animation Festival Catalog is also included on the Full Conference DVD-ROM. The DVD-ROM is included with all Full Conference Access registrations, and it is available for purchase at SIGGRAPH Asia 2009.

ACM Transactions on Graphics

The printed *ACM Transactions on Graphics* (Conference Proceedings Special Issue) contains the Technical Papers. It is available for purchase at SIGGRAPH Asia 2009.

Digital Experiences: SIGGRAPH Asia 2009 Art Gallery, Emerging Technologies, and Computer Animation Festival Catalog

Includes the permanent record of images from the Art Gallery, the Computer Animation Festival, and Emerging Technologies. They are available for purchase at SIGGRAPH Asia 2009.

SIGGRAPH ASIA 2009 Video Review

Contains animations presented at the SIGGRAPH Asia 2009 Computer Animation Festival.

To order these materials after the conference, contact:

ACM MEMBER SERVICES

+1.212.626.0500 (International and New York Metro Area)
800.342.6626 (Continental US and Canada)
+1.212.944.1318 fax
orders@acm.org

WIRELESS INTERNET ACCESS

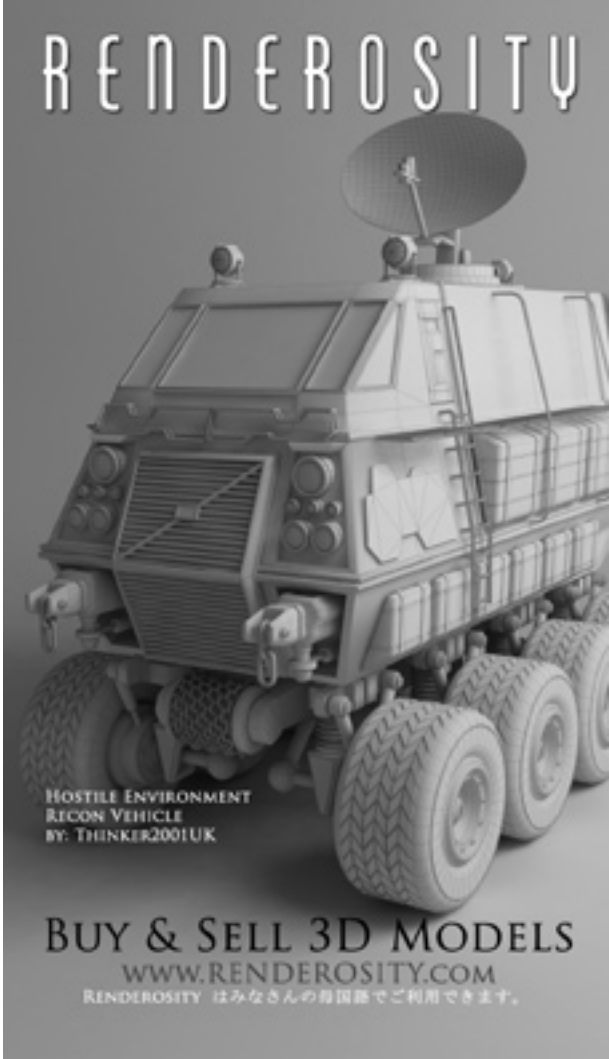
SIGGRAPH Asia 2009 provides 802.11 a/b/g wireless network access in most areas of the Convention Center. To use the wireless network, attendees should have their own wireless (802.11a, b or g compatible) cards.

Please refer to your laptop operation system and client adapter documentation and follow this procedure:

1. Document all existing TCP/IP and wireless configuration information before you make any changes.
2. Configure your laptop to use DHCP
3. Configure your wireless adapter Network Name (SSID) to be “SA2009”
4. Disable encryption on your wireless adapter

The SIGGRAPH Asia 2009 wireless network provides open, unencrypted communications for conference attendees. The system is not secure and can be monitored by others.

SIGGRAPH Asia 2009 does not provide public workstations for internet access.



General Conference Hours

REGISTRATION/ EXHIBITOR REGISTRATION
Outside Exhibition Hall B, Level 1

Tuesday, 15 December	15:00–19:00
Wednesday–Friday, 16–18 December	08:00–18:00
Saturday, 19 December	08:00–16:30

EXHIBITION/DIGITAL BAZAAR/JOB FAIR
Exhibition Hall B

Thursday–Friday, 17–18 December	09:30–18:30
Saturday, 19 December	09:30–17:00

MERCHANDISE PICKUP CENTER/SIGGRAPH ASIA STORE
Level 3–Lounge, Conference Center

Tuesday, 15 December	15:00–19:00
Wednesday–Friday, 16–18 December	08:00–18:00
Saturday, 19 December	08:00–16:30

BOOKSTORE
Level 3– Foyer, Conference Center

Wednesday–Saturday, 16–19 December	09:00–18:30

INTERNATIONAL RESOURCE CENTER
Level 2–Foyer, Conference Center

Wednesday–Saturday, 16–19 December	09:30–18:30

SPEAKER PREPARATION ROOM
Room 211/212, Conference Center

Tuesday, 15 December	13:00–18:00
Wednesday–Friday, 16–18 December	08:00–18:00
Saturday, 19 December	08:00–16:00

CONFERENCE MANAGEMENT OFFICE
Room 311/312, Conference Center

Tuesday, 15 December	15:00–19:00
Wednesday–Friday, 16–18 December	08:00–18:00
Saturday, 19 December	08:00–16:30

EXHIBITION MANAGEMENT OFFICE
Room BM 2, Mezzanine Floor of Exhibition Hall B

Wednesday–Friday, 16–18 December	09:30–18:30
Saturday, 19 December	09:30–17:00

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Tuesday, 15 December

15:00–19:00 **Registration/Exhibitors Registration**
Outside Exhibition Hall B, Level 1

Wednesday, 16 December

08:00–18:00 **Registration/Exhibitors Registration**
Outside Exhibition Hall B, Level 1

Merchandise Pickup Center/ SIGGRAPH Asia store
Level 3–Lounge, Conference Center

09:00–12:45 **Courses**

■ ● **Level 5–Auditorium**
What's Your Story?

■ ● **Room 501**
テニスゲームを作ってみよう！「ゲームプログラミングひとめぐり」

■ ● **Room 511/512**
Theory and Methods of Lightfield Photography

09:00–18:00 **Courses**

■ ● **Room 502**
OpenCL: Parallel Programming for Computing and Graphics

CreativeCrash
beta

3D Models
Software
Jobs
Schools
Studios
Inspiration

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Wednesday, 16 December

14:15–18:00 **Courses**

■ ● **Level 5–Auditorium**
The Look of “Up”:
A Filmmaker’s Guide to the Pixar Process

■ ● **Room 501**
Build Your Own 3D Scanner:
Optical Triangulation for Beginners

■ ● **Room 511/512**
Spectral Mesh Processing

18:00–20:00 **Fast Forward Session**
■ ● ▲ **Level 1–Main Hall**
Technical Papers Fast Forward Session

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Thursday, 17 December

08:00–18:00 **Registration/Exhibitors Registration**
Outside Exhibition Hall B, Level 1

Merchandise Pickup Center/
SIGGRAPH Asia store
Level 3–Lounge, Conference Center

09:00–09:30 **Computer Animation Festival:**
Animation Theater
■ ● ▲ **Room 419**
Dream
– Burning Stage
– au Smart Sports Green Road Project
– Lebensader
– The Making of DEADLINE
– Orange Hollywood
– Mercedes Benz Campaign–CDI Concept
– Numeric Code
– Oneironaut
– Masks
– Pathos
– Suntory Boss Black: Flying Whales

09:00–10:00 **Educators Program—Papers**
■ ● **Room 416/417**
（日本語による同発表、英語による同内容の発表有り）
（英語による同発表：12/17, 16:15～）
ゲーム
– 産学連携によるゲーム開発の実践的教育
カリキュラムの構築
– An Innovative Game-Creator Development
Project in the Asian region
（日英同タイトル）

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ(展示会入場券)

Thursday, 17 December

09:00–10:45 **Courses**

■ ● **Level 5 Auditorium**
(英語による同講演:12/18 16:15pm〜)
コンピュータグラフィクスのための スケッチインタフェース

■ ● **Room 502**
レンダリング用・ゲーム用キャラクターの 同時制作ワークフロー

■ ● **Room 511/512**
Tips for Successful Voice Recordings for Anime and CG

■ ● **Room 513**
Exploring the Potential of Layered BRDF Models

Sketches

■ ● **Room 303/304**
Production Session 1: Pipeline
– Rich Background for Cell Animation
– Hair Effects Factory Within a Digital Hair Production Pipeline
– Pipeline and Workflow Improvement with Custom Tools for "9"
– Earthquake! Building a Pipeline to Destroy Los Angeles in "2012"

09:00–10:45 **Sketches**

■ ● **Room 501**
Art & Sensory Interactions
– PHOROL: Interactive Wall Clock Art of Online Shared Snapshots
– Cheers!
– furimifurazumi: A Lighting Device for Sensuous Media of Rainy Scene
– Formal Mutations: Pursing Unintended Consequences

Technical Papers

■ ● **Room 301/302**
Texturing

TOG ARTICLE 107
Layered Shape Synthesis: Automatic Generation of Control Maps for Non-Stationary Textures

TOG ARTICLE 108
Feature-Aligned Shape Texturing

TOG ARTICLE 109
Continuity Mapping for Multi-Chart Textures

TOG ARTICLE 110
Motion Field Texture Synthesis

09:00–18:00 **Courses**

■ ● **Vantan Design Institute Yokohama Campus (off-site venue)**
Introduction to Using RenderMan
*Limited attendance. For registration requirements, please refer to the online program guide.

