

The European Association for Computer Graphics
38th Annual Conference

EUROGRAPHICS 2017

Lyon, France
April 24th – 28th, 2017

Organized by



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THE EUROPEAN ASSOCIATION
FOR COMPUTER GRAPHICS



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Boyadzhev, Ivaylo	Ferri, Massimo	Hu, Liwen	Ladicky, Lubor
Bruckner, Stefan	Filip, Jiri	Hu, Shi-Min	Lage, Marcos
Brunnett, Guido	Fišer, Jakub	Hua, Binh-Son	Lane, Brendan
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Chalmers, Alan	Galin, Eric	Ihmsen, Markus	Li, Bo
Chang, Angel Xuan	Gallo, Giovanni	Ihrke, Ivo	Li, Hao
Charalambous, Panayiotis	Ganovelli, Fabio	Ijiri, Takashi	Li, Qindge
Chen, Min	Garces, Elena	Isakov, Mihailo	Lipman, Yaron

Lischinski, Dani	Patkar, Saket	Shi, Fuhao	Wand, Michael
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Michels, Dominik L.	Reveret, Lionel	Teran, Joseph	Yao, Chih-Yuan
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Müller, Matthias	Rodola, Emanuele	Tong, Yiyang	Yu, Lap-Fai
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Neubert, Boris	Rousselle, Fabrice	Tsuruno, Reiji	Zanni, Cédric
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Nishida, Gen	Sangkloy, Patsorn	Valette, Sebastien	Zhang, Juyong
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O'Sullivan, Carol	Schneider, Rosália	Vergne, Romain	Zhao, Qibin
Otaduy, Miguel A.	Schröder, Matthias	Vimont, Ulysse	Zhao, Shuang
Oztireli, Cengiz	Schwarz, Katharina	Viola, Ivan	Zhao, Xi
Pajarola, Renato	Sedlmair, Michael	Vo, Huy	Zhao, Yili
Palubicki, Wojciech	Semmo, Amir	Vouga, Etienne	Zheng, Changxi
Panozzo, Daniele	Sen, Pradeep	Waechter, Michael	Zheng, Qian
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Paris, Sylvain	Shapiro, Ari	Wallraven, Christian	Zou, Changqing
Pasko, Alexander	Shen, Xiaoyong	Walter, Bruce	

