

The European Association for Computer Graphics
47th Annual Conference

EUROGRAPHICS 2026

Aachen, Germany
May 4 – 8, 2026

Organized by



EUROGRAPHICS
THE EUROPEAN ASSOCIATION
FOR COMPUTER GRAPHICS



Visual Computing
Institute

RWTH AACHEN
UNIVERSITY

Full Papers Chairs

Belen Masia (Universidad de Zaragoza)
Justus Thies (Technical University of Darmstadt)

Conference Chairs

Leif Kobbelt (RWTH Aachen University)
Shi-Min Hu (Tsinghua University)

Published by

The Eurographics Association and John Wiley & Sons Ltd.
in *Computer Graphics forum*, Volume 45 (2026), Issue 2
ISSN 1467-8659

Organizing Committee

STARs Chairs

Andrea Bönsch (RWTH Aachen University)
Nobuyuki Umetani (The University of Tokyo)

Education Papers Chairs

Birte Heinemann (RWTH Aachen University)
Burkhard Wünsche (University of Auckland)

Tutorials Chairs

Raphaëlle Chaine (Claude Bernard University Lyon 1)
Amir Vaxman (The University of Edinburgh)

Short Papers Chairs

Isaak Lim (RWTH Aachen University)
Przemyslaw Musialski (New Jersey Institute of Technology)

Posters Chairs

Tim Gerrits (RWTH Aachen University)
Matthias Teschner (University of Freiburg)

Doctoral Consortium Chairs

Thomas Leimkühler (Max Planck Institute for Informatics)

Diversity Chairs

Zahra Montazeri (University of Manchester)

Sustainability

Dennis Bukenberger (TU Munich)

Preface

This issue of the Computer Graphics Forum contains the technical full papers program of the Eurographics Association 47th Annual Conference, held in Aachen, Germany from May 4th to 8th, 2026. The Eurographics annual conference presents a unique opportunity to present outstanding technical contributions in computer graphics. The full papers selected for publication in the Computer Graphics Forum journal are arguably the most prestigious feature of the conference.

The technical paper selection process involved a group of 114 experts forming the International Program Committee (IPC). We invited experts without more than two consecutive years of participation in the IPC so that the committee could be regularly renewed. The IPC members covered a diverse range of research subareas in computer graphics. An Advisory Board formed by six senior members of the community helped throughout the process, providing experienced advice.

We received a total of 254 full submissions, out of which one was desk-rejected and three were withdrawn at the request of the authors. A Sorting Committee of seven members, together with the two Chairs, subsequently assigned each submission to two IPC members, either as primary or secondary reviewers. Each member was assigned up to five submissions, respecting their preferences, expertise, and conflicts; automatically computed matching scores between IPC members and submitted papers assisted the process. The primary and secondary reviewers in turn invited three additional tertiary reviewers for each submission.

After the initial five reviews per submission were collected, the authors had seven days to consult these reviews and write a 1000-word rebuttal, addressing key questions and potential misinterpretations. Finally, all reviewers assigned to a paper read the rebuttal and all reviews and discussed the paper among themselves to reach an initial decision.

Then, following an established tradition that started in 2012 and has been continuously improved throughout the years, all IPC members participated in a one-week virtual asynchronous meeting, where the discussions between the IPC members leading to the final decisions were performed offline through a bulletin board and other means of personal communication. As introduced in 2025, the members of the Sorting Committee also acted as moderators of the discussions. This process led to extensive discussions where papers and reviews were debated, involving other IPC members as extra readers when needed. Each paper had a discussion board accessible to the entire IPC, and every IPC member contributed to discussions where they felt competent, provided they were not conflicted.

All papers conditionally accepted with minor revisions went through a short second review cycle, with evaluations from the primary reviewer, and sometimes the secondary reviewer, before being finally accepted.

In the end, 96 papers out of the 253 valid submissions were accepted with minor revisions for a 37.9% acceptance rate, while 18 were recommended to a fast-track review process with major revisions to be considered for publication in a future issue of Computer Graphics Forum. This year we had papers on a diverse range of topics including generative modeling of images, videos and 3D content, image and video editing, geometry processing, physically-based and non-photorealistic rendering, neural rendering, material appearance modeling, texture synthesis, character animation, digital avatars, motion reconstruction, physical simulation, visualization, virtual reality, and digital fabrication.

All accepted full papers are published in the Computer Graphics Forum journal. It is worth noting that for all submissions conflicts of interest were managed at all levels, from reviewers and committee members up to the Chairs. The review process was double-blind for tertiary reviewers and single-blind for primary and secondary IPC members, and in cases where the original set of reviewers did not concur on a decision, additional reviewers were invited to perform a full review and assist in the decision process.

The best paper will be selected by a dedicated awards committee among the top 17 papers based on overall review scores, and will be presented with the Günter Enderle Best Paper Award at the Eurographics conference. In an initiative to strengthen ties between venues and further highlight the work, a “Best of Eurographics” session will be held at the SIGGRAPH 2026 conference, showcasing the best papers, as well as talks by other Eurographics awardees.

New this year, in light of recent trends in the field and in collaboration with the Sustainability Chair Dennis Bukenberger, we asked the authors of accepted papers to provide voluntary information about the usage of machine/deep learning-based techniques, data, and compute needed for their submitted work. The survey was filled out by authors of 93 submissions (97% of the accepted submissions), and 57% reported the usage of machine/deep learning techniques. Of these, a majority of 69% were trained on a consumer-level PC with a single GPU (7% used a machine with up to 4 GPUs, 19% a server with up to 8

GPUs and 5% a cluster), and 65% required less than 12 hours to train (24% less than one hour). Notably, 82% of all respondents indicated that they will make their code available.

We would like to express our deep appreciation to everyone who made this possible, generously volunteering their time and expertise. First and foremost, we are grateful to all the members of the IPC who dedicated a remarkable amount of their time to finding tertiary, reviewing and discussing papers, and to reviewing the conditionally accepted papers undergoing the minor revision cycle. We also wish to thank all the reviewers, who provided more than 1250 high-quality and thoughtful reviews and, of course, all the authors for their efforts in preparing and revising the submitted papers. We are especially grateful to Michael Wimmer who shared with us the insights from previous years and was indefatigable with his help and assistance. We would also like to express strong appreciation to the Sorting Committee for their help in assigning the papers and monitoring and fostering the discussions, to the Best Paper Award committee, and to the Advisory Board for their guidance about the overall reviewing process. Our gratitude also goes to Stefanie Behnke and Viktoriia Kaeidi from Eurographics Publishing for their outstanding support with SRM functionality, and for their constant responsiveness, which was key to the successful outcome of the paper selection process. Finally, we sincerely thank the keynote speakers for accepting our invitation to share their vision and expertise at the conference, serving as cornerstones of an exciting program, and the Conference Chairs for their support and instrumental work.

We are very happy to present the Full Papers Proceedings of Eurographics 2026. We believe that these papers reflect the extraordinary variety of computer graphics research and its best contributions. It was both an honor and a pleasure for us to lead this selection process, and we hope that you will find both the papers and the entire conference thought-provoking and inspiring for your future endeavors.

Eurographics 2026 Full Papers Co-Chairs

Justus Thies, Technical University of Darmstadt, Germany
Belen Masia, Universidad de Zaragoza, Spain