Posters

■ ● ▲ **Level 3– Lounge**

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Thursday, 17 December

09:30–10:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Cute
– A Special Gift
– Gemini
– Scarygirl Game Trailer
– ITFS Spot Frosch im Hals
– Live Music
– On The Level
– ITFS Spot Farbzwerge
– Pelephone Oysters
– Peeping Life: Ferris Wheel

09:30–18:00 **Art Gallery**
■ ● ▲ **Exhibition Hall A**

Emerging Technologies
■ ● ▲ **Exhibition Hall B**

Exhibition/Digital Bazaar/Job Fair
■ ● ▲ ◆ **Exhibition Hall B**

Special Sessions
■ ● ▲ **Exhibition Hall B**
Networked Dome Theater

10:00–10:30 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Interactive Installation and Performance
Ursula Endlicher:
Website Impersonations: The Next Generation

10:00–10:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Fight
– Harmonix “Rock Band II”
– Topi
– Our Wonderful Nature
– Flyman
– Tom N Jerry

10:00–12:00 **Exhibitor Tech Talks**
■ ● ▲ ◆ **Exhibition Hall B**
Going Procedural with Houdini
Side Effects Software

10:30–11:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Monster
– Flight Lessons
– Ghostbusters Video Game Television Commercial
– Monster Coins
– FINAL FANTASY XIV
– Peeping Life: Undergarment Maker
– Sonic: Night of the Werehog
– Pollo

11:00–11:30 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Performance
Max Abeles: Plaster Patch

Computer Animation Festival: Animation Theater
■ ● ▲ **Room 419**
Science
– Project: Alpha
– Entire Topography of Lunar Surface
– Love_Child
– Tour de France 2009 – The Route
– The Magical Eyeball

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Thursday, 17 December

11:00–12:30 ■ ●
Featured Speakers
Level 1, Main Hall
(Translated simultaneously to Japanese/
英→日同時通訳付)
David Kirk（デイビッド・B・カーク）
The Power of Heterogeneous Computing
ヘテロジーニアス・コンピューティングの効果

11:30–12:00 ■ ● ▲
Computer Animation Festival: Animation Theater
Room 419
Magic
– Nuri
– Entering The Mind Through the Mouth

12:00–12:30 ■ ● ▲
Art Gallery
Room 411/412
Electronically Mediated Performance
Claudia Robles “Inside Out”

Computer Animation Festival: Animation Theater
■ ● ▲ **Room 419**
Death
– Draw Poker
– Coach
– URS
– SURFACE: A Film From Underneath
– Heavenly Appeals

12:30–13:00 ■ ● ▲
Computer Animation Festival: Animation Theater
Room 419
J Media Arts–Animation

12:30–13:45 ■ ● ▲ ◆
Exhibitor Tech Talks
Exhibition Hall B
What’s New With Pixar’s Core Rendering Technology: RenderMan
Pixar Animation Studios

Exhibitor Tech Talks
■ ● ▲ ◆ **Exhibition Hall B**
(Presented in Japanese and English、
逐次通訳による日英同時発表)
When Physics Simulation Turns into Art
物理シミュレーションがアートになる時代
Phyzios, Inc.

13:00–13:30 ■ ● ▲
Computer Animation Festival: Animation Theater
Room 419
Dream
– Burning Stage
– au Smart Sports Green Road Project
– Lebensader
– The Making of DEADLINE
– Orange Hollywood
– Mercedes Benz Campaign – CDI Concept
– Numeric Code
– Oneironaut
– Masks
– Pathos
– Suntory Boss Black: Flying Whales

13:00–14:00 ■ ● ▲
High-Speed Internet Presentations
411/412
Live Microscope Streaming from USC School of Cinematic Arts

13:00–17:00 ■ ● ▲
Art Gallery
Exhibition Hall A
Artist Talks

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Thursday, 17 December

13:30–14:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Cute
– A Special Gift
– Gemini
– Scarygirl Game Trailer
– ITFS Spot Frosch im Hals
– Live Music
– On The Level
– ITFS Spot Farbzwerge
– Pelephone Oysters
– Peeping Life: Ferris Wheel

13:30–15:00 **Posters**
■ ● ▲ **Level 3–Lounge**
Posters Presentation

14:00–14:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Fight
– Harmonix “Rock Band II”
– Topi
– Our Wonderful Nature
– Flyman
– Tom N Jerry

14:15–16:00 **Courses**
■ ● **Room 502**
Androidでゲームを作りましょう！

14:15–16:00 **Educators Program—Papers**
■ ● **Room 414/415**
Animation
– Educating Technophile Artists: Experiences from a Highly Successful Computer Animation Undergraduate Program
– Teaching Animation in Computer Science
– Developing Practical Models for Teaching Motion Capture
– The Seduction of Realism

Sketches
■ ● **Room 501**
2D Expressions
– Vector Fluid: A Vector-Art Representation of Fluid
– Contour-Driven Brush Stroke Synthesis
– Featured Preserving Morphable Model for Automatic Font Generation
– Simulation-Based In-Between Creation for CACAni System

Special Sessions
■ ● ▲ **L1–Main Hall**
(Presented in Japanese, translated simultaneously to English/日→英同時通訳付)
Encountering the Cutting Edge of Japanese Video Game Development
日本のビデオゲーム開発の現場では今何が起きているか？

Technical Papers
Urban Modeling
■ ● **Room 301/302**
TOG ARTICLE 111
Interactive Design of Urban Spaces Using Geometrical and Behavioral Modeling
TOG ARTICLE 112
Procedural Modeling of Structurally Sound Masonry Buildings
TOG ARTICLE 113
Symmetric Architecture Modeling with a Single Image
TOG ARTICLE 114
Image-Based Street-Side City Modeling

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ(展示会入場券)

Thursday, 17 December

14:15–16:00 **Technical Papers**

Vectorization/Editing

■ ● **Room 303/304**

TOG ARTICLE 115
Patch-Based Image Vectorization with Automatic Curvilinear Feature Alignment

TOG ARTICLE 116
A GPU Laplacian Solver for Diffusion Curves and Poisson Image Editing

TOG ARTICLE 117
Rendering Surface Details With Diffusion Curves

TOG ARTICLE 118
Efficient Affinity-Based Edit Propagation Using KD-Tree

14:15–18:00 **Courses**

■ ● **Room 513**
(Presented simultaneously in Japanese and English/日本語・英語両方での講演)
Chiptune Marching Band
チップチューン・マーチング・バンド

■ ● **Room 511/512**
Casting Shadows in Real Time

■ ● **Level 5–Auditorium**
How to Plan a Short Film

Educators Program—Workshop

■ ● **Room 416/417**
(Presented in Japanese and English/逐次通訳による日英同時発表)
Mime and Physical Theater Workshop for CG Animators and Directors
CGクリエイターのためのパントマイムワークショップ

14:30–15:00 **Computer Animation Festival: Animation Theater**

■ ● ▲ **Room 419**
Monster
– Flight Lessons
– Ghostbusters Video Game Television Commercial
– Monster Coins
– FINAL FANTASY XIV
– Peeping Life: Undergarment Maker
– Sonic: Night of the Werehog
– Pollo

14:30–15:45 **Exhibitor Tech Talks**

■ ● ▲ ◆ **Exhibition Hall B**
(Presented in Japanese only/日本語のみでの発表)
プリビジュアライゼーション(プリビズ)の過去、現在、未来
IMAGICA + The Third Floor

15:00–15:30 **Computer Animation Festival: Animation Theater**

■ ● ▲ **Room 419**
Science
– Project: Alpha
– Entire Topography of Lunar Surface
– Love_Child
– Tour de France 2009 – The Route
– The Magical Eyeball

15:30–16:00 **Computer Animation Festival: Animation Theater**

■ ● ▲ **Room 419**
Magic
– Nuri
– Entering The Mind Through the Mouth

16:00–16:30 **Art Gallery**

■ ● ▲ **Exhibition Hall A**
Interactive Installation and Performance
Ursula Endlicher:
Website Impersonations: The Next Generation

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Thursday, 17 December

16:00–16:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Death
– Draw Poker
– Coach
– URS
– SURFACE: A Film From Underneath
– Heavenly Appeals

16:15–16:45 **Art Gallery**
■ ● ▲ **Room 411/412**
Musical Interactive Performance 1
Jane Rigler: In Touch

16:15–18:00 **Courses**
■ ● **Room 502**
iPhone アプリケーション開発概要

Educators Program—Papers
■ ● **Room 414/415**
Games
– Effects of Culture on Pre-Production Design of the HIV Game
– Voyage to the Age of the Dinosaurs: An Experiential Learning Situation with Undergraduates, Graduates, and Visiting Professionals
– Construction Trial of a Practical Education Curriculum for Game Development through Industry-University Collaboration
– An Innovative Game-Creator Development Project in the Asian Region

16:15–18:00 **Sketches**
■ ● **Room 501**
Haptic, Gestural, Hybrid Interfaces
– Virtual Haptic Radar
– FlexTorque: Innovative Haptic Interface for Realistic Physical Interaction in Virtual Reality
– SixthSense: A Wearable Gestural Interface
– Hybrid Cursor Control for Precise and Fast Positioning without Clutching

Exhibitor Tech Talks
■ ● ▲ ◆ **Exhibition Hall B**
(Presented in Japanese 日本語での発表)
Rasterization on Larrabee: A First look at Larrebee New Instructions (LRBni) in Action
Intel Japan K.K.