Author Index

Alexa Marc	163	Gruson Adrien	31	Marcard Timo von	349
Andrews Sheldon	235	Gumhold Stefan	375	Marques Ricardo	337
Bächer Moritz	75	Günther Tobias	143, 153	Ma Chongyang	361
Beeler Thabo	75, 281, 325	Haase Felix	163	McDonagh Steven	325
Benes Bedrich	49	Hachisuka Toshiya	31	Meister Daniel	487
Beneš Jan	225	Hädrich Torsten	49	Meneveaux Daniel	421
Berkiten Sema	361	Hahmann Stefanie	95	Mitchell Kenny	325
Bermano Amit Haim	311	Haines Tom S. F.	177	Molnár Balázs	9
Billeter Markus	311	Halber Maciej	361	Moritz Joep	177
Bittner Jirí	487	Hanika Johannes	21	Müller Pascal	39, 225
Black Michael J.	349	Haubenwallner Karl	213	Nagano Koki	295
Bonneel Nicolas	397	Hendrich Jakob	487	Nalbach Oliver	409
Bradley Derek	75, 281, 325	Herholz Philipp	163	Neyret Fabrice	431
Bringier Benjamin	421	Huang Hui	199	Nogneng Dorian	259
Bronstein Alex M.	247	Hua Binh-Son	31	Noh Junyong	85
Bronstein Michael M.	247	Huynh Loc	295	Nowrouzezahrai Derek	31
Buchroithner Manfred	375	Hu Liwen	281	Ovsjanikov Maks	259
Busch Jay	295	Iwai Daisuke	311	Öztireli A. Cengiz	107, 269
Cani Marie-Paule	63	James Stuart	177	Paris Sylvain	397
Cavalcante-Neto Joaquim B.	337	Jones Andrew	295	Pauly Mark	39
Chalmers Alan	189	Kalojanov Javor	477	Pettré Julien	337
Choi Byungkuk	85	Kelly Tom	225	Pfister Hanspeter	397
Choi Myung Geol	119	Klaudiny Martin	325	Pirk Sören	49
Cho Kyungmin	85	Kolár Martin	189	Pons-Moll Gerard	349
Cordonnier Guillaume	63	Komura Taku	119	Pérard-Gayot Arsène	477
Dachsbacher Carsten	21	Kopf Johannes	199	Ribardiére Mickael	421
Daněšek Radek	269	Kozlov Yeara	75	Ribera Roger Blanco i	85
Debattista Kurt	189	Kry Paul G.	235	Ritschel Tobias	177, 409
Debevec Paul	295	Kumar Moneish	455	Rodolà Emanuele	247
Debowski Nicole	131	Kwon Taesoo	387	Rohmer Damien	95
Deussen Oliver	49	Křivánek Jaroslav	225	Ronfard Rémi	455
Dibra Endri	269	Lancelle Marcel	1	Ropinski Timo	443
Dutra Teofilo B.	337	Lau Cheryl	39	Rosenhahn Bodo	349
Děchtěrenko Filip	225	Lee Yoonsang	387	Roveri Riccardo	107
Eisemann Elmar	1	Lewis J. P.	85	Rusinkiewicz Szymon	361
Fyffe Graham	295	Lienhard Stefan	39	Saito Shunsuke	295
Gain James	63	Lischinski Dani	199	Salamon Nestor Z.	1
Gandhi Vineet	455	Litany Or	247	Schertler Nico	375
Georgiev Iliyan	9	Li Hao	281, 295, 361	Schreck Camille	95
Gleicher Michael	455	Long Harry	63	Seidel Hans-Peter	213, 409, 495
Gong Minglun	199	Loubet Guillaume	431	Shi Huajie	199
Gross Markus	75, 107	Légrády Dávid	9	Simonot Lionel	421
..	143, 153, 269	Magdics Milán	9	Slusallek Philipp	477
Grundhöfer Anselm	311	Maisch Sebastian	443	Solomon Justin	361

Song Jaewon	85	Vidal Creto A.	337	You Mi	85
Steinberger Markus	213, 495	Viola Ivan	467	Zachmann Gabriel	131
Sunkavalli Kalyan	397	Waldin Nicholas	467	Zayer Rhaleb	495
Sun Deqing	397	Waldner Manuela	467	Zhao Xi	119
Szirmay-Kalos László	9	Wang Oliver	397	Zhou Yang	199
Teichmann Marek	235	Weber Pascal	21	Ziegler Remo	269
Theisel Holger	153	Weller René	131		
Thomaszewski Bernhard	75	Weyrich Tim	177		
Tompkin James	397	Wonka Peter	39		

TABLE OF CONTENTS

Award Winners

<i>Eurographics Outstanding Technical Contributions Award</i> Olga Sorkine-Hornung	xii
<i>Eurographics Young Researcher Award</i> Alec Jacobson	xiii
<i>Eurographics Young Researcher Award</i> Belen Masia	xiv

Invited Talks

<i>Thoughts on Computational Photography</i> Fredo Durand	xv
<i>The Joy of Computer Graphics Programming</i> Bruno Levy	xvi
<i>What is Time?</i> Jos Stam	xvii

Art, Design, and Sketching

<i>Computational Light Painting Using a Virtual Exposure</i> Nestor Z. Salamon, Marcel Lancelle, and Elmar Eisemann	1
--	---