Full Papers Advisory Board

Bousseau, Adrien

Inria

Dai, Angela

TU Munich

Gutierrez, Diego

Universidad de Zaragoza

Rushmeier, Holly

Yale University

Sorkine-Hornung, Olga

ETH Zurich

Wimmer, Michael

TU Wien

Sorting Committee

Bender, Jan

RWTH Aachen University

Campen, Marcel

Paderborn University

Deschaintre, Valentin

Adobe

Habermann, Marc

Max Planck Institute for Informatics

Konaković Luković, Mina

Massachusetts Institute of Technology

Serrano, Ana

Universidad de Zaragoza

Wang, Beibei

Nanjing University

International Programme Committee

Alexa, Marc

Technical University of Berlin

Anjos, Rafael Kuffner dos

University of Leeds

Attene, Marco

CNR - IMATI

Bærentzen, Jakob Andreas

Technical University of Denmark

Barla, Pascal

Inria

Batty, Christopher

University of Waterloo

Bemana, Mojtaba

SpAItialAI GmbH

Bermano, Amit

Tel Aviv University

Bommes, David

University of Bern

Botsch, Mario

TU Dortmund University

Bruckner, Stefan

University of Rostock

Casas, Dan

Amazon

Castellani, Umberto

University of Verona

Castillo, Susana

TU Braunschweig

Chaine, Raphaëlle

Claude Bernard University Lyon 1

Chakravarthula, Praneeth

UNC Chapel Hill

Chandran, Prashanth

Google

Chrysanthou, Yiorgos

University of Cyprus & CYENS

Cohen-Or, Daniel

Tel Aviv University

Dachsbacher, Carsten

Karlsruhe Institute of Technology

Daviet, Gilles

NVIDIA

Delanoy, Johanna

INSA Lyon

Deussen, Oliver

University of Konstanz

Didyk, Piotr

Università della Svizzera italiana

Digne, Julie

CNRS

Doggett, Michael

Lund University

Faraj, Noura

Université de Montpellier

Ferguson, Zachary

CLO Virtual Fashion

Fernandez Abrevaya, Victoria

Max Planck Institute for Intelligent Systems

Fischer, Michael

Adobe

Franke, Linus

Inria

Fu, Xiao-Ming

University of Science and Technology of China

Galin, Eric

University Lyon 1

Gobbetti, Enrico

CRS4

Goesele, Michael

Meta Reality Labs Research

Guérin, Eric

CNRS

Guo, Jianwei

Beijing Normal University

Guo, Jie

Nanjing University

Guthe, Michael

University of Bayreuth

Hachisuka, Toshiya

University of Waterloo

Hähnlein, Felix

University of Washington

Hanika, Johannes

Karlsruhe Institute of Technology

He, Xiaowei

Institute of Software, Chinese Academy of Sciences

Heide, Felix

Princeton University

Henzler, Philipp

Google

Hildebrandt, Klaus

Delft University of Technology

Jakob, Wenzel

EPFL

Kalantari, Nima

Texas A&M University

Kanamori, Yoshihiro

University of Tsukuba

Keller, Marilyn

ETH Zurich

Kellnhofer, Petr

Delft University of Technology

Kerbl, Bernhard

TU Wien

Lee, Seungyong

POSTECH

Leimkuehler, Thomas

Max Planck Institute for Informatics

Li, Tzu-Mao

University of California San Diego

Lopez-Moreno, Jorge

Universidad Rey Juan Carlos

Malpica, Sandra

Universidad de Zaragoza

Martin, Daniel

Universidad de Zaragoza

Memari, Pooran

Ecole Polytechnique

Michels, Dominik

KAUST

Montazeri, Zahra

University of Manchester

Musialski, Przemyslaw

New Jersey Institute of Technology

Myszkowski, Karol

Max Planck Institute for Informatics

Pajarola, Renato

University of Zurich

Pan, Ye

Shanghai Jiao Tong University

Paschalidou, Despoina

NVIDIA

Paulin, Mathias

Université de Toulouse

Pelechano, Nuria

Universitat Politecnica de Catalunya

Pellacini, Fabio

University of Modena and Reggio Emilia

Pietroni, Nico

University of Technology Sydney

Pintus, Ruggero

CRS4

Qi, Anran

Inria

Ren, Bo

Nankai University

Ren, Jing

ETH Zurich

Richardt, Christian

Meta Reality Labs

Rodriguez-Pardo, Carlos

Politecnico di Milano

Roessl, Christian

University of Magdeburg

Rohmer, Damien

Ecole Polytechnique

Ropinski, Timo

Ulm University

Santos, Beatriz Sousa

University of Aveiro

Sellan, Silvia

Columbia University

Singh, Karan

University of Toronto

Sintorn, Erik

Chalmers University of Technology

Solomon, Justin

Massachusetts Institute of Technology

Stamminger, Marc

Friedrich-Alexander University of Erlangen–Nuremberg

Theobalt, Christian

Max Planck Institute for Informatics

Thiery, Jean-Marc

Adobe

Thomaszewski, Bernhard

ETH Zurich

Thuerey, Nils

Technical University of Munich

Tursun, Cara

University of Groningen

Uy, Mikaela

NVIDIA

Vaxman, Amir

The University of Edinburgh

Wand, Michael

University of Mainz

Wang, Rui

Zhejiang University

Wang, Wenping

Texas A&M University

Wang, Miao

Beihang University

Weber, Ofir

Bar-Ilan University

Wei, Li-Yi

Adobe

Weiss, Sebastian

Disney Research Studios

Weyrich, Tim

Friedrich-Alexander University of Erlangen–Nuremberg

Wiersma, Ruben

ETH Zurich

Wong, Tien-Tsin

Monash University

Wu, Hongzhi

Zhejiang University

Wu, Kui

Tencent

Wyman, Chris

NVIDIA

Xia, Mengqi

Yale University

Yang, Xin

Dalian University of Technology

Yu, Emilie

University of California Santa Barbara

Yi, Ran

Shanghai Jiao Tong University

Zhang, Biao

KAUST

Zhang, Tong

University of Chinese Academy of Sciences

Zhu, Junqiu

Shandong University

Zint, Daniel

New York University

Zoss, Gaspard

Google

Reviewers

Abulnaga, Mazdak
Adéla, Šubrtová
Agrawal, Dhruv
Agus, Marco
Akkerman, Rick
Akyüz, Ahmet Oğuz
Aliaga, Daniel
Alves, Tomás
Alzayer, Hadi
Andrews, Sheldon
Andujar, Carlos
Aneja, Shivangi
An-Nur Islam Fahim, Masud
Araújo, João Pedro
Araújo, Tiago
Ardelean, Andrei-Timotei
Argudo, Oscar
Aristidou, Andreas
Attal, Benjamin
Avril, Quentin
Babaei, Vahid
Baek, Seung-Hwan
Baert, Kelian
Bahmani, Sherwin
Ballester, Rafael
Bansal, Ayush
Banterle, Francesco
Barbier, Wilhem
Bati, Mégane
Bednarik, Jan
Bénard, Pierre
Benchekroun, Otman
Benthin, Carsten
Bergamasco, Filippo
Berio, Daniel
Bernal, Berdún
Berriel, Tomas
Bi, Sai
Bijelic, Mario
Billeter, Markus
Binninger, Alexandre
Bittner, Jiří
Bogo, Federica
Boksansky, Jakub
Bolduc, Christophe
Bonneau, Georges-Pierre
Boubekeur, Tamy
Boudon, Frédéric
Bousseau, Adrien
Bradley, Derek
Braun, Bernhard
Burley, Brent
Cai, Ruojin
Cai, Yancheng
Capouellez, Ryan
Careaga, Chris
Cerrato, Mattia
Chai, Menglei
Chang, Jian
Chang, Shao-Yu
Chapiro, Alexandre
Charalambous, Panayiotis
Chen, Duowen
Chen, He
Chen, Honglin
Chen, Liwei
Chen, Wenzheng
Chen, Xuejin
Cheng, Freeman
Cheng, Zhanglin
Cherel, Nicolas
Cheynel, Théo
Chhatre, Kiran
Chien, Edward
Cho, Sunghyun
Choi, Byungkuk
Choi, Jongwon
Chu, Hung-Kuo
Chu, Mengyu
Chudy, Filip
Ciccione, Loïc
Clark, James
Coeurjolly, David
Cogalan, Ugur
Coiffier, Guillaume
Condor, Jorge
Coomans, Arno
Corman, Etienne
Corsini, Massimiliano
Cosmo, Luca
Costa Sousa, Mario
Crassin, Cyril
Cun, Xiaodong
Dahary, Omer
Dakri, Abdelmoutaleb
Damiand, Guillaume
Danecek, Radek
Datta, Sayantan
Dave, Akshat
Davison, Richard
de Goes, Fernando
Debattista, Kurt
Deng, Bailin
Deng, Xi
d'Eon, Eugene
Dereviannykh, Mikhail
Derzapf, Evgenij
Desbrun, Mathieu
Dimitrijevic, Aleksandar
Dischler, Jean-Michel
Doignies, Bastien
Döllner, Jürgen
Dong, Bo
Dong, Weiming
Dong, Yue
Dong, Zhao
Du, Tao
Du, Yinwei
Du, Youyang
Durupinar Babur, Funda
Dvoroznak, Marek
Eggler, Anna Maria
Eisemann, Martin
Eisert, Peter
Endo, Yuki
Erler, Philipp
Eteke, Cem
Evangelou, Iordanis
Fabre, Javier
Fan, Aoxiang
Fan, Feng
Fan, Zhimin
Fang, Xiaonan
Felle Olsen, Tim
Feng, Yao
Fink, Laura
Fischer, Florian
Fišer, Jakub
Fisher, Matthew
Fiume, Eugene
Fleming, Roland W.
Franz, Aleksandra
Fridman, Rafail
Frisvad, Jeppe Revall
Fujieda, Shin
Fujisawa, Makoto
Gailleton, Boris
Gal, Rinon
Galin, Eric
Gang, Yang
Gao, Lin
Gao, Xifeng

