

17th Eurographics Symposium on Rendering

Cyprus, June 26-28, 2006

PROGRAMME ([download pdf](#))

DAY 0 - June 25, 2006

Social event 20:30-24:00

Early registration, beer and football in front of the main hall.



DAY 1 - June 26, 2006

Morning Session 1 09:00-10:40

Opening Session and Keynote 1: Shree Nayar

Morning Session 2 11:10-12:50

Acquisition

Reconstruction of Volumetric Surface Textures for Real-Time Rendering

Sebastian Magda , David Kriegman

Statistical Acquisition of Texture Appearance

Addy Ngan , Fredo Durand

Sparse Lumigraph Relighting by Illumination and Reflectance Estimation from Multi-View Images

Tianli Yu , Hongcheng Wang , Narendra Ahuja , Wei-Chao Chen

Tomographic Reconstruction of Transparent Objects

Borislav Trifonov , Derek Bradley, Wolfgang Heidrich

Afternoon Session 1 13:40-15:20

Multi-View and Multi-Perspective

An Efficient Multi-View Rasterization Architecture

Jon Hasselgren, Tomas Akenine-Moller

Antialiasing for Automultiscopic 3D Displays

Matthias Zwicker , Wojciech Matusik , Fredo Durand , Hanspeter Pfister

Automatic Multiperspective Images
Augusto Roman , Hendrik P.A. Lensch

Real-time Multi-perspective Rendering on Graphics Hardware
Xianyou Hou , Li-Yi Wei , Heung-Yeung Shum , Baining Guo

Afternoon Session 2 15:50-17:30
Sampling & Ray-Tracing

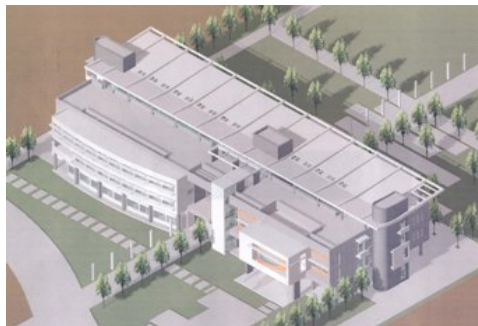
Two Stage Importance Sampling for Direct Lighting
David Cline , Parris Egbert , Justin Talbot , David Cardon

Sequential Sampling of Environment Maps
Abhijeet Ghosh, Arnaud Doucet, Wolfgang Heidrich

Making Radiance and Irradiance Caching Practical: Adaptive Caching and Neighbor Clamping
Jaroslav Krivanek , Kadi Bouatouch , Sumanta Pattanaik , Jiri Zara

Instant Ray Tracing: The Bounding Interval Hierarchy
Carsten Wachter , Alexander Keller

Social event: 20:00-22:00
Wine tasting at the UCY New Campus



DAY 2 - June 27, 2006

Morning Session 1 09:00-10:40

Radiance Transfer & Relighting

Exploiting Temporal Coherence for Incremental All-Frequency Relighting

Ryan Overbeck , Aner Ben-Artzi , Ravi Ramamoorthi , Eitan Grinspun

Wavelet Radiance Transport for Real-time Indirect Lighting

Janne Kontkanen , Emmanuel Turquin , Nicolas Holzschuch , Francois Sillion

Efficient Wavelet Rotation for Environment Map Rendering

Rui Wang , David Luebke , Greg Humphreys , Ren Ng

Relighting Human Locomotion with Flowed Reflectance Fields

Per Einarsson , Charles-Felix Chabert , Andrew Jones , Bruce Lamond , Alex Ma , Tim Hawkins , Sebastian Sylwan , Paul Debevec

Morning Session 2 11:10-12:50

Visibility & Shadows

Adaptive Visibility Driven View Cell Construction

Oliver Mattausch , Jiri Bittner , Michael Wimmer

Near Optimal Hierarchical Culling: Performance Driven Use of Hardware Occlusion Queries

Michael Guthe , Akos Balazs , Reinhard Klein

Shadow Map Warping and Partitioning

Brandon Lloyd , David Tuft , Sung-eui Yoon , Dinesh Manocha

Real-time soft shadow mapping by backprojection

Gael Guennebaud , Lode Barthe , Mathias Paulin

Afternoon Session 1 13:40-15:20

Photography & Matting

Practical, Real-time Studio Matting using Dual Imagers

Morgan McGuire , Wojciech Matusik , William Yerazunis

Surface Enhancement Using Real-time Photometric Stereo and Reflectance Transformation

Tom Malzbender , Bennett Wilburn , Dan Gelb , Bill Ambrisco

Symmetric Photography: Exploiting Data-sparseness in Reflectance Fields

Gaurav Garg , Eino-Ville Talvala , Marc Levoy , Hendrik P. A. Lensch

Spatio-angular Resolution Trade-Offs in Integral Photography

Todor Georgiev , Colin Zheng , Shree Nayar , David Salesin , Brian Curless , Chintan Intwala

Afternoon Session 2 15:40-17:20

Texture

Image-driven Navigation of Analytical BRDF Models

Addy Ngan , Fredo Durand , Wojciech Matusik

Silhouette Texture

Hongzhi Wu , Li-Yi Wei , Xi Wang , Baining Guo

Feature-aware texturing

Ran Gal , Olga Sorkine , Daniel Cohen-Or

Texture Replacement of Garments in Monocular Video Sequences
Volker Scholz , Marcus Magnor

Program Committee Meeting 17:20-18:00

Social event: 19:00-late

**Conference dinner - guided tour of
Nicosia, dinner at the cultural centre of UCY**



DAY 3 - June 28, 2006

Morning Session 1 09:30-10:30

Keynote: Petri Nordlund

Morning Session 2 11:00-12:40

GPU Rendering

A GPU-driven Algorithm for Accurate Interactive Reflections on Curved Objects

Pau Estalella , Ignacio Martin , George Drettakis , Dani Tost

Interactive Screen-Space Accurate Photon Tracing on GPUs

Jens Kruger , Kai Burger , Rudiger Westermann

A Novel Method for Fast and High-Quality Rendering of Hair

Songhua Xu , Francis Lau , Hao Jiang , Yunhe Pan

Ambient Occlusion for Animated Characters

Janne Kontkanen , Timo Aila

Afternoon Session 1 13:30-15:10

NPR

ARDECO: Automatic Region DEtection and CONversion

Gregory Lecot , Bruno Levy

Segmentation-Based 3D Artistic Rendering

Alexander Kolliopoulos , Jack M. Wang , Aaron Hertzmann

Painting With Texture

Lincoln Ritter , Wilmot Li , Maneesh Agrawala , Brian Curless , David Salesin

Directing Gaze in 3D Models with Stylized Focus

Forrester Cole , Doug DeCarlo , Adam Finkelstein , Kenrick Kin , Keith Morley , Anthony Santella

Afternoon Session 2 15:40-16:55

Reflectance and Illumination

Bidirectional Instant Radiosity

Benjamin Segovia , Jean-Claude Iehl , Richard Mitanchey , Bernard Peroche

Texture Transfer Using Geometric Correlation

Tom Mertens , Jan Kautz , Jiawen Chen , Philippe Bekaert , Fredo Durand

A Spectral BSSRDF for Shading Human Skin

Craig Donner , Henrik Wann Jensen

Closing Session

Transport to Ayia Napa

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