Monte Carlo

<i>Unbiased Light Transport Estimators for Inhomogeneous Participating Media</i> László Szirmay-Kalos, Iliyan Georgiev, Milán Magdics, Balázs Molnár, and Dávid Légrády	9
<i>Multiple Vertex Next Event Estimation for Lighting in dense, forward-scattering Media</i> Pascal Weber, Johannes Hanika, and Carsten Dachsbacher	21
<i>Gradient-Domain Photon Density Estimation</i> Binh-Son Hua, Adrien Gruson, Derek Nowrouzezahrai, and Toshiya Hachisuka	31

Procedural and Interactive Nature

<i>Design Transformations for Rule-based Procedural Modeling</i> Stefan Lienhard, Cheryl Lau, Pascal Müller, Peter Wonka, and Mark Pauly	39
<i>Interactive Modeling and Authoring of Climbing Plants</i> Torsten Hädrich, Bedrich Benes, Oliver Deussen, and Sören Pirk	49
<i>EcoBrush: Interactive Control of Visually Consistent Large-Scale Ecosystems</i> James Gain, Harry Long, Guillaume Cordonnier, and Marie-Paule Cani	63

TABLE OF CONTENTS

Rigging, Tearing, and Faces

- Enriching Facial Blendshape Rigs with Physical Simulation* 75
Yeara Kozlov, Derek Bradley, Moritz Bächer, Bernhard Thomaszewski, Thabo Beeler, and Markus Gross
- Sparse Rig Parameter Optimization for Character Animation* 85
Jaewon Song, Roger Blanco i Ribera, Kyungmin Cho, Mi You, J. P. Lewis, Byungkuk Choi, and Junyong Noh
- Interactive Paper Tearing* 95
Camille Schreck, Damien Rohmer, and Stefanie Hahmann

Sample, Paint, and Visualize

- General Point Sampling with Adaptive Density and Correlations* 107
Riccardo Roveri, A. Cengiz Öztireli, and Markus Gross

Morphing and Interaction

- Character-Object Interaction Retrieval Using the Interaction Bisector Surface* 119
Xi Zhao, Myung Geol Choi, and Taku Komura
- kDet: Parallel Constant Time Collision Detection for Polygonal Objects* 131
René Weller, Nicole Debowski, and Gabriel Zachmann

Flowing Visualization

- Flow-Induced Inertial Steady Vector Field Topology* 143
Tobias Günther and Markus Gross
- Decoupled Opacity Optimization for Points, Lines and Surfaces* 153
Tobias Günther, Holger Theisel, and Markus Gross

Geometry Processing

- Diffusion Diagrams: Voronoi Cells and Centroids from Diffusion* 163
Philipp Herholz, Felix Haase, and Marc Alexa

Textures

- Texture Stationarization: Turning Photos into Tileable Textures* 177
Joep Moritz, Stuart James, Tom S. F. Haines, Tobias Ritschel, and Tim Weyrich
- A Subjective Evaluation of Texture Synthesis Methods* 189
Martin Kolár, Kurt Debattista, and Alan Chalmers
- Analysis and Controlled Synthesis of Inhomogeneous Textures* 199
Yang Zhou, Huajie Shi, Dani Lischinski, Minglun Gong, Johannes Kopf, and Hui Huang

Procedural

- ShapeGenetics: Using Genetic Algorithms for Procedural Modeling* 213
Karl Haubenwallner, Hans-Peter Seidel, and Markus Steinberger
- On Realism of Architectural Procedural Models* 225
Jan Beneš, Tom Kelly, Filip Děchtěrenko, Jaroslav Krivánek, and Pascal Müller

TABLE OF CONTENTS

Animation 1

- Geometric Stiffness for Real-time Constrained Multibody Dynamics* 235
Sheldon Andrews, Marek Teichmann, and Paul G. Kry

Shape Matching

- Fully Spectral Partial Shape Matching* 247
Or Litany, Emanuele Rodolà, Alex M. Bronstein, and Michael M. Bronstein
- Informative Descriptor Preservation via Commutativity for Shape Matching* 259
Dorian Nogneng and Maks Ovsjanikov