Reviewers

Garces, Elena
Garth, Christoph
Giachetti, Andrea
Gillespie, Mark
Gingold, Yotam
Giorgi, Daniela
Gkioulekas, Ioannis
Goel, Rahul
Goury, Olivier
Grasshof, Stella
Grinspun, Eitan
Grittmann, Pascal
Grosch, Thorsten
Gruson, Adrien
Guarnera, Giuseppe Claudio
Guerrero-Viu, Julia
Günther, Tobias
Guo, Jianwei
Guo, Yanwen
Guo, Yudong
Guthe, Stefan
Gutierrez, Diego
Guy, Stephen
Ha, Hyunho
Hadadan, Saeed
Hadwiger, Markus
Haeberlen, Andreas
Haetinger, Guilherme
Hahlbohm, Florian
Hahn, David
Hajisharif, Saghi
Härkönen, Erik
Hedstrom, Trevor
Heistermann, Martin
Hellier, Pierre
Heo, Jae-Pil
Herholz, Philipp
Hermosilla, Pedro
Hertzmann, Aaron
Hewitt, Charlie
Hladky, Jozef
Hohnadel, Emile
Holden, Daniel
Holland, Leif Van
Holzschuch, Nicolas
Hormann, Kai
Hotz, Ingrid
Hou, Junhui
Hou, Qiqi
Hsu, Jerry
Hu, Wenbo
Huang, Binghao
Huang, Haytham
Huang, Jin
Huang, Qixing
Huang, Weizhen
Huang, Xingchang
Huang, Yijiang
Huang, Yuantian
Huang, Zizhou
Huo, Yuchi
Hur, Junhwa
Hurter, Christophe
Iarussi, Emmanuel
Iehl, Jean-Claude
Ilg, Eddy
Isenberg, Tobias
Iser, Tomáš
Jambon, Clément
Jang, Hojun
Jarabo, Adrian
Jaspe, Alberto
Jeske, Stefan Rhys
Ji, Xinya
Jia, Gengyun
Jiang, Hongda
Jiang, Nan
Jiménez-Delgado, Juan J.
Jimenez-Navarro, Santiago
Jiménez-Pérez, J. Roberto
Jindal, Akshay
Jiong, Chen
Jönsson, Daniel
Ju, Tao
Jun Hoong, Chan
Kadlecek, Petr
Kaplan, Craig
Kar, Amlan
Karamouzas, Ioannis
Kavoosi, Behnaz
Kazhdan, Misha
Kelly, Tom
Kettunen, Markus
Kheradmand, Shakiba
Khoshsiyar, Niloofar
Kim, Min H.
Klein, Reinhard
Knodt, Julian
Kodnongbua, Milin
Kohlbrener, Maximilian
Kolb, Andreas
Koo, Juil
Kopanas, Georgios
Kosinka, Jiri
Kumari, Nupur
Kwon, Taesoo
Laga, Hamid
Lai, Shuichang
Lan, Lei
Larsson, Maria
Lawonn, Kai
Lee, Joo Ho
Lee, Tong-Yee
Lee, Yuseung
Lefebvre, Sylvain
Lei, Mingkun
Levi, Zohar
Levin, David
Li, Chengze
Li, Jiaman
Li, Peizhuo
Li, Pu
Li, Ren
Li, Tzu-Mao
Li, Vincent
Li, Yuanqi
Li, Zhehao
Li, Zhengqin
Lian, Zhouhui
Liang, Ruofan
Liktó, Gabor
Lin, Cheng
Lin, Daqi
Lindell, David
Litalien, Joey
Litany, Or
Litman, Yehonathan
Liu, Chen
Liu, Chenxi
Liu, Haiyang
Liu, Hsueh-Ti Derek
Liu, Jingyuan
Liu, Mengfei
Liu, Shiguang
Liu, Sinuo
Liu, Tiantian
Liu, Xiaopei
Liu, Yuan
Liu, Zeyu
Liuyebin, Yebin
Livesu, Marco
Lopes, Daniel S.

Reviewers

Lopez, Alfonso
Lu, Erika
Lu, Jia-Ming
Luo, Ziwei
Luton, Pacôme
Lyu, Linjie
Ma, Xin
Maesumi, Arman
Magnet, Robin
Majercik, Alexander
Mallick, Saswat
Malomo, Luigi
Mancinelli, Claudio
Marco, Julio
Maria, Maxime
Marinov, Martin
Martin, Rosalie
Marton, Fabio
Maruani, Nissim
Mattos Da Silva, Leticia
McCann, Jim
Mech, Radomir
Medeiros, Daniel
Mendes, Daniel
Mendiratta, Mohit
Meng, Ziqiao
Merrell, Paul
Metzler, Christopher
Meyer, Alexandre
Meyer, Quirin
Miao, Yongwei
Michel, Élie
Mikaeili, Aryan
Milef, Nicholas
Miller, Bailey
Mir, Aymen
Mitra, Niloy
Miyazaki, Taro
Mohan, Soorya
Montes, Juan
Moon, Bochang
Mou, Linzhan
Mould, David
Müller, Thomas
Mullia, Krishna
Muñoz, Adolfo
Musoni, Pietro
Nag, Sauradip
Nakayama, George
Narayan, Jayaraman
Natarajan, Vijay

Neff, Michael
Nguyen-Phuoc, Thu
Ni, Xingyu
Niedermayr, Simon
Nigolian, Valentin
Noh, Junyong
Noma, Yuta
Novello, Tiago
Nsampi, Ntumba Elie
Offner, Chris
Ohrhallinger, Stefan
Okabe, Takahiro
Ouasfi, Amine
Owens, John
Pacanowski, Romain
Pajoum, Barbod
Palmer, David
Pan, Hao
Pan, Yifang
Pan, Zherong
Panetta, Julian
Parakkat, Amal
Parihar, Rishubh
Paris, Axel
Paruchuri, Akshay
Pascual, David
Paulin, Lois
Perez, Jesus
Peters, Jorg
Petikam, Lohit
Peytavie, Adrien
Pfaff, Tobias
Philip, Julien
Pina, Jorge
Pirk, Sören
Plocharski, Aleksander
Poirier-Ginter, Yohan
Prakash, Siddhant
Preda, Marius
Qin, Yipeng
Qiu, Congpei
Raidou, Renata Georgia
Rainer, Gilles
Ramon, Pablo
Rao, Pramod
Raul Padron Griffe, Juan
Rautek, Peter
Ray, Nicolas
Reinhard, Erik
Rempe, Davis
Rhodin, Helge

Riso, Marzia
Rivere, Jérémy
Rocha, Allan
Rousselle, Fabrice
Rousselle, François
Sadeghi, Iman
Sahillioğlu, Yusuf
Saito, Jun
Saito, Shunsuke
Sakai, Hiroyuki
Salaun, Corentin
Salvi, Marco
Samavati, Faramarz
Santesteban, Igor
Sarandi, Istvan
Sargent, Kyle
Sawhney, Rohan
Scateni, Riccardo
Schaefer, Scott
Schmidt, Jonathan
Schneider, Teseo
Schott, Hugo
Schroeder, Craig
Schütz, Markus
Schwanecke, Ulrich
Sella, Etai
Serifi, Agon
Shamir, Ariel
Shao, Tianjia
Sharp, Nicholas
Sheffer, Alla
Shen, I-Chao
Shen, Yuefan
Shi, Alvin
Shi, Ruoxi
Shi, Zheng
Shin, Soyong
Shugrina, Maria
Shum, Ka Chun
Signoroni, Alberto
Singh, Gurprit
Sklyarova, Vanessa
Skouras, Melina
Sloan, Peter-Pike
Stam, Jos
Stanhope, Jackson
Starke, Sebastian
Stein, Oded
Stemasov, Evgeny
Strümpfer, Yannick

Reviewers

Su, Zhiyong
Subias, Jose Daniel
Sugimoto, Ryusuke
Sun, Jipeng
Sun, Qirui
Sun, Xiangyu
Sun, Zhaodong
Sureshkumar, Anandhu
Szymanowicz, Stan
Takahashi, Tetsuya
Taketomi, Takafumi
Tang, Hao
Tang, Jiapeng
Tang, Jingwei
Tang, Keke
Tao, Michael
Tarini, Marco
Tariq, Taimoor
Teschner, Matthias
Tessari, Lorenzo
Tevet, Guy
Thamizharasan, Vikas
Thies, Justus
Todo, Hideki
Tódová, Lucia
Trusty, Ty
Tzathas, Petros
Umetani, Nobuyuki
Usher, Will
Van Kaick, Oliver
Vandersanden, Jente
Vangorp, Peter
Varady, Tamas
Vashist, Chirag
Vázquez, Pere-Pau
Verbin, Dor
Verhoeven, Floor
Vicini, Delio
Vinker, Yael
Viville, Paul
Vouga, Etienne
Walter, Bruce
Wandel, Krispin
Wang, Bin
Wang, Chao
Wang, Dongqing
Wang, Hanxiao
Wang, He
Wang, Jiale
Wang, Jiepeng
Wang, Kai
Wang, Lu
Wang, Miao
Wang, Peng
Wang, Shu
Wang, Xi
Wang, Xiaokun
Wang, Yan
Wang, Yizhi
Wang, Yu
Wang, Yuesong
Wang, Yujie
Wang, Zeyu
Wang, Zhen
Wei, Wang
Wei, Xinyue
Weidlich, Andrea
Weier, Philippe
Weiherer, Maximilian
Weinkauff, Tino
Wen, Yu-Hui
Wendling, Quentin
Wenninger, Stephan
West, Rex
Winchenbach, Rene
Witzig, Philine
Wöhler, Leslie
Wolfe, Alan
Wretborn, Joel
Wronski, Bartlomiej
Wu, Chenghao
Wu, Haomiao
Wu, Jiaye
Wu, Lei
Wu, Lifan
Wu, Qirui
Wu, Rundi
Wu, Xindi
Wyman, Chris
Xi, Zhao
Xie, Amber
Xie, Haozhe
Xie, Peiyuan
Xie, Qian
Xing, Jinbo
Xu, Bing
Xu, Haofei
Xu, Kai
Xu, Kun
Xu, Xiang
Xu, Zhen
Xu, Zilin
Xue, Bowen
Xue, Haitao
Xue, Lixin
Yan, Ruyu
Yang, Chuanxiang
Yang, Guandao
Yang, Jingyuan
Yang, Wei
Yang, Xiaosong
Yang, Xindi
Yang, Xingchao
Yang, Yuezhi
Yao, Yao
Ye, Jinwei
Yingyan, Xu
You, Yingxuan
Yu, Piaopiao
Yu, Qian
Yu, Yunchen
Yue, Yonghao
Yuksel, Cem
Yumak, Zerrin
Zeltner, Tizian
Zeng, Chang
Zeng, Zheng
Zesch, Ryan
Zha, Ruyi
Zhang, Guofeng
Zhang, Hongwen
Zhang, Huadong
Zhang, Jason Y.
Zhang, Jiayi Eris
Zhang, Paul
Zhang, Shaokui
Zhang, Xiaoyun
Zhang, Yunbo
Zhang, Zeyi
Zhao, Nanxuan
Zhao, Shuang
Zheng, Chengwei
Zheng, Yufeng
Zhong, Lei
Zhou, Qianyu
Zhou, Qingnan
Zhou, Yang
Zhou, Yuxiao
Zhu, Leyi
Zhu, Wentao
Zibrek, Katja
Zielonka, Wojciech
Zorin, Denis
Zou, Chuhan

