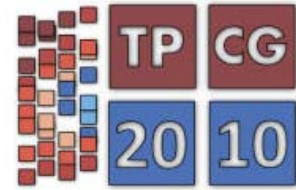


Theory and Practice of Computer Graphics
 University of Sheffield, 6-8 September 2010



Conference Programme

University of Sheffield, Halifax Conference Centre, The Endcliffe Village, Sheffield S10 3ER.

Monday 6 September (Middleton Room)	
09:00	<i>Registration desk opens</i>
09:30	Tutorial: "The OptiX Ray Tracing Engine" Dr Steven G. Parker, nVidia.
10:45	Coffee
11:00	Tutorial continues
12:00	Lunch
13:00	Welcome
13:15	Keynote 1: "Ridge Walks in the Graphics Highlands" Neil Gatenby, Lightworks Design
14:15	Session 1: <i>Image Space Rendering</i> "Screen-space re-rendering for the simulation of concert lighting" I.Stephenson, L. Scanlan. "Efficient Image Blur in Web-based Applications" M. Kraus
15:15	Tea
15:45	Session 2: <i>GPU Rendering</i> "ID-Based Rendering of Silhouettes on the GPU" E.Diktas, A. Sahiner "Anisotropic Kuwahara Filing with Polynomial Weighting Functions" J. Kyprianidis, A. Semmo, H. Kang, J. Doellner "Rendering Large Point Datasets with GPU Shaders" H. Aguirre, D. Gutierrez, J. Perrin
17:15	AGM – All attendees welcome
17:45	<i>End of Day</i>
18:45	Evening excursion to Kelham Island Museum <i>Gather for coach transport</i>

Tuesday 7 September (Morning parallel sessions as indicated, otherwise in the Middleton room)		
	<i>Middleton</i>	<i>Ennis</i>
9:00	Session 3: <i>Surface Modelling</i> “Surfel based Geometry Reconstruction” V. Andersen, H. Aanaes, J. Baerentzen “A CAD Mesh Model Plate-splitting approach based on Fitting Primitives” C. Geng, H. Suzuki, D-M. Yan, T. Michikawa, Y. Sat, M. Hashima, E. Ohta “Multi-resolution modeling using fractal image compression techniques” O. Belmonte, S. Sancho, J. Ribelles “An Improved Discrete level of Detail Model through an Incremental Representation” J. Ribelles, A. Lopez, O. Belmonte	Session 4: <i>Simulation</i> “Agent-based Large Scale Simulation of Pedestrians with Adaptive Realistic Navigation Vector Fields” T. Karmakharm, P. Richmond, D. Romano “Computer Modelling of Theatrical Sets” I. Stephenson, R. Pride “Approximating Poisson Disk Distributions by Means of a Stochastic Dither Array” J. Alford, D. Sheppard “Real-time Traffic Simulation using Cellular Automata” C. Applegate, S. Laycock, A.day
11:00	Coffee	
11:30	Session 5: <i>Applications</i> “Using Processing to develop iCove: a tool for interactive costal oceanographic visualization” R. George, J. Roberts, A. Davies “Perception of Clones in Forest Rendering” A. Purvis, V. Sundstedt “Computer Graphics Education and the understanding of pixel plotting algorithms using Growth Aggregation models” J. Roberts	Session 6: <i>Work in Progress Papers (4x20 min)</i> “Virtual Femoral Palpation Simulation for Interventional Radiology Training” T. Coles, D. Gould, N. John, D. Caldwell. “Implicit surface reconstruction and feature detection with a learning algorithm” D. Kaye, I. Ivrisimtzis “Pattern Recognition in Cytopathology for Papanicolaou Screening” J. Blackledge, D. Dubovitski “Evaluation of a Viseme driven talking head” P. Dey, S. Maddock, R. Nicolson
13:00	Lunch	
14:00	Keynote 2: Rendering and Interacting with Large Scale Volumetric Data In Medical Applications Anders Ynnerman, Linkoping University	
15:00	Session 7: <i>Volumetrics</i> “Craniofacial reconstruction based on skull-face models extracted from MRI datasets” M. Salas, S. Maddock “Interval based data structure optimization” B. Duffy, H. Carr	
16:00	Tea	
16:30	Session 8: <i>Visualization</i> “Remote Scientific Visualization for Large Datasets” M.Turner, G. Leaver, J. Perrin “An Evaluation of the Use of Clustering Coefficient as a Heuristic for the Visualisation of Small World Graphs” F. McGee, J. Dingliana “From tabular to Metaphoric Landscape Visualisation – A Template Based Approach” F. Mohamed, M. Chen, P. Grant	
18:00	<i>End of Day</i>	
18:45	Conference Dinner <i>Gather for short walk to local restaurant</i>	

Wednesday 8 September (Middleton room)	
9:00	<p>Session 9: <i>Sound and Animation</i></p> <p>“Audio-visual Animation of Urban Space” P. Richmond, Y. Smyrnova, S. Maddock, J. Kang</p> <p>“The Effect of Discretised and Fully Converged Spatialised Sound on Directional Attention and Distraction” C. Harvey, S. Walker, T. Bashford-Rogers, K. Debattista, A. Chalmers</p> <p>“Comparison of different types of visemes using a constraint based coarticulation model” O. Lazalde, S. Maddock</p>
10:30	Coffee
11:00	<p>Session 10: <i>Animation</i></p> <p>“Using the Discrete Fourier transform for Character Motion Blending and Manipulation” M. Molnos, S. Laycock, A. Day</p> <p>“Animating Horse Gaits and Transitions” J. Murphy, H. Carr, M. O’Neill</p>
12:00	<p>Keynote 3: Where the Wild Researchers Area Phil Willis, University of Bath</p>
13:00	Lunch
14:00	<p>Session 11: <i>Graphics Interfaces</i></p> <p>“Sketch-based Posing of 3D Faces for Facial Animation” O. Gunnarsson, S. Maddock</p> <p>“A Multi-windows Approach for a Sketch-based Conceptual Design System” I. Gharib, S. Qin</p> <p>“Integrating Haptic Interaction into an existing virtual environment toolkit” P. Scopes, S. Smith</p>
15:30	Tea
15:45	<p>Session 12: <i>Medical Modelling</i></p> <p>“Anatomically Plausible Surface Alignment and Reconstruction” R. Paulsen, R. Larsen</p> <p>“3D Modelling of Complex Biological Structures: The Oviduct” M. Burkitt, D. Romano, D. Walker, A. Fazeli</p>
16:45	Closing Remarks and award of prizes
17:05	Hand over to Warwick for TP.CG’11 (EGUK 2011)
17:15	<i>End of day</i>