Physics in Animation

- DeepGarment: 3D Garment Shape Estimation from a Single Image* 269
Radek Daněřek, Endri Dibra, A. Cengiz Öztireli, Remo Ziegler, and Markus Gross
- Simulation-Ready Hair Capture* 281
Liwen Hu, Derek Bradley, Hao Li, and Thabo Beeler

Capturing Faces

- Multi-View Stereo on Consistent Face Topology* 295
Graham Fyffe, Koki Nagano, Loc Huynh, Shunsuke Saito, Jay Busch, Andrew Jones, Hao Li, and Paul Debevec
- Makeup Lamps: Live Augmentation of Human Faces via Projection* 311
Amit Haim Bermano, Markus Billeter, Daisuke Iwai, and Anselm Grundhöfer
- Real-Time Multi-View Facial Capture with Synthetic Training* 325
Martin Kludiny, Steven McDonagh, Derek Bradley, Thabo Beeler, and Kenny Mitchell

Animation 2

- Gradient-based Steering for Vision-based Crowd Simulation Algorithms* 337
Teofilo B. Dutra, Ricardo Marques, Joaquim Bento Cavalcante-Neto, Creto A. Vidal, and Julien Pettré
- Sparse Inertial Poser: Automatic 3D Human Pose Estimation from Sparse IMUs* 349
Timo von Marcard, Bodo Rosenhahn, Michael J. Black, and Gerard Pons-Moll

Reconstruct, Learn, and Transport Geometry

- Learning Detail Transfer based on Geometric Features* 361
Sema Berkiten, Maciej Halber, Justin Solomon, Chongyang Ma, Hao Li, and Szymon Rusinkiewicz
- Chamber Recognition in Cave Data Sets* 375
Nico Schertler, Manfred Buchroithner, and Stefan Gumhold

Camera: Depth to Motion, Lens and Filters

- Performance-Based Biped Control using a Consumer Depth Camera* 387
Yoonsang Lee and Taesoo Kwon
- Consistent Video Filtering for Camera Arrays* 397
Nicolas Bonneel, James Tompkin, Deqing Sun, Oliver Wang, Kalyan Sunkavalli, Sylvain Paris, and Hanspeter Pfister

TABLE OF CONTENTS

Apparent Materials

<i>Practical Capture and Reproduction of Phosphorescent Appearance</i> Oliver Nalbach, Hans-Peter Seidel, and Tobias Ritschel	409
<i>STD: Student's t-Distribution of Slopes for Microfacet Based BSDFs</i> Mickael Ribardière, Benjamin Bringier, Daniel Meneveaux, and Lionel Simonot	421
<i>Hybrid Mesh-volume LoDs for All-scale Pre-filtering of Complex 3D Assets</i> Guillaume Loubet and Fabrice Neyret	431
<i>Spatial Adjacency Maps for Translucency Simulation under General Illumination</i> Sebastian Maisch and Timo Ropinski	443

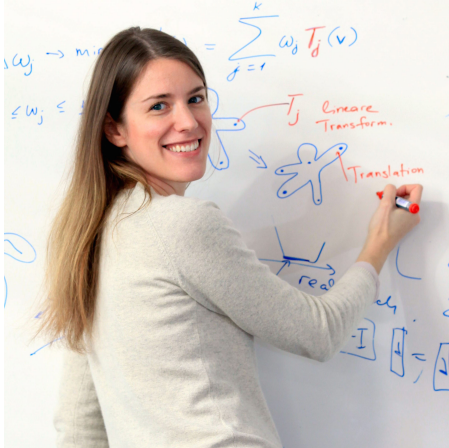
Focus and Virtual Environments

<i>Zooming on all Actors: Automatic Focus+Context Split Screen Video Generation</i> Moneish Kumar, Vineet Gandhi, Rémi Ronfard, and Michael Gleicher	455
<i>Flicker Observer Effect: Guiding Attention Through High Frequency Flicker in Images</i> Nicholas Waldin, Manuela Waldner, and Ivan Viola	467