Author Index

Agrawal, Dhruv	e70377	Chen, Hsiang-Ting	e70363
Aharoni, Elad	e70384	Chen, Hsiao-yu	e70381, e70407
Ahlbrand, Benjamin	e70385	Chen, Jiazhou	e70335
Aigerman, Noam	e70422	Chen, Kenneth	e70369
Alexa, Marc	e70326, e70373, e70404	Chen, Pengyu	e70342
Alvarado, Eduardo	e70405	Chen, Qi	e70363
Andrews, Sheldon	e70382	Chermain, Xavier	e70361
Andujar, Carlos	e70405	Chiang, Matt Jen-Yuan	e70318
Ardelean, Andrei-Timotei	e70359	Chiaramonte, Maurizio	e70371
Argudo, Oscar	e70366, e70389	Chien, Edward	e70367
Aubry, Jean-Marie	e70356	Cho, Hyeongjun	e70339
Avenhaus, Malte	e70347	Cho, Jaemin	e70339
Avrahami, Omri	e70319	Choi, Kiseok	e70339
Baek, Hanul	e70317	Christie, Marc	e70351
Baert, Kelian	e70351	Ciccone, Loic	e70426
Bao, Tiffany	e70367	Cocco, Giovanni	e70361
Barla, Pascal	e70387	Coomans, Arno	e70400
Bender, Jan	e70386	Cordonnier, Guillaume	e70390, e70410
Benoist, Justin	e70408	Coros, Stelian	e70377
Bermano, Amit Haim	e70365	Czech, Victor	e70344
Bertails-Descoubes, Florence	e70414	Czerkawski, Mikolaj	e70376
Bessmeltsev, Mikhail	e70422	Dinkevich, David	e70319
Bickel, Bernd	e70404	Dionelis, Nikolaos	e70376
Borg, Oliver	e70390	Djuren, Tobias	e70326
Botsch, Mario	e70388	Dominici, Edoardo A.	e70400
Boukhayma, Adnane	e70351	Döring, Christian	e70400
Bourel, Francois	e70351	Drettakis, George	e70410
Bousseau, Adrien	e70352	Dundar, Aysegul	e70325
Bradley, Derek	e70426	Dvir, Samuel	e70319
Bringier, Benjamin	e70387	Egger, Bernhard	e70337
Brückler, Hendrik	e70349	Elsner, Tim	e70344
Brunet, Elisabeth	e70376	Erxleben, Leon Timm	e70340
Buhmann, Jakob	e70377, e70426	Eschner, Johannes	e70366
Cai, Heng	e70316	Fan, Xiaopeng	e70419
Campen, Marcel	e70349, e70379	Faraj, Noura	e70380
Cani, Marie-Paule	e70390	Fargion, Guy	e70341
Ceylan, Duygu	e70325	Fedkiw, Ron	e70417
Chamberland, Maxime	e70372	Fernandez, Pablo	e70371
Chang, Ziyi	e70336	Fernández-Fernández, José Antonio	e70386
Chapiro, Alexandre	e70369	Fetita, Catalin	e70376
Chen, Baoquan	e70402	Foo Lin, Geng	e70405
Chen, Cong	e70346	Franke, Linus	e70337
Chen, Dehan	e70316	Friedman, Doron	e70412
		Fu, Xiao	e70345

Author Index

Fu, Xiao-Ming	e70370	Huang, Jing	e70335
Gain, James	e70390	Huang, Tianxin	e70345
Galin, Eric	e70389, e70390	Huang, Xingchang	e70383
Gao, Fei	e70335	Huftier, Benoit	e70389
Gao, Longwen	e70342	Hughes, Euan	e70358
Gao, Xifeng	e70316, e70411	Hwang, Yoonha	e70323
Gilet, Guillaume	e70355	Iser, Tomáš	e70359
Goldade, Ryan	e70381	Jacobson, Alec	e70354, e70415
Grammatikaki, Angeliki	e70366	Jalba, Andrei C.	e70372
Groueix, Thibault	e70422	Jang, Wonjong	e70323
Grün, Josef	e70337	Jin, Xiaogang	e70316
Gruson, Adrien	e70408	Jun, U-Chae	e70378, e70409
Gu, Floria	e70332	Kalkofen, Denis	e70363
Guan, Zhongyue	e70375	Kan, Mia	e70420
Guarnera, Giuseppe Claudio	e70329	Kanai, Takashi	e70357
Guay, Martin	e70377, e70426	Kang, Jiwoo	e70378, e70409
Guérin, Eric	e70389, e70390	Kaufman, Danny M.	e70415
Guo, Chuan	e70365	Kavan, Ladislav	e70381
Guo, Yuzhong	e70333	Kemper, Fabian	e70388
Gutierrez, Diego	e70321	Kemppinen, Pauli	e70331
Habermann, Marc	e70405	Kettunen, Markus	e70328, e70391
Hachisuka, Toshiya	e70358	Khattar, Apoorv	e70356
Hämäläinen, Perttu	e70353	Kim, DaeYong	e70334
Hao, Chengye	e70352	Kim, Gyoonseo	e70348
Hašan, Miloš	e70343	Kim, Inchul	e70339
He, Siyuan	e70350	Kim, Kyumin	e70317
He, Xiaowei	e70333	Kim, Min H.	e70339
He, Yanjiang	e70344	Kim, Nam Hee	e70353
Hedstrom, Trevor	e70391	Knodt, Julian	e70411
Henkel, Morten	e70344	Ko, Jaeun	e70378, e70409
Herholz, Philipp	e70381	Kobbelt, Leif	e70344, e70421
Hermosilla, Pedro	e70366	Kobsik, Gregor	e70344
Herson, Zoé	e70416	Kohlbrenner, Maximilian	e70373
Heuschling, Alexandra	e70421	Kong, Lingdong	e70345
Hinderink, Steffen	e70379	Koren, Tomer	e70412
Hohnadel, Emile	e70414	Kraaijeveld, Bram	e70372
Holl, Sascha	e70383	Kriel, Henro	e70352
Horváth, Anna Lili	e70403	Kristmann, Elias	e70338
Hu, Jeffrey	e70410	Kry, Paul	e70382
Hu, Sizhe	e70370	Ladeuil, Mathieu	e70380
Hu, Yiwei	e70343	Larionov, Egor	e70381, e70407
Hu, Yixin	e70375	Layton, Jeffrey	e70324
Huang, Hongyu	e70316	Lebé, Arthur	e70350

Author Index

Lee, In-Kwon	e70317	Lucas, Simon	e70387
Lee, Dohae	e70317	Luo, Chang	e70374
Lee, Joo Ho	e70348	Luo, Jundan	e70320
Lee, Seungyong	e70323, e70348	Luo, Yuzhe	e70316
Lehtinen, Jaakko	e70331, e70353	Lutz, Nicolas	e70355
Levin, David I.W.	e70415	Ma, Baorui	e70345
Levy, Matan	e70319	Macho, Jonas	e70413
Li, Boxuan	e70368	Mahdavi Amiri, Ali	e70362
Li, Chao	e70316	Manfredi, Gilda	e70352
Li, Haiyi	e70363	Martin, Rosalie	e70376
Li, Peiyi	e70342	Matsuda, Nathan	e70369
Li, Ruotong	e70419	Men, Qianhui	e70336
Li, Tzu-Mao	e70391	Mercier-Aubin, Alexandre	e70382
Li, Wenbin	e70320	Métivet, Thibaut	e70414
Li, Yin	e70333	Meuleman, Andréas	e70410
Li, Yuanbo	e70352	Meyer, Hendrik	e70404
Lian, Zhouhui	e70342	Meyer, Lukas	e70337
Liang, Ao	e70345	Michel, Élie	e70416
Liang, Ruikai	e70333	Michels, Anton	e70318
Liang, Yutong	e70330	Mitra, J. Niloy	e70420
Lim, Isaak	e70344, e70421	Mohammadi, Arad	e70426
Lin, Wei-Chin Gene	e70381, e70407	Montazeri, Zahra	e70329, e70356
Lin, Daqi	e70328, e70391	Motejat, Michael	e70340
Lindemeier, Thomas	e70347	Mould, David	e70364
Lischinski, Dani	e70319, e70384	Narita, Fumiya	e70357
Litalien, Joey	e70408	Naylor, Peter	e70376
Litman, Yehonathan	e70318	Nazzaro, Giacomo	e70400
Liu, Chenxi	e70354	Nguyen Dinh, Minh	e70347
Liu, Juan	e70368	Niklaus, Simon	e70362
Liu, Junyuan	e70333	Ninan, Ajit	e70369
Liu, Libin	e70330	Nolte, Gerrit	e70388
Liu, Ligang	e70346, e70370	Noma, Yuta	e70354
Liu, May	e70353	O'Brien, James	e70353
Liu, Qiegen	e70360	Ohrhallinger, Stefan	e70413
Liu, Shusen	e70333	Omens, Dalton	e70417
Liu, Tiantian	e70402	Ooi, Wei Tsang	e70345
Liu, Yilin	e70420	Ott, Marvin	e70413
Liu, Ziwei	e70345	Pan, Liang	e70345
Lopez, Alvaro	e70321	Parikh, Kinjal	e70415
Lord, Jimmy	e70364	Paris, Axel	e70416
Löschner, Fabian	e70386	Pelechano, Nuria	e70405
Lu, Dongyue	e70345	Peng, Jason	e70353
Lu, Yang	e70346	Peng, Zhen	e70360