Technical Papers
日本語による論文発表セッション
■ ● **Room 303/304**

TOG ARTICLE 125
Seam CarvingとScalingを併用した最適化画像リサイズ方法

TOG ARTICLE 129
反射のインタラクティブなデザイン手法

TOG ARTICLE 141
確率的プログレッシブフォトンマッピング

TOG ARTICLE 148
構造情報の入力による2次元画像からの3次元形状生成

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ(展示会入場券)

Thursday, 17 December

16:15–18:30 ■ ●
Technical Papers
Room 301/302
Physically Based Animation

TOG ARTICLE 119
Harmonic Shells: A Practical Nonlinear Sound Model for Near-Rigid Thin Shells

TOG ARTICLE 120
Stretching and Wiggling Liquids

TOG ARTICLE 121
Synthetic Turbulence Using Artificial Boundary Layers

TOG ARTICLE 122
Aggregate Dynamics for Dense Crowd Simulation

TOG ARTICLE 123
Skipping Steps in Deformable Simulation with Online Model Reduction

16:30–17:00 ■ ● ▲
Computer Animation Festival: Animation Theater
Room 419
Dream
– Burning Stage
– au Smart Sports Green Road Project
– Lebensader
– The Making of DEADLINE
– Orange Hollywood
– Mercedes Benz Campaign – CDI Concept
– Numeric Code
– Oneironaut
– Masks
– Pathos
– Suntory Boss Black: Flying Whales

16:30–18:00 ■ ● ▲ ◆
Exhibitor Tech Talks
Exhibition Hall B
(Presented in English and Japanese/ 英語・日本語両方での発表)
Integrating CUDA Into a Visual-Effects Pipeline
特殊効果パイプラインにCUDAを活用する
NVIDIA GK

17:00–17:30 ■ ● ▲
Art Gallery
Exhibition Hall A
Performance
Max Abeles: Plaster Patch

17:00–18:00 ■ ● ▲
Computer Animation Festival: Animation Theater
Room 419
Cute
– A Special Gift
– Gemini
– Scarygirl Game Trailer
– ITFS Spot Frosch im Hals
– Live Music
– On The Level
– ITFS Spot Farbzwerge
– Pelephone Oysters
– Peeping Life: Ferris Wheel

17:00–19:00 ■ ● ▲
Art Gallery
Exhibition Hall A
Art Gallery Opening Party and Performances

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Thursday, 17 December

17:30–18:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Fight
– Harmonix “Rock Band II”
– Topi
– Our Wonderful Nature
– Flyman
– Tom N Jerry

19:00–21:00 **Computer Animation Festival**
■ ● **Level 1, Main Hall**
Electronic Theater

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Friday, 18 December

08:00–18:00 **Registration/Exhibitors Registration**
Outside Exhibition Hall B, Level 1

Merchandise Pickup Center/ SIGGRAPH Asia store
Level 3–Lounge, Conference Center

09:00–09:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Monster
– Flight Lessons
– Ghostbusters Video Game Television Commercial
– Monster Coins
– FINAL FANTASY XIV
– Peeping Life: Undergarment Maker
– Sonic: Night of the Werehog
– Pollo

09:00–10:30 **Educators Program—Papers**
■ ● **Room 416/417**
（日本語による発表/英語での同発表：12/18 16:15pm）
CGとインタラクティブ技術の教育への応用
– グループワークを用いたVRコンテンツ制作の教育法
– 芸術と先端技術によるコンテンツ表現への試み ~若冲が描く花と生き物たちの世界~
– Sensory Interactionのための教育プログラム

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ(展示会入場券)

Friday, 18 December

09:00–10:45 **Emerging Technologies—Talks**
■ ● ▲ **Room 413**
Hi-Tech Fun and Games
– SCOPE
– Kaidan: Japanese Horror Experience in Interactive Mixed Reality
– Instant Broadcasting System Mobile Collaborative Live Video Mixing
– Daichi's artworking: Enjoyable painting and handcrafting with new Tool Devices
– Another Shadow

Sketches
■ ● **Room 501**
Surface & Deformation
– Surface Simplification by Image Retargeting
– Robust Surface Reconstruction From Defective Point Clouds
– Volume–Preserving LSM Deformations
– Pose Space Deformation with Rotation–Invariant Details

Special Sessions
■ ● ▲ **Level 1–Main Hall**
Beyond Just Gaming: Playfulness as a Design Driver for Mobile Applications

09:00–10:45 **Technical Papers**
■ ● **Room 301/302**
Resizing/Montage

TOG ARTICLE 124
Sketch2Photo: Internet Image Montage

TOG ARTICLE 125
Optimized Image Resizing Using Seam Carving and Scaling

TOG ARTICLE 126
A System for Retargeting Streaming Video

TOG ARTICLE 127
Motion-Aware Temporal Coherence for Video Resizing

Technical Papers
■ ● **Room 303/304**
Lighting & Materials

TOG ARTICLE 128
Printing Spatially Varying Reflectance

TOG ARTICLE 129
Interactive Reflection Editing

TOG ARTICLE 130
User-Assisted Intrinsic Images

TOG ARTICLE 131
Webcam Clip Art: Appearance and Illuminant Transfer From Time-lapse Sequences

09:00–12:00 **Educators Program—Workshop**
■ ● **Room 414/415**
(Presented in Japanese and English/
逐次通訳による日英同時発表)
SEGA Corporation's Training Programs
ゲーム業界で生き抜くための陰の立て役者
—セガの社内トレーニング—

09:00–12:45 **Courses**
■ ● **Level 5–Auditorium**
High-Dynamic-Range Imaging for Artists

■ ● **Room 511/512**
Camera Control in Computer Graphics: Models, Techniques, and Applications

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Friday, 18 December

09:00–18:00 **Courses**
■ ● **Room 502**
Crowd Animation: Tools, Techniques, and Production Examples

■ ● **Room 513**
Predictive Rendering

Posters
■ ● ▲ **Level 3–Lounge**

09:30–10:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Science
– Project: Alpha
– Entire Topography of Lunar Surface
– Love_Child
– Tour de France 2009 – The Route
– The Magical Eyeball

09:30–18:00 **Art Gallery**
■ ● ▲ **Exhibition Hall A**

Emerging Technologies
■ ● ▲ **Exhibition Hall B**

Exhibition/Digital Bazaar/Job Fair
■ ● ▲ ◆ **Exhibition Hall B**

Special Sessions
■ ● ▲ **Exhibition Hall B**
Networked Dome Theater

10:00–10:30 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Interactive Installation and Performance
Ursula Endlicher
Website Impersonations: The Next Generation

Computer Animation Festival: Animation Theater
■ ● ▲ **Room 419**
Magic
– Nuri
– Entering The Mind Through the Mouth

10:00–12:00 **Exhibitor Tech Talks**
■ ● ▲ ◆ **Exhibition Hall B**
Going Procedural with Houdini
Side Effects Software

10:30–11:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Death
– Draw Poker
– Coach
– URS
– SURFACE: A Film From Underneath
– Heavenly Appeals

11:00–11:30 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Performance
Max Abeles: Plaster Patch

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Friday, 18 December

11:00–11:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**

Dream
– Burning Stage
– au Smart Sports Green Road Project
– Lebensader
– The Making of DEADLINE
– Orange Hollywood
– Mercedes Benz Campaign–CDI Concept
– Numeric Code
– Oneironaut
– Masks
– Pathos
– Suntory Boss Black: Flying Whales

11:00–12:00 **Educators Program—Papers**
■ ● **Room 416/417**

Visualization & Virtual Reality
– Who is on My Team: Building Strong Teams in Interdisciplinary Visualization Courses
– An Educational Method for VR Content Creation Using Groupwork

11:00–12:45 **Emerging Technologies—Talks**
■ ● ▲ **Room 413**

Meet the Robots!
– SCHEMA: Multi–Party Interaction Oriented Humanoid Robot
– Petimo: Safe Social Networking Robot for Children
– Himawari Plant Robot: Creature Expression Using Shape-Memory–Alloy Actuator Crowd Robots
– Shimon + ZOOZbeat: An Improvising Robot Musician You Can Jam With
– An Operating Method for a Bipedal Walking Robot for Entertainment

11:00–12:45 **Sketches**
■ ● **Room 501**

Effects & Stimulation
– Directable Trailing Effect
– Controlling Explosion Simulation
– Realistic Grass-Withering Simulation Using Time-Varying Texels
– Elasticity Change Model by Liquid Flow in Porous Media

Special Sessions
■ ● ▲ **Level 1–Main Hall**

The Emergence of Global Production– How the Digital Media Industry Has Expanded Its Borders to Stay Competitive

Technical Papers
Real-Time Rendering
■ ● **Room 301/302**

TOG ARTICLE 132
Micro-Rendering for Scalable, Parallel Final Gathering

TOG ARTICLE 133
All-Frequency Rendering With Dynamic, Spatially Varying Reflectance

TOG ARTICLE 134
Depth-of-Field Rendering with Multiview Synthesis

TOG ARTICLE 135
Amortized Supersampling

Technical Papers
Shape Analysis
■ ● **Room 303/304**

TOG ARTICLE 136
Relief Analysis and Extraction

TOG ARTICLE 137
Abstraction of Man-Made Shapes

TOG ARTICLE 138
Partial Intrinsic Reflectional Symmetry of 3D Shapes

TOG ARTICLE 139
Packing Circles and Spheres on Surfaces

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Friday, 18 December

11:30–12:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Cute
– A Special Gift
– Gemini
– Scarygirl Game Trailer
– ITFS Spot Frosch im Hals
– Live Music
– On The Level
– ITFS Spot Farbzwerge
– Pelephone Oysters
– Peeping Life: Ferris Wheel

12:00–12:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Fight
– Harmonix “Rock Band II”
– Topi
– Our Wonderful Nature
– Flyman
– Tom N Jerry

12:15–14:00 **Exhibitor Tech Talks**
■ ● ▲ ◆ **Exhibition Hall B**
Ct Technology: High-Productivity Throughput Computing on Multicore and Manycore Processors
Intel Corp.