GPU and Data Structures

<i>GPU Ray Tracing using Irregular Grids</i> Arsène Pérard-Gayot, Javor Kalojanov, and Philipp Slusallek	477
<i>Parallel BVH Construction using Progressive Hierarchical Refinement</i> Jakub Hendrich, Daniel Meister, and Jiri Bittner	487
<i>A GPU-Adapted Structure for Unstructured Grids</i> Rhaleb Zayer, Markus Steinberger, and Hans-Peter Seidel	495

Eurographics Outstanding Technical Contributions Award 2017: Olga Sorkine-Hornung



Olga Sorkine-Hornung is an Associate Professor of Computer Science at ETH Zurich, and is the current head of the Institute of Visual Computing. She received her degrees from Tel Aviv University, including her PhD in 2006. She spent two years as a post-doc at TU Berlin and three years at the Courant Institute of the New York University before establishing at her current position at ETH Zurich in 2011.

Olga has an outstanding record of contributions in geometry processing. Starting with her paper on Laplacian surface editing, her work has led to shape representations and algorithms that make it easier to author graphics content interactively. She has made contributions to many areas of graphics where problems have some aspects that can be characterized geometrically, such as the introduction of differential and linear rotation-invariant coordinates for meshes, the as-rigid-as-possible mesh editing, the use of bounded biharmonic weights for real-time deformation, image editing and content aware retargeting. She has published a high amount of papers in the top journals, including a steady stream of papers at Eurographics and SIGGRAPH. Her work spans a great range from fundamental theoretical issues in geometry processing, including reconstruction, filtering, parameterization, meshing and compression of geometric data, to very practical methods for computer graphic content creation, including artistic modelling techniques, digital fabrication, computer animation and digital image manipulation. Her technical contributions usually have a special insight that opens new solutions to complex problems with clever and key ideas that may seem apparently simple but produce elegant, robust and efficient algorithms. The remarkable impact of her research, with an increase of more than 150 citations per month at the beginning of 2017, is beyond any doubt.

The contributions of Olga Sorkine-Hornung are not only advancing the theory but have also produced two US patents on Sketch-

based generation and editing of quad meshes and Transfusive image manipulation.

Olga Sorkine-Hornung has chaired many program committees, including EG 2015, SGP 2010 and Pacific Graphics 2017, and has a remarkably extensive participation on conference committees. She has been leading many research projects, including the 2012-2017 ERC Starting Grant on “Intelligent Shape Modeling”. She is a popular and reputed conference keynote speaker, including the invited keynote lecture “Interactive shape modeling: progress and challenges” at Eurographics 2013.

Olga Sorkine-Hornung received the 2008 EUROGRAPHICS Young Researcher Award and the 2011 ACM SIGGRAPH Significant New Researcher Award. She is a Fellow of Eurographics since 2015. She received the best paper award at SGP 2014 and 3DV 2016, together with the SGP Software Award 2015 for the geometric processing library libigl, with other co-contributors. She won the Intel Early Career Faculty Award in 2013. Since winning these awards she has been even more active and has mentored many productive students (a total of 18 PhD students and postdocs between 2009 and 2016) who have now become very active researchers worldwide. She is presently supervising 5 students.

Eurographics is extremely pleased to recognize Olga Sorkine-Hornung with the 2017 Outstanding Technical Contributions Award.

Eurographics Young Researcher Award 2017: Alec Jacobson



Alec Jacobson finished his PhD at ETHZ in 2013, under the supervision of Olga Sorkine-Hornung. His thesis proposed novel algorithms and interfaces for the real-time deformation of raster images, line graphics, geometric models, and animated characters. He received the ETHZ Medal (awarded to the top 8% of PhD graduates per discipline at ETH) and the Eurographics PhD award. He is presently an Assistant Professor in the Dynamic Graphics Project at the Department of Computer Science of the University of Toronto. He has been working at various well-known international research institutions, including Columbia University and ETH Zürich. He had an Intel PhD Fellowship in 2013.