Author Index

Lee, In-Kwon	e70317	Tang, Xiang	e70419
Peytavie, Adrien	e70389, e70390	Tanveer, Maham	e70362
Pharr, Matt	e70322	Tao, Yutian	e70371
Ponton, Jose Luis	e70405	Tedi, Jeff	e70367
Porat, Noy	e70384	Tevet, Guy	e70365
Pueyo-Ciudad, Oscar	e70321	Theisel, Holger	e70340
Puhachov, Ivan	e70422	Thurman, Allise	e70417
Qiao, Qian	e70342	Timonen, Heikki	e70331
Reinbigler, Marie	e70376	Trabucato, Marc	e70380
Ribardiere, Mickael	e70387	Tzathas, Petros	e70410
Richardt, Christian	e70320	Ulschmid, Annalena	e70413
Ritchie, Daniel	e70352, e70385	Umetani, Nobuyuki	e70374
Roble, Doug	e70381, e70407	Vaisse, Alexis	e70380
Rosenthal, Adi	e70412	Valasek, Gábor	e70403
Rössl, Christian	e70340	Vandersanden, Jente	e70383
Rouffet, Romain	e70376	Vardis, Konstantinos	e70400
Ruan, Liangwang	e70402	Verhoeven, Floor	e70400
Runions, Adam	e70324	Vilanova, Anna	e70372
Ryu, Nuri	e70348	Vining, Nicholas	e70332
Samavati, Faramarz	e70324	Waldner, Manuela	e70366
Santesteban, Igor	e70381	Wan, Thomas	e70369
Sati, Abhinit	e70367	Wang, Beibei	e70343
Sattari Javid, Ali	e70364	Wang, Bin	e70402
Sawdayee, Haim	e70365	Wang, Jian	e70365
Saygin, Tuna	e70325	Wang, Lu	e70320
Schneider, Teseo	e70382	Wang, Ping	e70360
Schott, Hugo	e70389	Wang, Weihang	e70342
Schütz, Markus	e70338	Wang, Yu-Chen	e70328
Schwanecke, Ulrich	e70388	Wang, Zeyu	e70375
Shamir, Ariel	e70384, e70412	Wang, Zhecheng	e70354
Sheffer, Alla	e70332	Wang, Zixiong	e70343
Shum, Hubert P. H.	e70336	Weber, Ofir	e70341
Singh, Krishna Kumar	e70362	Weiharer, Maximilian	e70337
Singh, Gurprit	e70383	Weiss, Sebastian	e70426
Singh, Karan	e70354	Weyrich, Tim	e70359
Skouras, Mélina	e70350	Whiting, Emily	e70367
Son, Jooeun	e70348	Wimmer, Michael	e70338, e70413
Sridhar, Srinath	e70385	Wu, Lifan	e70328
Stamminger, Marc	e70337	Wu, Wenming	e70370
Steinberg, Shlomi	e70322	Wu, Xiaolong	e70320
Steinberger, Markus	e70400	Wyman, Chris	e70328, e70391
Stuyck, Tuur	e70381, e70407	Xiong, Biao	e70360
Sumner, Robert W.	e70377, e70426	Xiong, Ruicheng	e70346
Sun, Qi	e70369	Xu, Hao	e70316

Author Index

Xu, Kewei	e70387	Zeng, Yajun	e70346
Xu, Ruiqi	e70385	Zhan, Bowen	e70330
Xu, Shiyi	e70330	Zhang, Hao (Richard)	e70362
Xu, Xianghao	e70352	Zhang, He	e70330
Xu, Zilin	e70318	Zhang, Jielei	e70342
Xue, Bowen	e70329	Zhang, Xiaotang	e70336
Yan, Lingqi	e70318	Zhang, Yulong	e70330
Yan, Ling-Qi	e70356	Zhang, Yuqing	e70316
Yang, Jian	e70343	Zhang, Zhixin	e70335
Yang, Sipeng	e70316	Zhao, Nanxuan	e70320, e70362
Yang, Xinye	e70335	Zhao, Shuang	e70328, e70329
Yi, Gyuseok	e70334	Zhao, Yuyang	e70345
Yildirim, Ahmet Burak	e70325	Zheng, Liping	e70370
Yin, Wei	e70345	Zheng, Shuyang	e70335
Yoon, Hyejeong	e70323	Zhong, Xian	e70360
Younes, Mae	e70351	Zhou, Bing	e70365
Yu, Jihun	e70417	Zhou, Weijie	e70358
Yu, Ri	e70334	Zhou, Yang	e70318, e70362
Yu, Xie	e70342	Zhu, Xinding	e70335
Zargarbashi, Fatemeh	e70377	Zhu, Zihan	e70385

TABLE OF CONTENTS

Animating Humans with Gestures and Style

- Conversational Gesture Model (CGM): Extending Speaker-Centric Audio-Driven Motion Generation to Full Conversation Gestures* e70412
Tomer Koren, Adi Rosenthal, Doron Friedman, and Ariel Shamir
- Skeletal-Driven Animation of Anatomical Humans via Neural Deformation Gradients* e70388
Gerritt Nolte, Fabian Kemper, Ulrich Schwanecke, and Mario Botsch
- Dance Like a Chicken: Low-Rank Stylization for Human Motion Diffusion* e70365
Haim Sawdayee, Chuan Guo, Guy Tevet, Bing Zhou, Jian Wang, and Amit Haim Bermano
- SkinCells: Sparse Skinning using Voronoi Cells* e70381
Egor Larionov, Igor Santesteban, Hsiao-yu Chen, Wei-Chin Gene Lin, Philipp Herholz, Ryan Goldade, Ladislav Kavan, Doug Roble, and Tuur Stuyck
- VQ-Style: Disentangling Style and Content in Motion with Residual Quantized Representations* e70377
Fatemeh Zargarbashi, Dhruv Agrawal, Jakob Buhmann, Martin Guay, Stelian Coros, and Robert W. Sumner

Motion in the Wild: From Individuals to Crowds

- Physics-Based Motion Tracking of Contact-Rich Interacting Characters* e70336
Xiaotang Zhang, Ziyi Chang, Qianhui Men, and Hubert P. H. Shum
- Step2Motion: Locomotion Reconstruction from Pressure Sensing Insoles* e70405
Jose Luis Ponton, Eduardo Alvarado, Lin Geng Foo, Nuria Pelechano, Carlos Andujar, and Marc Habermann
- ContactVision: Learning Foot Contact from Video for Physically Plausible Gait Animation* e70334
DaeYong Kim, Gyuseok Yi, and Ri Yu

Digital Humans: From Capture to Control

- DexterCap: Affordable and Automated Capture of Complex Hand-Object Interactions* e70330
Yutong Liang, Shiyi Xu, Yulong Zhang, Bowen Zhan, He Zhang, and Libin Liu
- Improving Facial Rig Semantics for Tracking and Retargeting* e70417
Dalton Omens, Allise Thurman, Jihun Yu, and Ron Fedkiw
- CANRIG: Cross-Attention Neural Face Rigging with Variable Local Control* e70426
Arad Mohammadi, Sebastian Weiss, Jakob Buhmann, Loic Ciccone, Robert W. Sumner, Derek Bradley, and Martin Guay
- GTAvatar: Bridging Gaussian Splatting and Texture Mapping for Relightable and Editable Gaussian Avatars* e70351
Kelian Baert, Mae Younes, Francois Bourel, Marc Christie, and Adnane Boukhayma
- Neuralocks: Real-Time Dynamic Neural Hair Simulation* e70407
Wei-Chin Gene Lin, Egor Larionov, Hsiao-yu Chen, Doug Roble, and Tuur Stuyck

2D and Beyond: Stylized Animation and Reconstruction

- 3D Character Reconstruction from Hand-drawn Model Sheets* e70323
Hyejeong Yoon, Wonjong Jang, Yoonha Hwang, and Seungyong Lee

