

Pacific Graphics 2016

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Short Papers Proceedings

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 **I.I.E.E.J**

Preface

The 24th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2016) was held in Okinawa, Japan, on October 11-14, 2016. As a highly successful conference series, Pacific Graphics provides a premium forum for researchers, developers, practitioners in the Pacific Rim and around the world to present and discuss new problems, solutions, and technologies in computer graphics and related areas.

There were 195 papers submitted, which were reviewed by a program committee of 109 international experts, as well as 325 external reviewers. Of these submissions, 51 papers were selected for full oral presentation at the conference, as well as for inclusion in this issue of Computer Graphics Forum. Each paper was reviewed by at least 4 reviewers from the program committee and the external experts. Each of the accepted papers underwent a second review cycle to ensure that the necessary revisions indicated in the reviews were carried out.

In addition to the paper presentation, the conference also featured three invited talks by C. Karen Liu, Jun Mitani, and Chris Wojtan. There was also a short paper session, where 10 short papers were presented. The short papers are published electronically through the EG Digital Library. The topics of the papers in this volume are diverse, including geometric modeling, rendering, animation, simulation, images/videos, visualization, and fabrication. Some of the papers were submitted with supplementary materials that EUROGRAPHICS members can access through the EG Digital Library.

We would like to thank the authors and participants at the conference, the program committee members, and the external reviewers, all of whom made their best effort to ensure the high quality of the Pacific Graphics 2016 technical program. We also wish to thank Silicon Studio Corporation, Polyphony Digital Inc., DWANGO Co., Ltd., Prometech Software Inc., SQUARE ENIX CO., LTD., and The Institute of Image Electronics Engineers of Japan, for their financial support. Finally, we would like to thank Stefanie Behnke, whose administrative and technical help was invaluable.

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