His research interests cover many aspects of geometry processing using ideas from differential geometry and finite-element analysis. He is also exploring novel user interfaces to reduce user effort, like modular input devices for character articulation.

Alec Jacobson has an impressive record of top publications in the last years, with five ACM TOG papers (Siggraph or Siggraph Asia) in 2014 and 2015 and three Siggraph papers in 2016 and with a number of citations which is rapidly increasing. His paper on Bounded Biharmonic Weights for Real-Time Deformations was also published as a Research Highlight in the Communications of the ACM. His 2012 work on Fast Automatic Skinning Transformations, published also at ACM TOG, provides an efficient tool for computing skinning transformations and controlling articulate shapes and characters. The proposed solution is based on computing the unconstrained degrees of freedom by optimizing nonlinear, rigidity energies, and is able to control disconnected skeletons with shape-aware inverse kinematics. He proposed an approach based on stretchable and twistable bones for skeletal shape deformation, and derived a really elegant and robust inside-outside segmentation algorithm that uses generalized winding numbers.

Most of his top-ranked publications have him as first author. He has given more than 25 invited talks since 2010.

Alec was nominated as a US Junior Oberwolfach Fellow in 2015, and he also obtained the 2015 Eurographics/ACM Symposium on Geometry Processing Software Award for his work and leadership in the “libigl” project, a popular Open Source platform for Geometry Processing algorithms. The libigl library not only covers his work, but also provides re-implementations of algorithms published by other researchers. He is also involved in the gptoolbox project to produce a Geometry Processing ToolBox for MATLAB.

Alec Jacobson is a well-known young researcher with a specialization in Geometry Processing and realtime deformation of 3D models. He has made a number of top relevant contributions with significant impact and has a strongly upward pointing gradient. He is very active in advising PhD students and in international cooperation research initiatives. He was the 2014 Heidelberg Laureate Forum Young Researcher. He received the 2014 Eurographics Annual Award for the Best PhD Thesis.

Eurographics is pleased to recognize Alec Jacobson with the 2017 Young Researcher Award.

Eurographics Young Researcher Award 2017: Belen Masia



Belen Masia received her MS (2010) and PhD (2013) from the Universidad de Zaragoza where she is now an Assistant Professor. She was the recipient of a 2012 NVIDIA Graduate Fellowship. In 2012 and 2013, she spent a total of seven months as a visiting student at the Camera Culture Group of the MIT Media Lab, under the supervision of Prof. Ramesh Raskar. In 2015, she was a post-doctoral researcher at MPI Informatik, and a member of the Max Planck Center for Visual Computing and Communication.

Belen Masia's research combines the areas of computational displays, computational photography, and perception. Highlights of her work include work on imaging at picosecond resolution, and applying perceptual principles to computational imaging. Her work has produced an impressive number of indexed journal publications and conference talks, including multiple papers in SIGGRAPH / TOG and Eurographics, and several best paper awards. Her very first paper, Evaluation of reverse tone mapping through varying exposure conditions (ACM TOG) presented perceptual studies for reverse tone mapping with a particular focus on under- and over-exposed low dynamic range images. The paper included interesting and strong results that are useful in practice and point to a number of important future research directions, while also defining and executing user studies in a precise way, which is critical for evaluating perceptual questions surrounding imaging applications. Her work on Display Adaptive 3D Content Remapping presents an optimization approach to adapt light fields by depth scaling to reduce blur when rendered for auto-multiscopic displays. The approach of the paper is solid and the results are convincing. Perceptual questions again play an important role and the paper makes clever choices to make the optimization tractable.

Belen Masia most cited work is her paper on femto-photography,

presented at Siggraph 2013. This paper made the ACM Best of 2013 list, and has been featured as a Research Highlight in the September 2016 issue of the Communications of the ACM Journal, under the title "Imaging the Propagation of Light Through Scenes at Picosecond Resolution". This work has contributed to better understand how light propagates, helping to sample (as opposed to integrate over) the time dimension. Applications of transient imaging span a wide range of fields, including medicine, surveillance, material science or, as she demonstrated in a follow-up paper, novel visualizations of relativistic effects.