TABLE OF CONTENTS

<i>Generative Cutout Animation</i>	e70422
Ivan Puhachov, Noam Aigerman, Thibault Groueix, and Mikhail Bessmeltsev	
<i>Mixed Super-Circles</i>	e70414
Emile Hohnadel, Thibaut Métivet, and Florence Bertails-Descoubes	
<i>Vector sketch animation generation with differentiable motion trajectories</i>	e70335
Xinding Zhu, Xinye Yang, Shuyang Zheng, Zhexin Zhang, Fei Gao, Jing Huang, and Jiazhou Chen	
From Pixels to Scenes: 3D Reconstruction and Generation	
<i>ZeroScene: A Zero-Shot Framework for 3D Scene Generation from a Single Image and Controllable Texture Editing</i>	e70419
Xiang Tang, Ruotong Li, and Xiaopeng Fan	
<i>GS-2M: Material-aware Gaussian Splatting for High-fidelity Mesh Reconstruction</i>	e70347
Dinh Minh Nguyen, Malte Avenhaus, and Thomas Lindemeier	
<i>Layer3D: A 3D Layered Representation for Multiview Vector Graphics</i>	e70375
Zhongyue Guan, Yixin Hu, and Zeyu Wang	
<i>GeoFusionLRM: Geometry-Aware Self-Correction for Consistent 3D Reconstruction</i>	e70325
Ahmet Burak Yildirim, Tuna Saygin, Duygu Ceylan, and Aysegul Dunder	
<i>UniCross3D: Unified Cross-View and Cross-Domain Diffusion for Consistent Single-Image 3D Generation</i>	e70378
U-Chae Jun, Jaeun Ko, and Jiwoo Kang	
Maps and Meshes: Parameterization and Geometry Processing	
<i>TABI: Tight and Balanced Interactive Atlas Packing</i>	e70332
Floria Gu, Nicholas Vining, and Alla Sheffer	
<i>Volume Quantization with Flexible Singularities for Hexahedral Meshing</i>	e70349
Hendrik Brückler and Marcel Campen	
<i>Fast Injective Mesh Parameterization via Beltrami Coefficient Prolongation</i>	e70341
Guy Fargion and Ofir Weber	
<i>DiskScissors: Cutting Arbitrary-Topology Solids for Bijective Mapping</i>	e70379
Steffen Hinderink and Marcel Campen	
Learning Surface and Scene Representations	
<i>Mesh Processing Non-Meshes via Neural Displacement Fields</i>	e70354
Yuta Noma, Zhecheng Wang, Chenxi Liu, Karan Singh, and Alec Jacobson	
<i>Basis Networks: Learning basis functions for free-form triangulations</i>	e70326
Tobias Djuren and Marc Alexa	
<i>Self-supervised Learning of Fine-to-Coarse Cuboid Shape Abstraction</i>	e70344
Gregor Kobsik, Morten Henkel, Yanjiang He, Victor Czech, Tim Elsner, Isaak Lim, and Leif Kobbelt	
<i>TLC-Plan: A Two-Level Codebook Based Network for End-to-End Vector Floorplan Generation</i>	e70360
Biao Xiong, Zhen Peng, Ping Wang, Qiegen Liu, and Xian Zhong	

TABLE OF CONTENTS

<i>Floorplan Generation by Alternating Geometry and Semantics Optimization</i> Wenming Wu, Sizhe Hu, Ligang Liu, Liping Zheng, and Xiao-Ming Fu	e70370
Hierarchical Geometry: Optimization and Simplification	
<i>Convex Primitive Decomposition for Collision Detection</i> Julian Knodt and Xifeng Gao	e70411
<i>Construction of clustered HLOD with As-Simplified-As-Possible boundaries</i> Mathieu Ladeuil, Marc Trabucato, Alexis Vaisse, and Noura Faraj	e70380
<i>Hierarchical Optimization of the As-Rigid-As-Possible Energy</i> Hendrik Meyer, Bernd Bickel, and Marc Alexa	e70404
<i>Embedding Optimization of Layouts via Distortion Minimization</i> Alexandra Heuschling, Isaak Lim, and Leif Kobbelt	e70421
<i>Contouring Signed Distance Fields by Approximating Gradients</i> Maximilian Kohlbrenner and Marc Alexa	e70373
Parametric and Structured Geometry	
<i>CADrawer: Autoregressive CAD Generation from 3D Sketches</i> Yuanbo Li, Gilda Manfredi, Henro Kriel, Chengye Hao, Xianghao Xu, Adrien Bousseau, and Daniel Ritchie	e70352
<i>Differentiable variable fonts</i> Kinjal Parikh, Danny M. Kaufman, David I.W. Levin, and Alec Jacobson	e70415
<i>2D Piecewise Linear Scalar Fields with Invertible Integral Lines</i> Leon Timm Erxleben, Michael Motejat, Christian Rössl, and Holger Theisel	e70340
<i>Register-Efficient Linear-Time Evaluation in the Bernstein Basis</i> Gábor Valasek and Anna Lili Horváth	e70403
Structural Geometry: From Fabrication to Fracture	
<i>Field-Aligned Surface-Filling Curve via Implicit Stitching</i> Giovanni Cocco and Xavier Chermain	e70361
<i>Strain-Field Based Segmentation for Fabric Formwork</i> Abhinit Sati, Tiffany Bao, Jeff Tedi, Edward Chien, and Emily Whiting	e70367
<i>Designing inflatable shells using unstructured meshes</i> Siyuan He, Arthur Lebée, and Mélina Skouras	e70350
Diffusion and Beyond: Controlled Image Generation and Stylization	
<i>Graph-based Black and White Stylization</i> Javid Ali Sattari, Jimmy Lord, and David Mould	e70364
<i>Palette Aligned Image Diffusion</i> Elad Aharoni, Noy Porat, Dani Lischinski, and Ariel Shamir	e70384
<i>Latent Diffusion-GAN: Adversarial Learning in the Autoencoded Latent Space</i> U-Chae Jun, Jaeun Ko, and Jiwoo Kang	e70409
<i>Edge-preserving noise for diffusion models</i> Jente Vandersanden, Sascha Holl, Xingchang Huang, and Gurprit Singh	e70383

TABLE OF CONTENTS

<i>TextFlux: An OCR-Free DiT Model for High-Fidelity Multilingual Scene Text Synthesis</i>	e70342
Xie Yu, Jielei Zhang, Pengyu Chen, Weihang Wang, Longwen Gao, Peiyi Li, Qian Qiao, and Zhouhui Lian	
Temporal Vision: Video Generation, Pose, and Narrative	
<i>Story2Board: A Training-Free Approach for Expressive Visual Storytelling</i>	e70319
David Dinkevich, Matan Levy, Omri Avrahami, Dvir Samuel, and Dani Lischinski	
<i>SAGE: Structure-Aware Generative Video Transitions between Diverse Clips</i>	e70420
Mia Kan, Yilin Liu, and Niloy J. Mitra	
<i>MultiCOIN: Multi-Modal CONTrollable Inbetweening</i>	e70362
Maham Tanveer, Yang Zhou, Simon Niklaus, Ali Mahdavi Amiri, Hao (Richard) Zhang, Krishna Kumar Singh, and Nanxuan Zhao	
<i>SEE4D: Pose-Free 4D Generation via Auto-Regressive Video Inpainting</i>	e70345
Dongyue Lu, Ao Liang, Tianxin Huang, Xiao Fu, Yuyang Zhao, Baorui Ma, Liang Pan, Yin Wei, Lingdong Kong, Wei Tsang Ooi, and Ziwei Liu	
<i>Enhancing Robust Category-Agnostic Pose Estimation through Multi-Modal Feature Alignment</i>	e70368
Boxuan Li and Juan Liu	
From Leaf to Planet: Natural Environment Generation and Simulation	
<i>LeafFit: Plant Assets Creation from 3D Gaussian Splatting</i>	e70374
Chang Luo and Nobuyuki Umetani	
<i>TreeON: Reconstructing 3D Tree Point Clouds from Orthophotos and Heightmaps</i>	e70366
Angeliki Grammatikaki, Johannes Eschner, Pedro Hermosilla, Oscar Argudo, and Manuela Waldner	
<i>HeatMat: Simulation of City Material Impact on Urban Heat Island Effect</i>	e70376
Marie Reinbigler, Romain Rouffet, Peter Naylor, Mikolaj Czerkawski, Nikolaos Dionelis, Elisabeth Brunet, Catalin Fetita, and Rosalie Martin	
<i>Authoring Terrestrial Planets with Diffusion Models</i>	e70390
Oliver Borg, James Gain, Éric Guérin, Adrien Peytavie, Marie-Paule Cani, Eric Galin, and Guillaume Cordonnier	
<i>Terrain Synthesis and Authoring based on Iso-Contours</i>	e70389
Benoit Huftier, Hugo Schott, Eric Galin, Oscar Argudo, Adrien Peytavie, and Éric Guérin	
Structured for Speed: Spatial Representations for Real-Time Rendering	
<i>Real-Time Rendering of Dynamic Line Sets using Voxel Ray Tracing</i>	e70372
Bram Kraaijeveld, Andrei C. Jalba, Anna Vilanova, and Maxime Chamberland	
<i>EBOAT: Error-Bounded Adaptive Tessellation of Singularities for Real-Time Catmull-Clark Subdivision Surfaces Rendering</i>	e70346
Yajun Zeng, Yang Lu, Cong Chen, Ruicheng Xiong, and Ligang Liu	
<i>NAADF: Globally Illuminated VoxelWorlds Accelerated with Nested Axis-Aligned Distance Fields</i>	e70413
Annalena Ulschmid, Marvin Ott, Jonas Macho, Michael Wimmer, and Stefan Ohrhallinger	
Covering the Surface: Texture Synthesis, Patterns, and Compression	
<i>Real-time by-example texture synthesis and filtering using local statistics exchange</i>	e70355
Nicolas Lutz and Guillaume Gilet	