12:30–13:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Monster
– Flight Lessons
– Ghostbusters Video Game Television Commercial
– Monster Coins
– FINAL FANTASY XIV
– Peeping Life: Undergarment Maker
– Sonic: Night of the Werehog
– Pollo

13:00–13:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Science
– Project: Alpha
– Entire Topography of Lunar Surface
– Love_Child
– Tour de France 2009 – The Route
– The Magical Eyeball

13:00–17:00 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Artist Talks

13:30–14:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Magic
– Nuri
– Entering The Mind Through the Mouth

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Friday, 18 December

14:00–14:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Death
– Draw Poker
– Coach
– URS
– SURFACE: A Film From Underneath
– Heavenly Appeals

14:15–15:45 **Featured Speakers**
■ ● **Level 1–Main Hall**
(Translated Simultaneously to Japanese/ 英→日同時通訳付)
Jun Rekimoto　暦本純一氏
Enhanced Realities
エンハンスド・リアリティー

14:15–16:00 **Educators Program—Papers**
■ ● **Room 416/417**
Design
– Learning Course for Sensory Interaction
– Dynamics–Based Tools: An Unusual Path to Design Integration
– Exploring Design Solutions Through Online Games
– Expressing Contemporary “Japanese-ness” Through Digital Images

Exhibitor Tech Talks
■ ● ▲ ◆ **Exhibition Hall B**
SIMD Programming with Larrabee: A Second Look at the Larrabee New Instructions (LRBni) in Action
Intel Japan K.K.
(Presented in Japanese 日本語での発表)

14:15–16:00 **Sketches**
■ ● **Room 501**
Motion Analysis & Synthesis
– Markerless Motion Capture Using a Single-Depth Sensor
– Motion Beat Induction Based on Short-Term Principal Component Analysis
– Designing Motion Graphs for Video Synthesis by Tracking 2D Feature Points
– Physically Based Simulation of a Ballet Dancer’s Hip

Special Sessions
■ ● ▲ **Room 303/304**
DIY Hardware: Reinventing Hardware for the Digital Do-It-Yourself Revolution

Technical Papers
Global Illumination
■ ● **Room 301/302**
TOG ARTICLE 140
Adaptive Wavelet Rendering
TOG ARTICLE 141
Stochastic Progressive Photon Mapping
TOG ARTICLE 142
Automatic Bounding of Programmable Shaders for Efficient Global Illumination
TOG ARTICLE 143
Virtual Spherical Lights for Many-Light Rendering of Glossy Scenes

14:15–18:00 **Educators Program—Workshop**
■ ● **Room 414/415**
Workshop: Digital Character Making
ディジタルキャラクターメイキング ワークショップ
(Presented in Japanese and English)

14:30–15:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
J Media Arts – Art & Entertainment

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Friday, 18 December

14:30–15:45 ■●▲◆
Exhibitor Tech Talks
Exhibition Hall B
Behind the Technology, Tools, and Talent of Lucasfilm Animation Singapore
Lucasfilm Animation Company Singapore B.V

15:00–15:30 ■●▲
Computer Animation Festival: Animation Theater
Room 419
Dream
– Burning Stage
– au Smart Sports Green Road Project
– Lebensader
– The Making of DEADLINE
– Orange Hollywood
– Mercedes Benz Campaign – CDI Concept
– Numeric Code
– Oneironaut
– Masks
– Pathos
– Suntory Boss Black: Flying Whales

15:30–16:00 ■●▲
Computer Animation Festival: Animation Theater
Room 419
Cute
– A Special Gift
– Gemini
– Scarygirl Game Trailer
– ITFS Spot Frosch im Hals
– Live Music
– On The Level
– ITFS Spot Farbzwerge
– Pelephone Oysters
– Peeping Life: Ferris Wheel

16:00–16:30 ■●▲
Art Gallery
Exhibition Hall A
Interactive Installation and Performance
Ursula Endlicher
Website Impersonations: The Next Generation

Computer Animation Festival: Animation Theater
Room 419
Fighting
– Harmonix “Rock Band II”
– Topi
– Our Wonderful Nature
– Flyman
– Tom N Jerry

16:15–17:45 ■●
Educators Program—Papers
Room 416/417
Integration of Computer Graphics and Interactive Techniques in Various Areas of Education
– Animation Therapy: Using New Media to Create Integrated Art Therapy
– Three-Dimensional Digital Environments and Computer Graphics Influencing K-12 Digital Literacy and Interdisciplinary Lifelong Learning
– An Attempt at Content Expression With Art and Advanced Technology: Analysis and Understanding of Paintings by Ito Jakuchu

16:15–18:00 ■●
Courses
Level 5–Auditorium
Sketching Interfaces for Computer Graphics

Exhibitor Tech Talks ■●▲◆
Exhibition Hall B, Tech Talks Room 2
『Designing Human-Robot Interaction: 人とロボットの関係性の中に発現する知能』
経済産業省

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Friday, 18 December

16:15–18:00 **Special Sessions**
■ ● ▲ **Level 1–Main Hall**
(Presented simultaneously in Japanese and English/日英同時通訳付)
Ring of Gundam:
No Hints for Creation in Your Manuals
リング・オブ・ガンダム
—マニュアルに創作のヒントはない—

Technical Papers
Imaging Enhancement
■ ● **Room 301/302**

TOG ARTICLE 144
Removing Image Artifacts Due to Dirty Camera Lenses and Thin Occluders

TOG ARTICLE 145
Fast Motion Deblurring

TOG ARTICLE 146
Noise Brush: Interactive High-Quality Image-Noise Separation

TOG ARTICLE 147
Edge-Preserving Multiscale Image Decomposition Based on Local Extrema

16:15–18:00 **Technical Papers**
Geometry: Interaction & Subdivision
■ ● **Room 303/304**

TOG ARTICLE 148
Structured Annotations for 2D-to-3D Modeling

TOG ARTICLE 149
Analytic Drawing of 3D Scaffolds

TOG ARTICLE 150
DiagSplit: Parallel, Crack-Free, Adaptive Tessellation for Micropolygon Rendering

TOG ARTICLE 151
Approximating Subdivision Surfaces With Gregory Patches for Hardware Tessellation

16:15–18:30 **Sketches**
■ ● **Room 501**
Visualization
– An Esthetics Rule–Based Ranking System for Amateur Photos
– Tuvalu Visualization Project
– Development of an RFID Textile for Location-Aware Systems
– A Robust and Dynamic Scene Geometry Acquisition Technique for a Mobile Projector-Camera System
– Automatic Generation of 3D Building Models with Various Shapes of Roofs

16:30–17:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Monster
– Flight Lessons
– Ghostbusters Video Game Television Commercial
– Monster Coins
– FINAL FANTASY XIV
– Peeping Life: Undergarment Maker
– Sonic: Night of the Werehog
– Pollo

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Friday, 18 December

16:30–17:45 **Exhibitor Tech Talks**
■ ● ▲ ◆ **Exhibition Hall B**
What's New with Pixar's Core Rendering Technology: RenderMan
Pixar Animation Studios

17:00–17:30 **Art Gallery**

■ ● ▲ **Exhibition Hall A**
Performance
Max Abeles: Plaster Patch

■ ● ▲ **Room 411/412**
Musical Interactive Performance
Wada Ei: Open Reel Ensemble

Computer Animation Festival
■ ● ▲ **Room 419**
Science
– Project: Alpha
– Entire Topography of Lunar Surface
– Love_Child
– Tour de France 2009 –The Route
– The Magical Eyeball

17:30–18:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Magic
– Nuri
– Entering The Mind Through the Mouth

18:00–19:30 **ACM SIGGRAPH Town Hall Meeting**
■ ● ▲ **Room 301/302**
Transactions on Graphics

19:00–21:00 **Computer Animation Festival**
■ ● **Level 1, Main Hall**
Electronic Theater Screening

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Saturday, 19 December

08:00–16:30 **Registration/Exhibitors Registration**
Outside Exhibition Hall B, Level 1

Merchandise Pickup Center/ SIGGRAPH Asia store
Level 3–Lounge, Conference Center

09:00–09:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Death
– Draw Poker
– Coach
– URS
– SURFACE: A Film From Underneath
– Heavenly Appeals

09:00–10:45 **Educators Program—Panel**
■ ● **Room 414/415**
Teaching Teachers: Giving Educators Insight Into Production

Emerging Technologies—Talks
■ ● ▲ **Room 413**
Twist Me, Turn Me, Throw Me: The Future of Interaction
– The Cubtile: 3D Multitouch Brings Virtual Worlds Into the User's Hands
– PUYO–CON
– SixthSense: A Wearable Gestural Interface
– Interaction Bar
– Volume Slicing Display

09:00–10:45 **Sketches**
■ ● **Room 501**
Image & Video Processing
– HVS-Based Histogram Adjustment for Global Tone Mapping
– An Effective Grayscale Conversion with Applications to Image Enhancement
– Poisson Compositing
– Interactive Image Composition Through Draggable Objects

■ ● **Level 5–Auditorium**
Production Session 2: Research & Technique
– Enhancing Organic Visual Effects While Simplifying Rotoscoping Techniques
– Identifying Salient Points
– Evaluation of the Radial Basis Function Space