Belen Masia's research work also includes the analysis of coded apertures for defocus deblurring, visual comfort when viewing stereo content, interaction paradigms for light field editing, or a novel intuitive control space for material editing. For this, she has built functionals that are able to map the perceptual attributes of materials to an underlying, low-dimensional representation of BRDFs.

Belen Masia received the Eurographics PhD dissertation Award in 2015. She has continued to make significant contributions since then, and has moved beyond work done in collaboration with her advisor, and is now publishing with her own students.

Eurographics is pleased to recognize Belen Masia with the 2017 Young Researcher Award.

Thoughts on Computational Photography

Fredo Durand

Autodesk



aspects of picture generation and creation, with emphasis on mathematical analysis, signal processing, and inspiration from perceptual sciences. He co-organized the first Symposium on Computational Photography and Video in 2005, the first International Conference on Computational Photography in 2009, and was on the advisory board of the Image and Meaning 2 conference. He received an inaugural Eurographics Young Researcher Award in 2004, an NSF CAREER award in 2005, an inaugural Microsoft Research New Faculty Fellowship in 2005, a Sloan fellowship in 2006, a Spira award for distinguished teaching in 2007, and the ACM SIGGRAPH Computer Graphics Achievement Award in 2016. He is on the scientific advisory board of light.co, Technicolor, Shaper Tools, and Moju Labs.

Abstract

Computational photography is based on the idea that computation has a central role in image formation. The final image we get is not a simple projection of light onto a sensor but undergoes deep calculations. This allows us to gather visual information that would be hard or impossible through optics alone. In this talk, I reflect on the successes and challenges of computational photography, and lay out research opportunity lying ahead.

Biography

Frédéric Durand is a professor of Electrical Engineering and Computer Science at the Massachusetts Institute of Technology, and a member of the Computer Science and Artificial Intelligence Laboratory (CSAIL). He received his PhD from Grenoble University, France, in 1999, supervised by Claude Puech and George Dretakis. From 1999 till 2002, he was a post-doc in the MIT Computer Graphics Group with Julie Dorsey.

He works both on synthetic image generation and computational photography, where new algorithms afford powerful image enhancement and the design of imaging system that can record richer information about a scene. His research interests span most

The Joy of Computer Graphics Programming

Bruno Levy

Inria Nancy Grand-Est



involved in optimal transport) and practical geometric algorithms (robust predicates, anisotropic Voronoi diagrams in high dimensions and hexahedral meshing).

Abstract

It's a lot of fun to do research in a vibrant domain such as computer graphics. In my personal experience, a great part of the fun comes from -programming-, an activity that lies at the interface between the mathematics and the hardware, and that interplays with both in subtle and fascinating patterns. I'll try to illustrate the fun of programming with tips and tricks on different aspects of computer graphics programming, exemplified with routines of the GE-OGRAM open-source library. I will also demonstrate their use in some of my on-going research projects on spectral geometry, volumetric parameterization and optimal transport.

Biography

Bruno Levy is a senior researcher with Inria, and the head of the ALICE group (geometry processing and computer fabrication) that he created in 2004 (now 8 faculties). He received the Inria/French Academy of Sciences young researcher award in 2011. He is associate editor for ACM TOG and Graphical Models, and he is a member of the steering committee of SMA/SPM. He was paper co-chair of Eurographics 2014, Pacific Graphic 2013, SGP 2010, SPM 2008 and 2007. His main research topic is geometry processing. In the past, he focused on mesh parameterization, texture mapping and conversion between representations (e.g. mesh to Splines). More recently, in the frame of his ERC projects GOODSHAPE and VORPALINE, he worked on sampling (vector quantization) and meshing (isotropic, anisotropic, hex-dominant mesh generation). His latest research concerns efficient numerical algorithms for solving partial differential equations (such as Monge-Ampere

What is Time?