TABLE OF CONTENTS

<i>Variable-Rate Texture Compression: Real-Time Rendering with JPEG</i> Elias Kristmann, Michael Wimmer, and Markus Schütz	e70338
<i>ProcTex: Consistent and Interactive Text-to-texture Synthesis for Part-based Procedural Models</i> Ruiqi Xu, Zihan Zhu, Benjamin Ahlbrand, Srinath Sridhar, and Daniel Ritchie	e70385
<i>Lightmap Compression with Color-Coherent UV Clustering and Cascade Texture Optimization</i> Dehan Chen, Hongyu Huang, Yuzhe Luo, Hao Xu, Yuqing Zhang, Sipeng Yang, Xifeng Gao, Heng Cai, Chao Li, and Xiaogang Jin	e70316
<i>Controllable Intrinsic Surface Pattern Generation Using Slime Mold Simulations</i> Jeffrey Layton, Faramarz Samavati, and Adam Runions	e70324
Light Transport: Sampling, Waves, and Denoising	
<i>Wave Tracing: Generalizing The Path Integral To Wave Optics</i> Shlomi Steinberg and Matt Pharr	e70322
<i>Gradient-Domain ReSTIR Path Tracing</i> Yu-Chen Wang, Chris Wyman, Markus Kettunen, Daqi Lin, Lifan Wu, and Shuang Zhao	e70328
<i>Statistical Denoising of Transient Rendering</i> Oscar Pueyo-Ciudad, Alvaro Lopez, and Diego Gutierrez	e70321
<i>Stochastic Pairwise MIS for Unbiased Large-Kernel Reuse in Real-Time</i> Trevor Hedstrom, Markus Kettunen, Daqi Lin, Chris Wyman, and Tzu-Mao Li	e70391
<i>Deep Residual Combiner: A Learned Fusion of Spatial, Temporal, and Multiscale Correlated Pixel Estimates</i> Weijie Zhou, Euan Hughes, and Toshiya Hachisuka	e70358
Neural Appearance: Reflectance, Irradiance, and Light Transport	
<i>Neural Progressive Photon Mapping</i> Justin Benoist, Joey Litalien, and Adrien Gruson	e70408
<i>Neural Local Inter-reflection Modeling for Garment Fold Rendering</i> Jooeun Son, Nuri Ryu, Gyoonsoo Kim, Joo Ho Lee, and Seungyong Lee	e70348
<i>Real-time Rendering with a Neural Irradiance Volume</i> Arno Coomans, Giacomo Nazzaro, Edoardo A. Dominici, Christian Döring, Floor Verhoeven, Konstantinos Vardis, and Markus Steinberger	e70400
<i>A Real-Time Multi-Scale Neural Representation for Complex Surface Reflectance</i> Heikki Timonen, Pauli Kempainen, and Jaakko Lehtinen	e70331
Measuring and Modeling Material Appearance	
<i>High-Gloss SVBRDF Capture Using Bounce Light</i> Tomáš Iser, Andrei-Timotei Ardelean, and Tim Weyrich	e70359
<i>A Texture-Free Multi-Scale Model for Surface-Based Rendering of Knitted Fabrics</i> Apoorv Khattar, Jean-Marie Aubry, Ling-Qi Yan, and Zahra Montazeri	e70356
<i>A Discrete Polydisperse Anisotropic BSDF Model based on the Micrograin Framework</i> Kewei Xu, Simon Lucas, Mickael Ribardiere, Benjamin Bringier, and Pascal Barla	e70387

TABLE OF CONTENTS

<i>HiMat: DiT-based Ultra-High Resolution SVBRDF Generation</i> Zixiong Wang, Jian Yang, Yiwei Hu, Miloš Hašan, and Beibei Wang	e70343
Advancing 3D Gaussian Splatting	
<i>Multi-Spectral Gaussian Splatting with Neural Color Representation</i> Lukas Meyer, Josef Grün, Maximilian Weiherer, Bernhard Egger, Marc Stamminger, and Linus Franke	e70337
<i>RotGS: Rotation-Guided 3D Gaussian Splatting for Turntable Sequences without Structure-from-Motion</i> Kyumin Kim, Dohae Lee, Hanul Baek, and In-Kwon Lee	e70317
<i>Adaptive Spatio-Temporal 3D Gaussian Splatting for Scenes with Oscillatory Motion</i> Petros Tzathas, Jeffrey Hu, Andréas Meuleman, Guillaume Cordonnier, and George Drettakis	e70410
<i>OUGS: Active View Selection via Object-aware Uncertainty Estimation in 3DGS</i> Haiyi Li, Qi Chen, Denis Kalkofen, and Hsiang-Ting Chen	e70363
<i>Splat-based Metal Artifact Reduction in Cone-Beam CT via Polychromatic Modeling</i> Kiseok Choi, Inchul Kim, Jaemin Cho, Hyeongjun Cho, and Min H. Kim	e70339
Go with the Flow: Fluid Simulation and Rendering	
<i>Adaptive Optical Layers: Efficient Tall Cell Grids for Liquid Simulation</i> Fumiya Narita and Takashi Kanai	e70357
<i>A Semi-Analytical Energy Model for Particle-Based Fluid Simulation Involving Complex Moving Boundaries</i> Junyuan Liu, Shusen Liu, Yuzhong Guo, Ruikai Liang, Yin Li, and Xiaowei He	e70333
<i>Dripping Thin Films for Real-time Digital Painting</i> Zoé Herson, Axel Paris, and Élie Michel	e70416
Solving Deformation: Numerical Methods for Elastic Simulation	
<i>STAGED: Stress-Tensor Assisted Global-local-global solver for interactive Elastic shape Design</i> Liangwang Ruan, Bin Wang, Tiantian Liu, and Baoquan Chen	e70402
<i>Interpolated Adaptive Linear Reduced Order Modeling for Deformation Dynamics</i> Yutian Tao, Maurizio Chiaramonte, and Pablo Fernandez	e70371
<i>Progressively Projected Newton's Method</i> José Antonio Fernández-Fernández, Fabian Löschner, and Jan Bender	e70386
<i>Affinification: A Fine Approximation of Deformations</i> Alexandre Mercier-Aubin, Teseo Schneider, Paul Kry, and Sheldon Andrews	e70382
Immersive and Interactive: Rendering Across Displays and Devices	
<i>Robo-Saber: Generating and Simulating Virtual Reality Players</i> Nam Hee Kim, May Liu, Jaakko Lehtinen, Perttu Hämäläinen, James O'Brien, and Jason Peng	e70353
<i>Real-Time Neural Materials on Mobile VR</i> Zilin Xu, Yang Zhou, Yehonathan Litman, Matt Jen-Yuan Chiang, Lingqi Yan, and Anton Michels	e70318

TABLE OF CONTENTS

<i>ML-PEA: Machine Learning-Based Perceptual Algorithms for Display Power Optimization</i> Kenneth Chen, Nathan Matsuda, Thomas Wan, Ajit Ninan, Alexandre Chapiro, and Qi Sun	e70369
<i>ProjectiveShading: Inserting 3D Objects into Indoor Images with Complex Shadows</i> Jundan Luo, Xiaolong Wu, Nanxuan Zhao, Lu Wang, Wenbin Li, and Christian Richardt	e70320
<i>PBR-Inspired Controllable Diffusion for Image Generation</i> Bowen Xue, Giuseppe Claudio Guarnera, Shuang Zhao, and Zahra Montazeri	e70329

Keynotes

Title: The Quest for Easy Creation, Editing and Real-Time Rendering of Realistic 3D Scenes

George Drettakis

Inria Université Côte d'Azur

Abstract

In this talk we will present over 25 years of research motivated by the goal of providing solutions to easily create realistic 3D scenes by capturing real content, allowing subsequent editing — most importantly re-lighting — and allowing real-time rendering of the resulting scenes. We look back at several early projects, and how they allowed us to advance our understanding of the fundamental difficulties of developing algorithms to achieve our goals by building on physics-based rendering and traditional graphics solutions. We will then stress the importance of being open to new tools and methodologies, most importantly deep learning. We will illustrate how adopting such techniques and methodologies early provided a significant advantage, both in relighting and real-time rendering for novel view synthesis, in part by building on our expertise in realistic rendering for training data generation. We will discuss the importance of efficiency and optimization even in early stages of these research projects, and finally discuss how the power of recent generative models provides exciting new possibilities, opening the way to powerful solutions to our overarching goals of easily creating, editing and rendering realistic 3D content.

Bio:

George Drettakis graduated in Computer Science (CS) in Crete, Greece, and obtained an M.Sc. and a Ph.D. (1994) in CS at the University of Toronto, Canada, under the supervision of Eugene Fiume, followed by an ERCIM postdoc in Grenoble, Barcelona and Bonn (94–95). He obtained an Inria researcher position in the iMAGIS group in Grenoble (1995), and the degree of “Habilitation” at the University of Grenoble (1999). In 2000 he founded the REVES research group at Inria Sophia-Antipolis (2002–2015), followed by the current GRAPHDECO group. He has received several awards: the Eurographics (EG) Outstanding Technical Contributions award in 2007, EG Distinguished Career Award (2024), Inria-French Academy of Sciences Grand Prix (2024), the ACM SIGGRAPH Computer Graphics Achievement Award (2025), and was named EG (2007) and ACM (2026) Fellow. He was papers co-chair of the EG Rendering Workshop in 1998, EG conference in 2002 and 2008, technical papers chair of SIGGRAPH Asia 2010, associate editor for major graphics journals, and chairs the EG working group on Rendering. His research spans many topics in computer graphics, with an emphasis on rendering. He initially concentrated on lighting and shadow computation and subsequently worked on 3D audio, perceptually-driven algorithms, virtual reality and 3D interaction. In recent years he has focused more on learning-based appearance capture, relighting and novel view synthesis (previously known as image-based rendering), culminating in the development of 3D Gaussian Splatting.

