

Eurographics Symposium on Rendering 2017

Helsinki, Finland

19-21 June 2017

Organized by



EUROGRAPHICS
THE EUROPEAN ASSOCIATION
FOR COMPUTER GRAPHICS



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Preface

Welcome to the 2017 Proceedings of the Eurographics Symposium on Rendering! This is the 28th edition of the conference, which is a premier venue for research in rendering and related areas. This year's conference is held in Helsinki, Finland on 19-21 June 2017, and co-located with the Workshop on Material Appearance Modeling. We look forward to welcoming researchers eager to meet and discuss the various areas and applications of rendering.

As in earlier years, EGSR 2017 offers two submission tracks. The traditional "CGF track", with papers that are reviewed for publication in Computer Graphics Forum, is accompanied by an "Experimental Ideas and Implementation" (EI&I) track. The latter targets submissions with fresh ideas, algorithmic details, or best-practice solutions that might still require further validation, but that would be inspiring for the community.

We received a total of 74 abstract submissions (53 in the CGF track and 21 in the EI&I track). After some withdrawals in the CGF track, we had a total of 41 full CGF paper submissions for review. The IPC accepted 16 full CGF papers and 12 EI&I papers for a total of 28 papers (two more than in 2016). In addition, we offered invitations to three CGF papers to be presented in our program. Thus, we will have a total of 31 presentations in an exciting and packed 2.5-day event.

In addition to the paper talks, our program includes two great keynote talks given by Prof. Ren Ng from UC Berkeley and Prof. Kun Zhou from Zhejiang University. We are very excited to hear about their latest work and thank them for accepting our invitation to present at EGSR.

We would like to thank both the authors for the high quality of the submitted papers as well as the IPC members for their great effort during this very tight multi-stage review process. We have kept the review process the same as in the previous years, with three IPC reviewers per paper submission. Some of the papers rejected to CGF track were given the opportunity to present in the EI&I track.

We further thank Stefanie Behnke for her tremendous help in producing the EGSR proceedings, and for very quickly addressing a variety of unexpected issues that came up at different times throughout. We are very grateful to be able to count on her during the entire process.

Additionally, we would like to thank Min Chen, Editor in Chief of CGF, for helping us cover all aspects of the journal publication process and for giving support for inviting the additional CGF papers to the conference.

We would like to express our gratitude to our local organizers Jaakko Lehtinen, Samuli Laine, and Timo Aila for the tremendous work required to put the event together. We are looking forward to a great three days in Helsinki. Thanks guys!

Finally, we thank the steering committee of the Eurographics Working Group on Rendering for inviting us as paper's chairs. We hope to be able to complete this cycle in Helsinki having contributed to maintaining the high quality level of research output of our rendering family.

Let us all (sur)render ourselves to three exciting days in Helsinki!

Matthias Zwicker, University of Maryland, College Park, USA

Pedro Sander, HKUST, Hong Kong

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Author Index

| | | | |
|----------------------|---------|-------------------|-----------|
| Aliaga Carlos | 35 | Luan Fujun | 123 |
| Arabadzhiyska Elena | 65 | Masia Belen | 47 |
| Bala Kavita | 123 | Mehta Dushyant | 65 |
| Bao Hujun | 27 | Miller Bailey | 79 |
| Boubekeur Tamy | 137 | Mitra Niloy J. | 15 |
| Boughida Malik | 137 | Müller Thomas | 91 |
| Cani Marie-Paule | 111 | Nalbach Oliver | 65 |
| Castillo Carlos | 35 | Novák Jan | 91 |
| Dachsbacher Carsten | 101 | Otaduy Miguel A. | 35 |
| Dischler Jean-Michel | 111 | Ramamoorthi Ravi | 155 |
| Fajardo Marcos | 179 | Ritschel Tobias | 1, 15, 65 |
| Georgiev Iliyan | 179 | Sauvage Basile | 111 |
| Gross Markus | 91 | Seidel Hans-Peter | 1, 65 |
| Guillén Ibón | 179 | Serrano Ana | 47 |
| Guingo Geoffrey | 111 | Simon Florian | 101 |
| Gutierrez Diego | 35, 47 | Singh Gurprit | 79 |
| Hanika Johannes | 101 | Sun Tiancheng | 47 |
| Harada Takahiro | 55 | Takala Jarmo | 167 |
| Immonen Kalle | 167 | Tokuyoshi Yusuke | 55 |
| Innamorati Carlo | 15 | Ureña Carlos | 179 |
| Jarabo Adrián | 35, 179 | Viitanen Timo | 167 |
| Jarosz Wojciech | 79 | Wang Rui | 27 |
| Jääskeläinen Pekka | 167 | Weyrich Tim | 15 |
| King Alan | 179 | Wu Lifan | 155 |
| Koskela Matias | 167 | Xu Chao | 27 |
| Kuznetsov Alexandr | 155 | Yan Ling-Qi | 155 |
| Leimkühler Thomas | 1 | Zhao Shuang | 27, 123 |
| López-Moreno Jorge | 35, 179 | Zirr Tobias | 101 |

TABLE OF CONTENTS

Rendering is Everywhere

- Minimal Warping: Planning Incremental Novel-view Synthesis* 1
Thomas Leimkühler, Hans-Peter Seidel, and Tobias Ritschel
- Decomposing Single Images for Layered Photo Retouching* 15
Carlo Innamorati, Tobias Ritschel, Tim Weyrich, and Niloy J. Mitra