■ ● **Room 416/417**
日本語セッション1：Simulation & Art
– 氷塊融解の粒子ベースリアルタイムシミュレーション
– 多孔質体の液体流出入による弾性変化モデリング
– Vector Fluid：ベクタ形式による美しい流れ模様の生成
– PHOROL: Interactive Wall Clock Art of Online Shared Snapshots

Special Sessions
■ ● ▲ **Level 1–Main Hall**
Making Your Mark on the Digital Movie Business: The Road to Success

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Saturday, 19 December

09:00–10:45 **Technical Papers**
■ ● **Room 301/302**
GPU Algorithms & Systems

TOG ARTICLE 152
Efficient Ray Casting of Volumetric Datasets with Polyhedral Boundaries on Manycore GPU

TOG ARTICLE 153
Debugging GPU Stream Programs Through Automatic Dataflow Recording and Visualization

TOG ARTICLE 154
Real-Time Parallel Hashing on the GPU

TOG ARTICLE 155
RenderAnts: Interactive REYES Rendering on GPUs

Educators Program:
Education Workshops
■ ● **Room 414/415**
Teaching Teachers:
Giving Educators Insight Into Production

09:00–12:45 **Courses**
■ ● **Room 502**
Creative Collaboration:
Effective CG Pipelines– Any Size, Any Place

■ ● **Room 511/512**
Scattering

■ ● **Room 513**
CGAL: The Computational Geometry Algorithms Library

09:00–18:00 **Posters**
■ ● ▲ **Level 3–Lounge**

09:30–10:00 **Computer Animation Festival:**
Animation Theater
■ ● ▲ **Room 419**
Dream
– Burning Stage
– au Smart Sports Green Road Project
– Lebensader
– The Making of DEADLINE
– Orange Hollywood
– Mercedes Benz Campaign – CDI Concept
– Numeric Code
– Oneironaut
– Masks
– Pathos
– Suntory Boss Black: Flying Whales

09:30–17:00 **Art Gallery**
■ ● ▲ **Exhibition Hall A**

Emerging Technologies
■ ● ▲ **Exhibition Hall B**

Exhibition/Digital Bazaar/Job Fair
■ ● ▲ ◆ **Exhibition Hall B**

Special Sessions
■ ● ▲ **Exhibition Hall B**
Networked Dome Theater

10:00–10:30 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Interactive Installation and Performance
Ursula Endlicher:
Website Impersonations: The Next Generation

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Saturday, 19 December

10:00–10:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Cute
– A Special Gift
– Gemini
– Scarygirl Game Trailer
– ITFS Spot Frosch im Hals
– Live Music
– On The Level
– ITFS Spot Farbzwerge
– Pelephone Oysters
– Peeping Life: Ferris Wheel

10:30–11:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Fight
– Harmonix “Rock Band II”
– Topi
– Our Wonderful Nature
– Flyman
– Tom N Jerry

11:00–11:30 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Performance
Max Abeles: Plaster Patch

11:00–11:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Monster
– Flight Lessons
– Ghostbusters Video Game Television Commercial
– Monster Coins
– FINAL FANTASY XIV
– Peeping Life: Undergarment Maker
– Sonic: Night of the Werehog
– Pollo

11:00–11:45 **Special Sessions**
■ ● ▲ **Level 1–Main Hall**
(Presented simultaneously in Japanese and English/日英同時通訳付)
“Astro Boy”: Updating a 2D Icon to Modern CG
「アトム」2次元で表現された人気キャラクターから最新CGへ進化

11:00–12:30 **Educators Program—Talks**
■ ● **Room 414/415**
CG Education Improves the Power of Human Expression
Educational Activity Using A Photograph Mapping System
WiiRemote Programming: Interactive Techniques for Education for Young Engineers

11:00–12:45 **Emerging Technologies—Talks**
■ ● ▲ **Room 413**
In Touch With the World
– Touch the Untouchable
– Tearable: An Experience to Sense Infinite Paper Tearing
– Fur Display
– FlexTorque: Innovative Haptic Interface for Realistic Physical Interaction in Virtual Reality
– MemoIcon: Using Everyday Objects as Physical Icons

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Saturday, 19 December

11:00–12:45 **Sketches**

■ ● **Room 501**
Real-Time Dragons
– Real-Time Horizon-Based Reflection Occlusion
– Real-Time Visual Simulation of Ice Melting, Taking Into Account Meltwater
– CUDA Renderer: A Programmable Graphics Pipeline

■ ● **Level 5–Auditorium**
Production Session 3: Characters
– Practical Experiences with Pose-Space Deformation
– Crowd Simulation in “Astroboy”
– Fetching Expressions: Throwing Realism to the Dogs in “Up””
– Preventing Tangled Cloth

■ ● **Room 416/417**
日本語セッション2：Modeling & Deformation
– 様々な形態の屋根を持つ3次元建物モデルの自動生成
– 江戸の町並み復元のための木造家屋のモデリング法
– 回転不変量を用いた関節構造を有するモデルの補間手法
– 体積保存を導入したLSM法変形

11:00–12:45 **Technical Papers**

■ ● **Room 301/302**
3D is Fun

TOG ARTICLE 156
Shadow Art

TOG ARTICLE 157
3D Polyomino Puzzle

TOG ARTICLE 158
The Graph Camera

TOG ARTICLE 159
BiDi Screen: A Thin, Depth-Sensing LCD for 3D Interaction Using Light Fields

Technical Papers

■ ● **Room 303/304**
Perception

TOG ARTICLE 160
Evaluation of Reverse Tone Mapping Through Varying Exposure Conditions

TOG ARTICLE 161
Robust Color-to-Gray via Nonlinear Global Mapping

TOG ARTICLE 162
Structure-Aware Error Diffusion

TOG ARTICLE 163
Emergence Images

11:30–12:00 **Computer Animation Festival: Animation Theater**

■ ● ▲ **Room 419**
Science
– Project: Alpha
– Entire Topography of Lunar Surface
– Love_Child
– Tour de France 2009–The Route
– The Magical Eyeball

12:00–12:30 **Art Gallery**

■ ● ▲ **Room 411/412**
Electronically Mediated Performance
Miya Masaoka: LED Kimono

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Saturday, 19 December

12:00–12:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Magic
– Nuri
– Entering The Mind Through the Mouth

12:00–12:45 **Special Sessions**
■ ● ▲ **Level 1–Main Hall**
（Presented simultaneously in Japanese and English/日英同時通訳付）
The Production of "Astro Boy": Asset Creation and Cloud FX
「アトム」のプロダクション：アセット開発と雲シーンのエフェクトについて

12:15–14:00 **Exhibitor Tech Talks**
■ ● ▲ ◆ **Exhibition Hall B**
若者は本当にロボットに人生を懸ける意義があるのか？！
経済産業省

12:30–13:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Death
– Draw Poker
– Coach
– URS
– SURFACE: A Film From Underneath
– Heavenly Appeals

12:30–14:00 **Exhibitor Tech Talks**
■ ● ▲ ◆ **Exhibition Hall B**
Bringing Interactive Realism to Your Applications
NVIDIA

13:00–13:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Dream
– Burning Stage
– au Smart Sports Green Road Project
– Lebensader
– The Making of DEADLINE
– Orange Hollywood
– Mercedes Benz Campaign – CDI Concept
– Numeric Code
– Oneironaut
– Masks
– Pathos
– Suntory Boss Black: Flying Whales

13:00–17:00 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Artist Talks

13:30–14:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
J Media Arts – Sound

Art Gallery
■ ● ▲ **Room 411/412**
Musical Interactive Performance
Jane Rigler: In Touch

14:00–14:30 **Art Gallery**
■ ● ▲ **Exhibition Hall A**
Interactive Installation and Performance
Ursula Endlicher:
Website Impersonations: The Next Generation

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ(展示会入場券)

Saturday, 19 December

14:00–14:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**

Cute
– A Special Gift
– Gemini
– Scarygirl Game Trailer
– ITFS Spot Frosch im Hals
– Live Music
– On The Level
– ITFS Spot Farbzwerge
– Pelephone Oysters
– Peeping Life: Ferris Wheel

14:15–15:45 **Featured Speakers**
■ ● **Level 1–Main Hall**
(Translated Simultaneously to Japanese/
英→日同時通訳付)
Joe Rohde (ジョー・ローディ)
Story Structure and the Design of Narrative Environments
物語的構造と物語を語る環境のデザイン

14:15–16:00 **Courses**
■ ● **Room 511/512**
ゲームのための実践的な剛体物理シミュレーション
安定化、高速化、および並列化について

14:15–16:00 **Emerging Technologies—Talks**
■ ● ▲ **Room 413**

Beyond Pixels: New Display Technologies
– Light Field Copy Machine
– Eye HDR: Gaze-Adaptive System for Displaying High-Dynamic-Range Images
– High-Dynamic-Range Video Solution
– BiDi Screen: A Thin, Depth-Sensing LCD for 3D Interaction Using Light Fields
– Airflow Interaction With Floating Images
– Lumarca

Technical Papers
■ ● **Room 301/302**
Hair & Collaboration Modeling

TOG ARTICLE 164
Capturing Hair Assemblies Fiber By Fiber

TOG ARTICLE 165
A Practical Approach for Photometric Acquisition of Hair Color

TOG ARTICLE 166
Hair Meshes

TOG ARTICLE 167
Exploratory Modeling With Collaborative Design Spaces

14:15–18:00 **Educators Program—Workshop**
■ ● **Room 414/415**
(Presented in Japanese and English/
逐次通訳による日英同時発表)
A Practical Workshop for Next-Gen Game Creators Utilizing the Advanced Graphic Engine MAJUA

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Saturday, 19 December

14:15–18:00 **Courses**
■ ● **Room 502**
Keeping Your Money On The Screen & Off the Floor

