
# Symposium on Geometry Processing 2016

Berlin, Germany
June 20 – 24, 2016

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Maks Ovsjanikov and Daniele Panozzo
(Guest Editors)

*Volume 35 (2016), Number 5*

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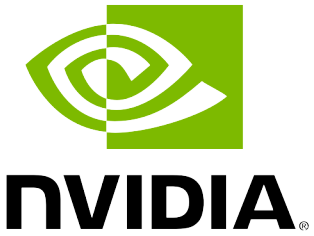


Eurographics Symposium on Geometry Processing 2016 *Volume 35 (2016), Number 5*
Maks Ovsjanikov and Daniele Panozzo
(Guest Editors)

# Preface

The Eurographics Symposium on Geometry Processing (SGP) is the premier venue for disseminating new research ideas and cutting-edge results in geometry processing. In this research area, concepts from mathematics, computer science, and engineering are studied and applied to offer new insights and design efficient algorithms for acquisition, modeling, analysis, manipulation, simulation, and transmission of complex 3D models.

SGP 2016 received 81 complete paper submissions, of which 26 were accepted. The accepted papers will be presented by the authors at the SGP conference and published in a special issue of Computer Graphics Forum. Additionally, 3 were recommended for submission with major revisions to the Computer Graphics Forum journal.

The SGP conference will be held in Berlin, Germany, from June 20th to 24th. It will be co-located with Shape Modeling International (SMI) and the Symposium on Solid & Physical Modeling (SPM) as part of the Geometry Summit 2016. The topics of the papers range from shape analysis, correspondence and registration, to fabrication, reconstruction and shape modeling. A "graduate school" with tutorials intended for graduate students will be held during the two days prior to the conference. Additionally, this year a new initiative was put in place to recognize the authors who are willing to provide a complete open-source implementation of their method, and thus to allow scientists and practitioners to immediately benefit from state-of-the-art research results, without spending months re-implementing the proposed algorithms and trying to find the right parameter values. A special committee was set up to verify that the provided implementations reproduce the results presented in the papers and to award the papers a Reproducibility Stamp as a form of recognition. There were 5 papers that were awarded the Reproducibility Stamp this year and the implementations of the corresponding papers can now be found at the dedicated website: http://www.reproducibilitystamp.com/.

The SGP program could not have been possible without the hard work of a large community of volunteers. We are grateful to the paper authors and all the members of the program committee for their extraordinary efforts to produce, review, and refine excellent research papers. We also are thankful to the Conference Chair, Leif Kobbelt, to the Geometry Summit Chairs, Marc Alexa and Konrad Polthier, and the manager of SRM, Stefanie Behnke, for their assistance and support.

We hope the readers will enjoy this special issue and greatly benefit from its contents.

Guest Editors:
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# Reproducibility Stamp

An additional recognition for authors who are willing to go one step further, and in addition to publishing the paper, provide a complete open-source implementation.
http://www.reproducibilitystamp.com/

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**Logo Designer:** Michela Mortara

This year the following papers have received the Reproducibility Stamp:

Complex Transfinite Barycentric Mappings with Similarity Kernels,
Renjie Chen and Craig Gotsman

Non-Rigid Puzzles Or Litany,
Emanuele Rodolà, Alex Bronstein, Michael Bronstein and Daniel Cremers

Curve Reconstruction with Many Fewer Samples
Stefan Ohrhallinger, Scott Mitchell and Michael Wimmer

Crawl through Neighbors: A Simple Curve Reconstruction Algorithm
Amal Dev Parakkat and Ramanathan Muthuganapathy

Construction of Topologically Correct and Manifold Isosurfaces
Roberto Grosso

Planar Minimization Diagrams via Subdivision with Applications to Anisotropic Voronoi Diagrams
Huck Bennet, Evanthia Papadopoulou and Chee Yap

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