Jos Stam, Autodesk

Abstract

Menu Prix Fixe (vegetarian)

- **Entree:** Ten year old aged Nucleus.
- **Main course:** Observations about time à la sauce computer graphics.
- **Dessert:** Optimization with a sprinkle of dual numbers.
- **Suggested wine:** “The Art of Fluid Animation.” Cuvee 2015. Toronto, Canada.

This is how our Chef, coming to your comfy seat, will explain the three courses.

Firstly, Nucleus is a unified dynamics solver that I first prepared and presented at a keynote talk Eurographics in Vienna in 2006. Today we will show how this solver, implemented in Autodesk MAYA, has been used in the industry. I will also show different extensions that have been implemented since then. Animations will be shown. But please keep your appetite for the other courses.

Then you will be served la piece de resistance. Ah Time. Qu’est ce que c’est? A simple question with a long history and sometimes surprising consequences. As in, there is no definite answer but exploring this question leads to interesting research. Time is important in computer graphics. Obviously in simulation but even there, there are surprises. I will illustrate some of these concepts using visuals and some live demos. This will be short a la Nouvelle Cuisine.

Finally, for dessert I will talk about some techniques to optimize problems at the code level. You can implement complex math differentials with simple code. In this talk I will also serve you some optimization frameworks I have been exploring recently which can potentially solve for dynamics and create geometrical shapes. I will also mention Georges Perec, the guy who wrote a readable novel without the letter “e.”

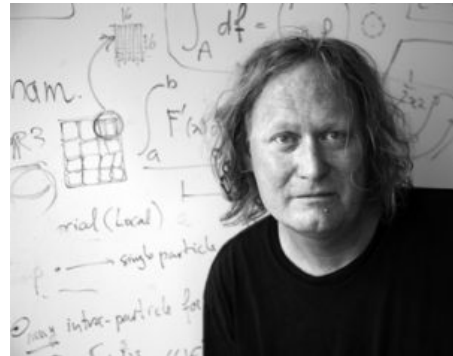
About the wine. The beauty is that you can sample it before hand: <https://www.autodeskresearch.com/publications/art-fluid-animation>

Bon appétit messieurs dames.

This meal will be served in the culinary capital of France: Lyon on April 28, 2017.

Biography

Jos Stam was born in the Netherlands and educated in Geneva, Switzerland, where he received dual Bachelor degrees in computer



science and pure mathematics. In 1989, Stam moved to Toronto, Canada, where he completed his Masters and Ph.D. degrees in computer science. After that he pursued postdoctoral studies as a ERCIM fellow at INRIA in France and at VTT in Finland. In 1997 Stam joined the Alias Seattle office as a researcher and stayed there until 2003 to relocate to Alias’ main office in Toronto. Stam is now employed with Autodesk as a Principal Scientist as part of Autodesk’s acquisition of Alias in 2006.

Stam’s research spans several areas of computer graphics: natural phenomena, physics-based simulation, rendering and surface modeling, especially subdivision surfaces. He has published papers in all of these areas in journals and at conferences, most notably at the annual SIGGRAPH conference. In 2005 Stam was awarded one of the most prestigious awards in computer graphics: the SIGGRAPH Computer Graphics Achievement Award. And for the impact his work on subdivision surfaces and fluid simulation has had on the movie industry, he was awarded two Technical Achievement Awards from the Academy of Motion Picture Arts and Sciences. Also known as “SciTech Oscars” in 2006 and 2008.

Stam also created a solver called Nucleus which he first presented at a keynote talk at Eurographics in Vienna in 2006. Nucleus is a unified simulation framework for computer graphics implemented in our MAYA software.

Stam has also given many keynote/invited presentations in many continents except for Antarctica and Africa.

Stam recently published a book called “The Art of Fluid Animation:” A down to earth and whacky overview of his work on fluid dynamics from an animation and computer graphics perspective.