■ ● **Room 513**
Visual Media Retargeting

14:30–15:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Fight
– Harmonix “Rock Band II”
– Topi
– Our Wonderful Nature
– Flyman
– Tom N Jerry

15:00–15:30 **Art Gallery**
■ ● ▲ **Room 411/412**
Musical Interactive Performance
Wada Ei: Open Reel Ensemble

Computer Animation Festival: Animation Theater
■ ● ▲ **Room 419**
Monster
– Flight Lessons
– Ghostbusters Video Game Television Commercial
– Monster Coins
– FINAL FANTASY XIV
– Peeping Life: Undergarment Maker
– Sonic: Night of the Werehog
– Pollo

15:30–16:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Science
– Project: Alpha
– Entire Topography of Lunar Surface
– Love_Child
– Tour de France 2009 – The Route
– The Magical Eyeball

16:00–16:30 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Magic
– Nuri
– Entering The Mind Through the Mouth

16:15–18:00 **Courses**
■ ● **Room 511/512**
Biophysically Based Appearance Models: The Bumpy Road Toward Predictability

Special Sessions
■ ● ▲ **Level 5–Auditorium**
Teaching Animation at GOBELINS: A Tapestry of Talent and Skills

Technical Papers
■ ● **Room 303/304**
Reconstruction & Modeling

TOG ARTICLE 173
Out-of-Core Multigrid Solver for Streaming Meshes

TOG ARTICLE 174
Dynamic Shape Reconstruction Using Multi-View Photometric Stereo

TOG ARTICLE 175
Robust Single-View Geometry and Motion Reconstruction

TOG ARTICLE 176
Consolidation of Unorganized Point Clouds for Surface Reconstruction

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Saturday, 19 December

16:15–18:15 **Computer Animation Festival**
■ ● **Level 1, Main Hall**
Electronic Theater Matinee Screening

16:15–18:30 **Sketches**

■ ● **Room 501**
VR, MR, 3D Video
– Cyberscape Modeling Techniques for Wooden Buildings of the Edo Era
– Minimal 3D Video
– Constructing Action Scenes for Mixed-Reality Previsualization
– A Virtual Kanji Puzzle Game Based on 3D Graphics and an Intuitive Input Device
– Virtual Reality Environment to Assist Recovery from Stroke

■ ● **Room 416/417**
日本語セッション3: Effects Okonomiyaki
– 爆発シミュレーションのコントロール
– Fetching Expressions: Throwing Realism to the Dogs in “Up”
– メイキング「9」– カスタムツールによるパイプラインとワークフローの改良
– 背景表現のための手描き風CGアニメーション
– CACAni システムにおけるシミュレーションベースの中割りフレーム作成

16:15–18:30 **Technical Papers**
■ ● **Room 301/302**
Character Animation

TOG ARTICLE 168
Optimizing Walking Controllers

TOG ARTICLE 169
Compact Character Controllers

TOG ARTICLE 170
Robust Task-Based Control Policies for Physics-Based Characters

TOG ARTICLE 171
Modeling Spatial and Temporal Variation in Motion Data

TOG ARTICLE 172
Real-Time Prosody-Driven Synthesis of Body Language

16:30–17:00 **Computer Animation Festival: Animation Theater**
■ ● ▲ **Room 419**
Death
– Draw Poker
– Coach
– URS
– SURFACE: A Film From Underneath
– Heavenly Appeals

■ Full Conference Access / フルカンファレンス
● Full Conference One-Day / 1日券
▲ Basic Conference / ベーシックカンファレンス
◆ Exhibits Only / 展示会のみ（展示会入場券）

Saturday, 19 December

17:00–17:30 **Computer Animation Festival**
Animation Theater
■ ● ▲ **Room 419**
Dream
– Burning Stage
– au Smart Sports Green Road Project
– Lebensader
– The Making of DEADLINE
– Orange Hollywood
– Mercedes Benz Campaign – CDI Concept
– Numeric Code
– Oneironaut
– Masks
– Pathos
– Suntory Boss Black: Flying Whales

17:00–18:00 **Art Gallery**
■ ● ▲ **Room 411/412**
Networked Music Performance
Georg Hajdu: Quintessence

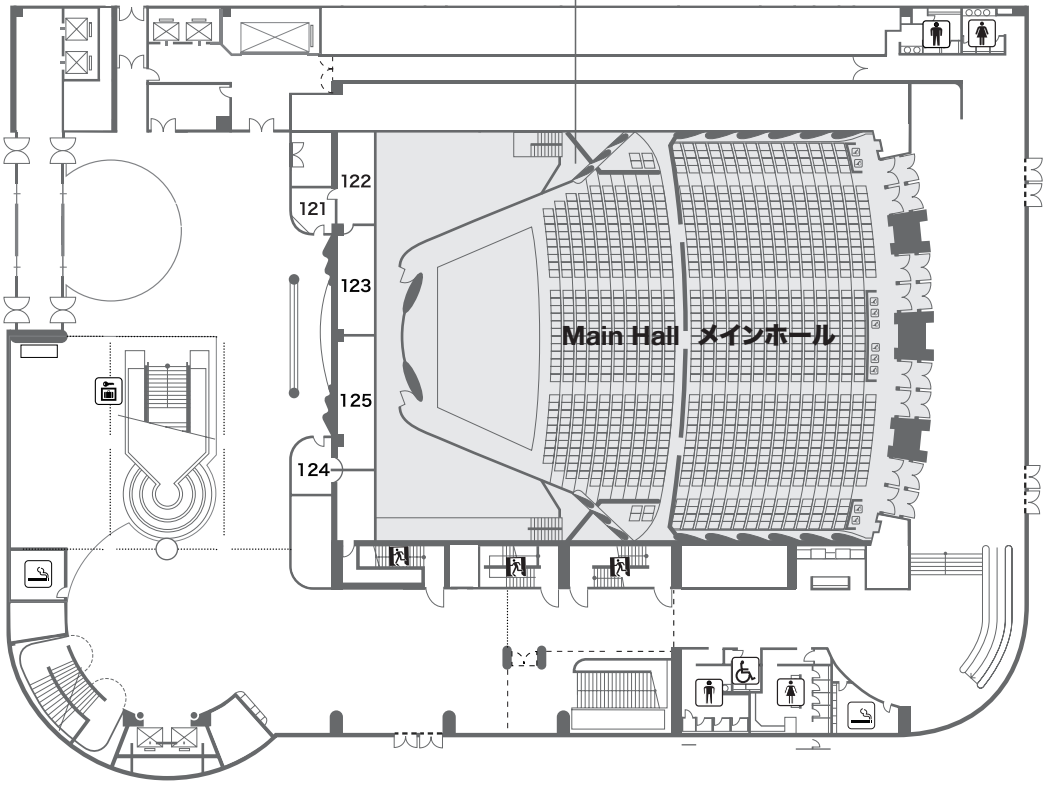
17:30–18:00 **Computer Animation Festival:**
Animation Theater
■ ● ▲ **Room 419**
Cute
– A Special Gift
– Gemini
– Scarygirl Game Trailer
– ITFS Spot Frosch im Hals
– Live Music
– On The Level
– ITFS Spot Farbzwerge
– Pelephone Oysters
– Peeping Life: Ferris Wheel

19:00–21:00 **Computer Animation Festival**
■ ● **Level 1, Main Hall**
Electronic Theater Screening