Keynotes

Title: Learning to See the 3D World

Lourdes De Agapito Vicente

University College London / Synthesia

Abstract

Building algorithms that can emulate human 3D perception, using as input single images or video sequences taken with a consumer camera, proved to be a challenging task for years but has recently seen astounding progress. For decades, machine learning solutions faced the challenge of scarcity of 3D annotations, encouraging important advances in weak and self-supervision. However, recent efforts in large-scale paired image-3D dataset collection have led to a paradigm shift and fully supervised feed-forward large 3D reconstruction models have become a reality. In this talk I will describe progress in both static and dynamic 3D reconstruction, from early optimization-based solutions that captured sequence-specific 3D models, towards more powerful 3D-aware neural representations that can be trained from 2D image supervision only, to today's large transformer-based, multi-view feed-forward models for metric-scale dense 3D reconstruction. I will also describe the successful commercial uptake of this technology and will show its application to AI-driven video synthesis.

Bio:

Lourdes holds the position of Professor of 3D Vision at the Department of Computer Science, University College London (UCL) where she heads the Vision and Imaging Science Group. She received her BSc, MSc and PhD degrees from Universidad Complutense de Madrid (Spain). In 1997 she joined the Robotics Research Group at the University of Oxford as an EU Marie Curie Fellow. In 2001 she was appointed Lecturer at Queen Mary University of London, where she held an ERC Grant. Lourdes joined UCL in 2013 and was promoted to full professor in 2015. Her research in computer vision has consistently focused on the inference of 3D information from images or videos acquired with a single camera. Lourdes has served as Program Chair for CVPR 2016 and ICCV 2023, serves regularly as Area Chair for the top Computer Vision conferences (CVPR, ICCV, ECCV) and was Keynote speaker at ICRA 2017, ICLR 2021 and ECCV'24. Lourdes is co-founder of London-based startup Synthesia, the world's largest AI video generation platform for business, currently valued at \$4B. Synthesia's text-to-video technology allows users to create professional videos directly on the browser, removing the physical constraints of conventional production.

Keynotes

Title: Graphics' Final Frontier

Jaakko Lehtinen

Aalto University / NVIDIA Research

Abstract

Computer graphics has undergone an incredible journey from its (visually) humble beginnings into our current ability to simulate the appearance and motion of complex scenes to a degree often difficult to distinguish from reality. Yet closing the final gap to the look and feel of live action footage remains elusive. At the same time, modern purely data-driven methods routinely surpass the realism of traditional first-principles graphics approaches, but come with only coarse controls.

In this talk, I'll draw on my experience of working with both classic and data-driven image generation techniques and attempt to outline a vision for the "endgame" of computer graphics that synthesizes the classic first-principles approaches with the power of data.

Bio:

Jaakko is an associate professor at Aalto University and a distinguished research scientist at NVIDIA Research in Helsinki, Finland. He works on computer graphics and machine learning, with particular interests in generative modelling, realistic image synthesis, and appearance acquisition and reproduction. Overall, he's fascinated by the combination of machine learning techniques with physical simulators in the search for robust, interpretable AI.

Prior to his current positions, Jaakko spent 2007–10 as a postdoc with Frédo Durand at MIT. Before his research career, he worked for the game developer Remedy Entertainment in 1996–2005 as a graphics programmer, and contributed significantly to the graphics technology behind the worldwide blockbuster hit games Max Payne (2001), Max Payne 2 (2003), and Alan Wake (2009).

Keynotes

Title: Design in the Age of AI and Spatial Computing

Bernd Bickel

ETH Zurich / Google

Abstract

As the boundaries between the digital and physical worlds blur, we face a profound opportunity to reimagine how we design the world around us. While advanced manufacturing, artificial intelligence, and spatial computing offer unprecedented potential for architecture, engineering, and art, their impact is often limited by a lack of design tools that can seamlessly bridge human creativity with physical realizability.

In this talk, I will explore the transformation of design workflows from traditional CAD tools toward intelligent design systems. I will discuss how optimization-based design and tailored data-driven models enable novel approaches for interactive shape exploration and beyond, demonstrating their applicability to challenges ranging from intricate microstructures to high-performance building facades. A central theme is the control problem: the inherent tension between the probabilistic nature of modern generative AI and the high precision and editability required for professional engineering.

I will conclude by reflecting on the evolving role of algorithms as creative partners. I will share a vision for a future where technology provides the “digital superpowers” that complement rather than replace human intuition, enabling us to build a more sustainable, functional, and resilient world.

Bio:

Bernd Bickel is a Full Professor of Computational Design at ETH Zurich and a Research Scientist at Google. He previously served as a Professor and Vice President at ISTA and worked as a Research Scientist at Disney Research. He received his PhD in Computer Science from ETH Zurich in 2010.

His research intersects visual computing, digital fabrication, and machine learning, focusing on computational tools that bridge digital design and physical manufacturing. His work includes high-fidelity performance capture, data-driven material modeling, functional metamaterials, and creative AI & generative design, integrating physics-based simulation with machine learning to create high-performance structures and systems.

Bernd’s contributions have been recognized with a Technical Achievement Award from the Academy of Motion Picture Arts and Sciences (2019), the ACM SIGGRAPH Significant New Researcher Award (2017), an ERC Starting Grant (2016), and the ETH Medal (2011) for his doctoral dissertation.

Keynotes

Title: Shaping the future of our 3D immersion in digital worlds

Anatole Lécuyer

Inria Rennes / IRISA

Abstract Virtual reality (VR) naturally evokes a set of advanced technologies designed to immerse users in synthetic 3D worlds simulated in real time by a computer. Through dedicated interfaces such as head-mounted displays, VR applications enable powerful experiences, transporting users to imaginary places or allowing them to interact with virtual characters and remote people. The first VR systems date back to the 1960s, but today we are living through a pivotal moment for the field, as it steadily moves toward widespread, mass-market adoption.

In this talk, we will explore the next steps for VR technologies. We will first argue that VR is progressively introducing greater physical engagement into 3D human-computer interaction, for example through haptic technologies (tactile or force feedback) or through virtual embodiment via self-avatars (anthropomorphic representations of the user within a virtual environment). We will also examine the ongoing convergence of VR with physiological and neural interfaces, pointing toward future interactive systems that directly leverage users' cognitive states and open the door to even more compelling and holistic experiences. The talk will be illustrated with some of our latest scientific results, offering a glimpse of what could become the future of our 3D immersion in digital worlds.

Bio:

Anatole Lécuyer is Director of Research at Inria, the French National Institute for Research in Digital Science and Technology, based in Rennes. For more than 20 years, he has been conducting research in the field of virtual reality, exploring new ways of interacting with virtual worlds, such as haptic or neural interfaces. He is the co-author of over 250 scientific publications and 15 patents. He serves as an expert for numerous organizations, including the French National Research Agency and the European Commission.

He served as Associate Editor of IEEE Transactions on Visualization and Computer Graphics, and Presence journal. He was General Chair of the IEEE Virtual Reality Conference (2025), Program Chair of IEEE Virtual Reality Conference (2015–2016) and General Chair of IEEE Symposium on Mixed and Augmented Reality (2017). Anatole Lécuyer received the Inria–Académie des Sciences Young Researcher in Digital Science Award in 2013, the IEEE VGTC Technical Achievement Award in Virtual/Augmented Reality in 2019, and was inducted into the IEEE Virtual Reality Academy in 2022.

Keynotes

Title: Towards Efficient World Models for Visual Intelligence

Björn Ommer

Ludwig Maximilian University of Munich

Abstract

Visual intelligence requires more than perception or the generation of plausible images or videos. It requires world models that represent the state of the world and how it changes. While recent progress in learning scene appearance from images and video has been remarkable, explicit models of kinematics are still vastly lacking: Current video models are largely computationally costly, focus on synthesizing only a single likely future, and paint future pixels rather than explicitly representing all possible motions that could lead there.

In this talk, I will present recent progress toward efficient world models that make dynamics directly accessible, represent a multitude of possible futures, and allocate computation adaptively to the dynamic content of a scene rather than uniformly to individual pixels. Consequently, efficiency is not merely a matter of speed. It becomes a modeling principle that shapes what world models represent, how they reason, and what applications they make possible.

The talk will then broaden the perspective and ask what happens when generative AI turns intelligence into a scalable, widely accessible commodity, propelling us from an information society toward a knowledge society with democratized access to actionable knowledge.

Efficient world models, in this sense, are not simply compressed versions of larger systems, but a step toward visual intelligence grounded in dynamics, uncertainty, and efficient reasoning.

Bio:

Björn Ommer is a full professor for Computer Science at LMU Munich where he leads the Computer Vision & Learning Group. Previously he was a full professor at Heidelberg University. After studying computer science and physics at the University of Bonn, he earned a Ph.D. from ETH Zurich, and held a postdoc position at UC Berkeley.

He is LMU's Chief AI Officer, a director of the Bavarian AI Council, an ELLIS Fellow, and has served as an editor for IEEE Transactions on Pattern Analysis and Machine Intelligence (T-PAMI) and on the boards of numerous CVPR, ICCV, ECCV, and NeurIPS conferences.

Björn's research interests are in generative AI, visual understanding, and explainable neural networks. His group developed several influential approaches in generative modeling, such as Stable Diffusion, which have seen broad adoption across academia, industry, and beyond and reflect his broader goal of advancing the democratization of generative AI.