BRDFs and Illumination

- Real-Time Linear BRDF MIP-Mapping* 27
Chao Xu, Rui Wang, Shuang Zhao, and Hujun Bao
- An Appearance Model for Textile Fibers* 35
Carlos Aliaga, Carlos Castillo, Diego Gutierrez, Miguel A. Otaduy, Jorge López-Moreno,
and Adrián Jarabo
- Attribute-preserving Gamut Mapping of Measured BRDFs* 47
Tiancheng Sun, Ana Serrano, Diego Gutierrez, and Belen Masia

Lighting and Shading

- Stochastic Light Culling for VPLs on GGX Microsurfaces* 55
Yusuke Tokuyoshi and Takahiro Harada
- Deep Shading: Convolutional Neural Networks for Screen Space Shading* 65
Oliver Nalbach, Elena Arabadzhiyska, Dushyant Mehta, Hans-Peter Seidel, and Tobias
Ritschel

Monte Carlo before Coffee

- Variance and Convergence Analysis of Monte Carlo Line and Segment Sampling* 79
Gurprit Singh, Bailey Miller, and Wojciech Jarosz

Monte Carlo after Coffee

- Practical Path Guiding for Efficient Light-transport Simulation* 91
Thomas Müller, Markus Gross, and Jan Novák
- Line Integration for Rendering Heterogeneous Emissive Volumes* 101
Florian Simon, Johannes Hanika, Tobias Zirr, and Carsten Dachsbacher

Materials and Textures

- Bi-Layer Textures: a Model for Synthesis and Deformation of Composite Textures* 111
Geoffrey Guingo, Basile Sauvage, Jean-Michel Dischler, and Marie-Paule Cani
- Fiber-Level On-the-Fly Procedural Textiles* 123
Fujun Luan, Shuang Zhao, and Kavita Bala

Adding and Removing Noise

- Bayesian Collaborative Denoising for Monte Carlo Rendering* 137
Malik Boughida and Tamy Boubekeur
- Multiple Axis-Aligned Filters for Rendering of Combined Distribution Effects* 155
Lifan Wu, Ling-Qi Yan, Alexandr Kuznetsov, and Ravi Ramamoorthi

TABLE OF CONTENTS

Geometric Techniques

| | |
|---|-----|
| <i>Fast Hardware Construction and Refitting of Quantized Bounding Volume Hierarchies</i> | 167 |
| Timo Viitanen, Matias Koskela, Pekka Jääskeläinen, Kalle Immonen, and Jarmo Takala | |
| <i>Area-Preserving Parameterizations for Spherical Ellipses</i> | 179 |
| Ibón Guillén, Carlos Ureña, Alan King, Marcos Fajardo, Iliyan Georgiev, Jorge López-Moreno, and Adrián Jarabo | |

Keynote

Optimizing Light Field Camera Designs

Ren Ng

Abstract

Computational photography is pushing sophisticated computational thinking deeper into the imaging pipeline. For example, light field cameras record higher-dimensional data than conventional cameras, and enable new functionality, like depth inference, refocusing and correcting lens aberrations in post-processing. This talk will review the theory and intuition of light field camera design, and describe the resulting transformation of design considerations and opportunities in core subsystems: optics, sensors and processors. The development of such cameras opens the door to the use of light field cameras for computer vision and machine learning.

Short Biography

Ren Ng is a faculty member in Electrical Engineering and Computer Science at the University of California, Berkeley. His research interests are in imaging, graphics and applied mathematics, focusing on the theory and engineering of computational imaging systems. In 2006, Ren founded Lytro, Inc., which commercialized his Ph.D. research and brought consumer light field cameras to market. Ren completed his Ph.D. in computer science at Stanford University. Awards include the ACM Doctoral Dissertation Award, Sloan Research Fellowship, Selwyn Medal from the Royal Photographic Society, MIT Tech Review's TR35 and Entrepreneur of the Year, Fast Company's 100 Most Creative People in Business, and Silicon Valley Journal's 40 under 40.

Keynote

Digital Avatars for All: Interactive Face and Hair

Kun Zhou

Abstract

Although realistic face/hair modeling and animation technologies have been widely employed in computer generated movies, it remains challenging to deploy them in consumer-level applications such as computer games, social networks and other interactive applications. The main difficulties come from the requirement of special equipment, sensitivity to daily environments, laborious manual work and high computational costs. In this talk, I will introduce our recent research on realistic face/hair modeling and animation, aiming at interactive applications and ordinary users. In particular, I will describe fully automatic approaches to real-time facial tracking and animation with a single web camera, methods for modeling hairs from images, and real-time algorithms for realistic hair simulation.

Short Biography

Kun Zhou is a Cheung Kong Professor and the Director of the State Key Lab of CAD&CG at Zhejiang University. Earlier, he was a Lead Researcher of the Internet Graphics Group at Microsoft Research Asia. He received his BS and PhD degrees from Zhejiang University in 1997 and 2002, respectively. His research interests include geometry processing, photorealistic rendering, computer animation and GPU parallel computing. He is/was an associate editor of IEEE TVCG and ACM TOG, and serves on the editorial advisory board of IEEE Spectrum. He is a Fellow of IEEE.