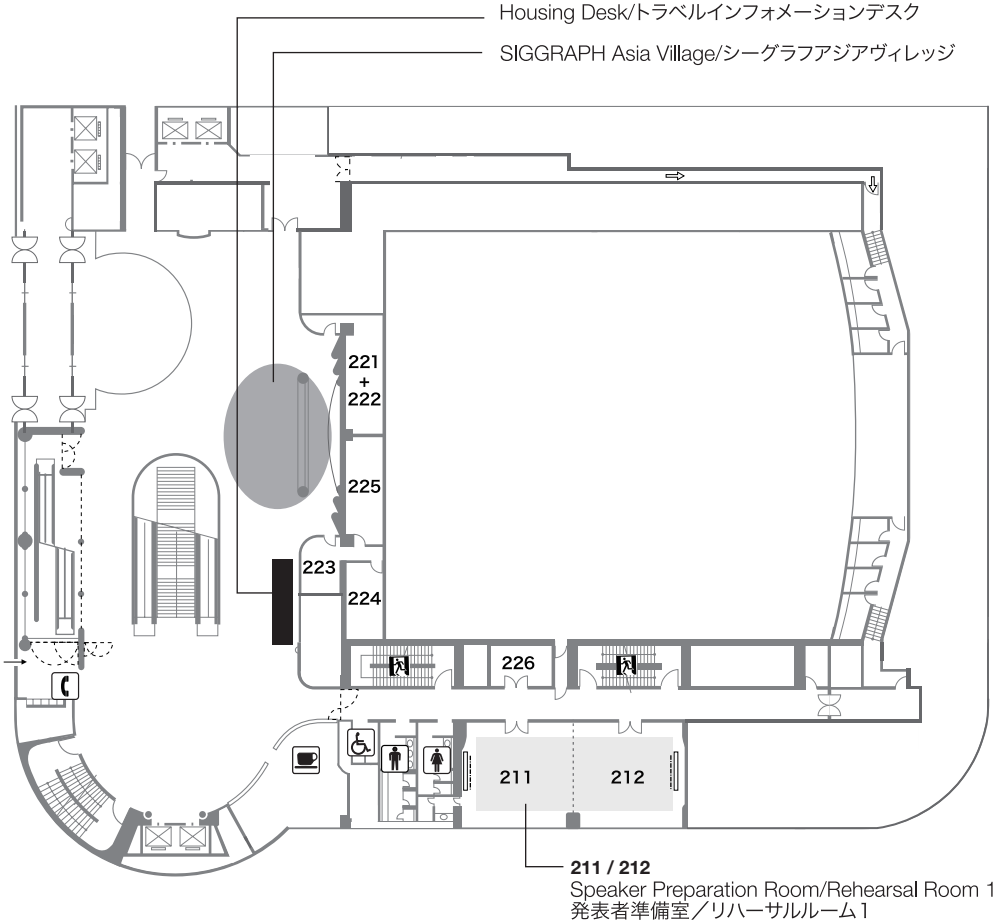
1F Main Hall/メインホール

Pacifico Yokohama Convention Center Map

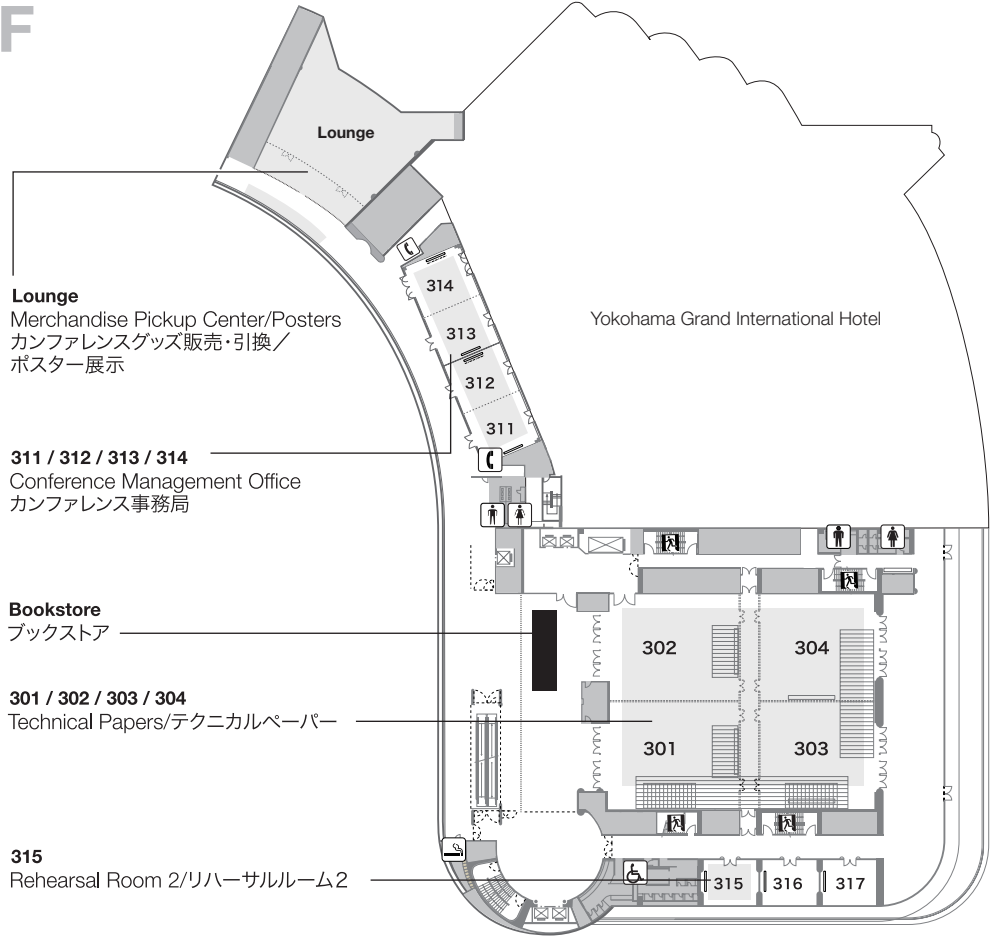
Featured Speaker/基調講演
Special Sessions/スペシャルセッション
Computer Animation Festival (Electronic Theater)/
コンピュータアニメーションフェスティバル
(エレクトロニックシアター)



2F


Housing Desk/トラベルインフォメーションデスク
SIGGRAPH Asia Village/シーグラフアジアヴィレッジ
221
+
222
225
223
224
226
211
212
211 / 212
Speaker Preparation Room/Rehearsal Room 1
発表者準備室／リハーサルルーム1

3F



Lounge
Merchandise Pickup Center/Posters
カンファレンスグッズ販売・引換／
ポスター展示

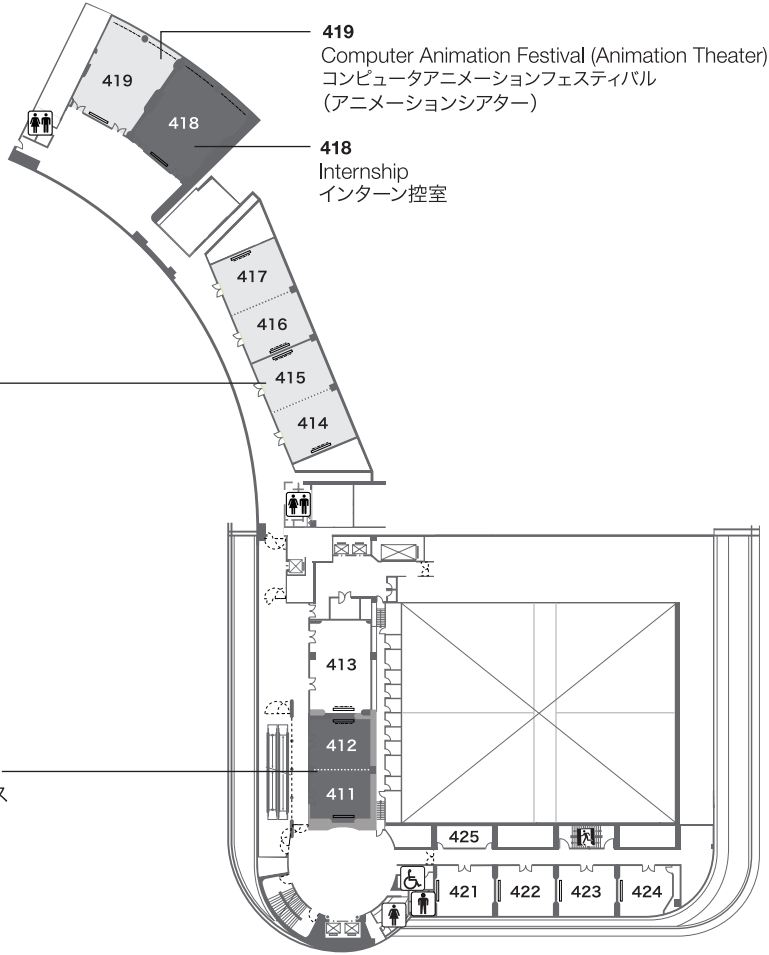
311 / 312 / 313 / 314
Conference Management Office
カンファレンス事務局

Bookstore
ブックストア

301 / 302 / 303 / 304
Technical Papers/テクニカルペーパー

315
Rehearsal Room 2/リハーサルルーム2

4F



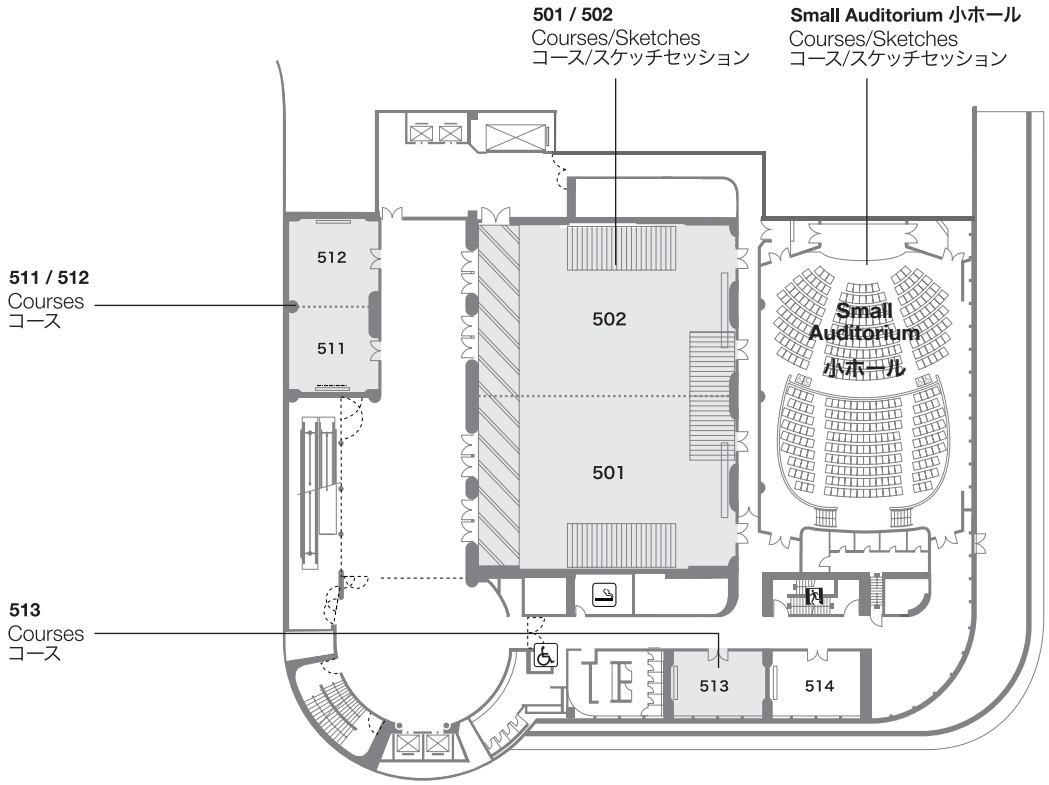
419
Computer Animation Festival (Animation Theater)
コンピュータアニメーションフェスティバル
（アニメーションシアター）

418
Internship
インターン控室

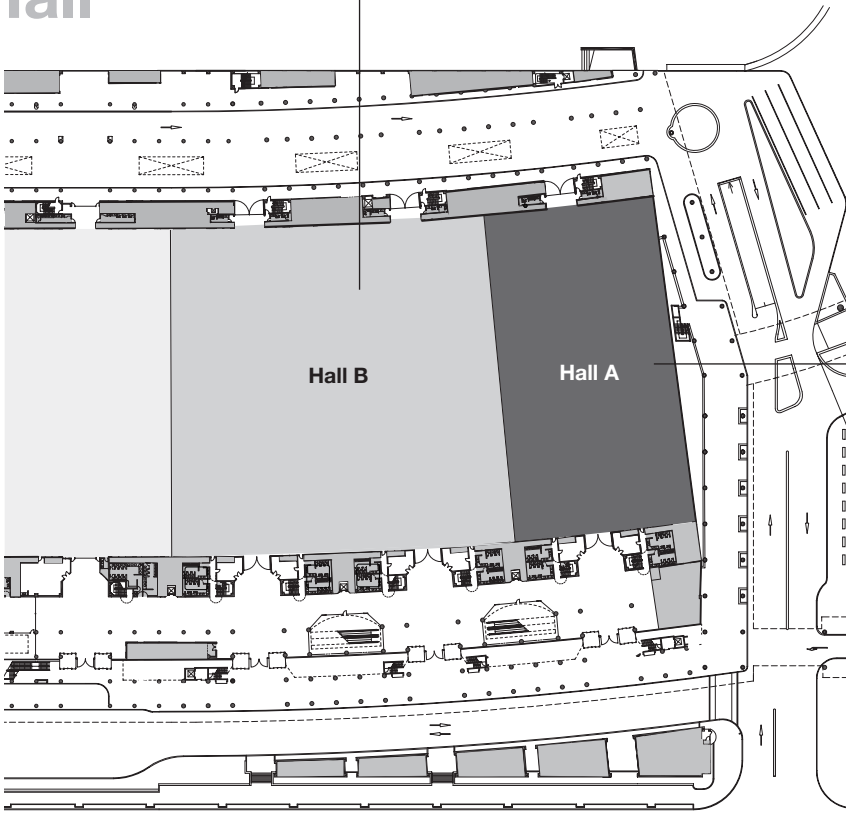
414 / 415 / 416 / 417
Educators Program
エデュケーターズプログラム

411 / 412
Art Gallery Performances
アートギャラリーパフォーマンス

5F


501 / 502
Courses/Sketches
コース/スケッチセッション
Small Auditorium 小ホール
Courses/Sketches
コース/スケッチセッション
511 / 512
Courses
コース
513
Courses
コース
512
511
502
501
Small
Auditorium
小ホール
513
514

Exhibition Hall



Hall B
Exhibition
展示会場

Exhibition Tech Talks
出展者技術トーク

Job Fair
ジョブフェア

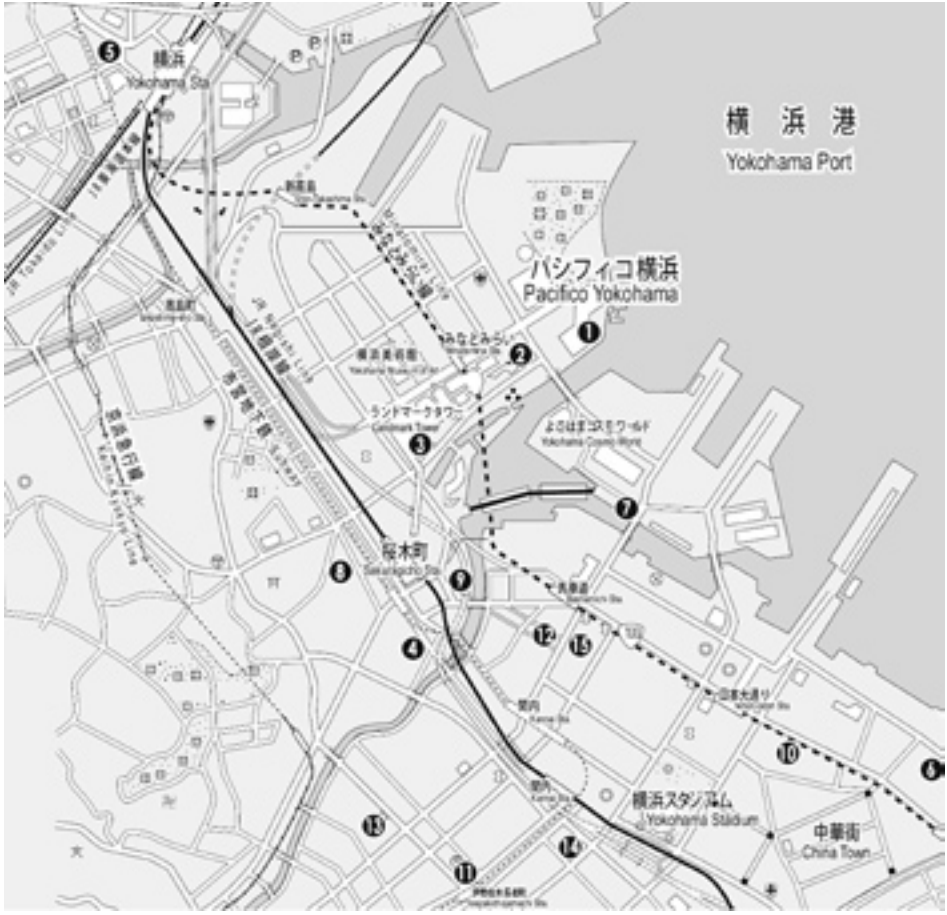
Digital Bazaar
デジタル屋台

Emerging Technologies
エマージングテクノロジー

Hall A
Art Gallery
アートギャラリー

Emerging Technologies
エマージングテクノロジー

Yokohama Maps & Hotels



1

Yokohama Grand Intercontinental Hotel

1-1-1 Minato Mirai Nishi-ku,
Yokohama-shi
Kanagawa 220-8522 Japan
T: (81) 45-223-2222
F: (81) 45-221-0650

2

Pan Pacific Yokohama Bay Hotel Tokyu

2-3-7 Minato Mirai Nishi-ku,
Yokohama-shi
Kanagawa 220-8543 Japan
T: (81) 45-682-2222
F: (81) 45-682-2223

3

Yokohama Royal Park Hotel

2-2-1-3 Minato Mirai
Nishi-ku, Yokohama-shi
Kanagawa 220-8173 Japan
T: (81) 45-221-1111
F: (81) 45-224-5153

4

Breezbay Hotel Resort & Spa

22-2 Hanasaki-cho Naka-ku,
Yokohama-shi
Kanagawa 231-0063 Japan
T: (81) 45-253-5555
F: (81) 45-253-5511

5

Yokohama Bay Sheraton Hotel & Towers

1-3-23 Kitasaiwai Nishi-ku,
Yokohama-shi,
Kanagawa 220-8501 Japan
T: (81) 45-411-1111
F: (81) 45-411-1343

6

Hotel New Grand

10 Yamashita-cho, Naka-ku,
Yokohama-shi
Kanagawa 231-0023 Japan
T: (81) 45-681-1841
F: (81) 45-681-1895

7

Navios Yokohama

1-1 Shinko 2Cho-me, Naka-ku,
Yokohama-shi
Kanagawa 231-0001 Japan
T: (81) 45-633-6000
F: (81) 45-633-6001

8

Sanai Yokohama Hotel

3-95 Hanasaki-cho Naka-ku,
Yokohama-shi
Kanagawa 231-0063 Japan
T: (81) 45-242-4411
F: (81) 45-242-7485

9

Yokohama Sakuragi-cho Washington Hotel

1-101-1 Sakuragicho, Naka-ku,
Yokohama-shl
Kanagawa 231-0062 Japan
T: (81) 45-683-3111
F: (81) 45-683-3112

10

Hotel JAL City Kannai Yokohama

72 Yamashita-cho, Naka-ku,
Yokohama-shi
Kanagawa 231-0023 Japan
T: (81) 45-661-2580
F: (81) 45-212-0899

11

Yokohama Isezaki-cho Washington Hotel

5-53 Chojamachi Naka-ku,
Yokohama-shi
Kanagawa 231-0033 Japan
T: (81) 45-243-7111
F: (81) 45-253-7731

12

Yokohama Heiwa Plaza Hotel

5-65 Ota-cho Naka-ku,
Yokohama-shi
Kanagawa 2310011 Japan
T: (81) 45-212-2333
F: (81) 45-212-2350

13

Hotel Grand Sun Yokohama

8-122 Choja-machi, Naka-ku,
Yokohama-shi
Kanagawa 231-0033 Japan
T: (81) 45-241-7551
F: (81) 45-241-1936

14

Hotel Chatlet Inn Yokohama

1-2 Furo-cho, Naka-ku,
Yokohama-shi
Kanagawa 231-0032 Japan
T: (81) 45-681-4800
F: (81) 45-671-9354

15

Hotel Route Inn Yokohama Bashamichi

4-53-1 Benten-dori, Naka-ku,
Yokohama-shi,
Kanagawa 231-0007 Japan
T: (81) 45-227-8911
F: (81) 45-227-8912

Notes: