



Pacific Graphics 2009

Pacific Graphics 2009

Oct 7 – 9, 2009 • Jeju, Korea

<http://cg.postech.ac.kr/pg2009>

Pacific Graphics is an annual international conference on computer graphics and applications. As a highly successful 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.

Pacific Graphics 2009 will be held in Jeju, Korea. Although Pacific Graphics has been held in Korea five times, all of them were in Seoul, the capital city of Korea. For the first time in the series, Pacific Graphics 2009 will be in Jeju, which is a beautiful island and one of the most attractive tourist destinations in Korea. Please come and join us to have a successful conference and enjoy fantastic nature of Jeju at its best season.

Important Dates

- Early registration due: September 4, Friday, 2009
- Pre-registration due: September 25, Friday, 2009
- Conference: October 7-9, Wed-Fri, 2009

Invited Talks

- Steve Marschner (Cornell University)
- Kwan-Liu Ma (University of California-Davis)
- Neil Trevett (NVIDIA)

Paper Sessions

- 9 paper sessions with 31 regular papers
- 2 poster sessions

Social Events

- Welcome reception (October 6)
- Conference dinner (October 7)
- Banquet (October 8)
- Conference tour in Jeju (October 10, optional)

Conference Organization

- Honorary conference co-chairs
Hans-Peter Seidel (MPI Informatik, Germany)
Sung Yong Shin (KAIST, Korea)
- Conference co-chairs
Baining Guo (MSRA, China)
Chang-Hun Kim (Korea Univ., Korea)
Leif Kobbelt (RWTH Aachen Univ., Germany)
- Program co-chairs
Seungyong Lee (POSTECH, Korea)
Dani Lischinski (Hebrew Univ., Israel)
Yizhou Yu (Univ. of Illinois, USA)
- Organization co-chairs
Jung-Ju Choi (Ajou Univ., Korea)
Gyuhwan Oh (Ajou Univ., Korea)
Sang-Il Park (Sejong Univ., Korea)
Byeong-Seok Shin (Inha Univ., Korea)
Hyun Joon Shin (Ajou Univ., Korea)

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Session 1: Image-Based Modeling and Rendering

- SecondSkin: An interactive method for appearance transfer
Anton van den Hengel, Dylan Sale, Anthony R. Dick
- Live Video Montage with a Rotating Camera
Zilong Dong, Lei Jiang, Guofeng Zhang, Qing Wang, Hujun Bao
- Image-to-Geometry Registration: a Mutual Information Method exploiting Illumination-related Geometric Properties
Massimiliano Corsini, Matteo Dellepiane, Roberto Scopigno, Federico Ponchio
- An Intuitive Interface for Interactive High Quality Image-Based Modeling
Martin Habbecke, Leif Kobbelt

Session 2: Data Structure and Collision Detection

- Linkless Octree Using Multi-Level Perfect Hashing
Myung Geol Choi, Eunjung Ju, Jung-Woo Chang, Jehee Lee, Young J. Kim
- Approximate on-Surface Distance Computation using Quasi-Developable Charts
Rafael P. Torchelsen, Francisco Pinto, Rui Bastos, Joao L. D. Comba
- HPCCD: Hybrid Parallel Continuous Collision Detection using CPUs and GPUs
Duksu Kim, Jae-Pil Heo, Jaehyuk Huh, John Kim, Sung-eui Yoon

Session 3: Modeling and Deformation

- Procedural Generation of Rock Piles using Aperiodic Tiling
Adrien Peytavie, Eric Galin, Jerome Grosjean, Stephane Merillou
- Affective Modelling: Profiling Geometrical Models with Human Emotional Responses
Cheng-Hung Lo, Chih-Hsing Chu
- ProcDef: Local-to-global Deformation for Skeleton-free Character Animation
Takashi Ijiri, Kenshi Takayama, Hideo Yokota, Takeo Igarashi

Session 4: Animation

- Expression Synthesis and Transfer in Parameter Spaces
Hyun Joon Shin, Yunjin Lee
- Simulation of Tearing Cloth with Frayed Edges
Napaporn Metaaphanon, Yosuke Bando, Bing-Yu Chen, Tomoyuki Nishita
- Simulating Gaseous Fluids with Low and High Speeds
Yue Gao, Chen-Feng Li, Shi-Min Hu, Brian A. Barsky
- Procedural Synthesis using Vortex Particle Method for Fluid Simulation
Jong-Chul Yoon, Hyeong Ryeol Kam, Jeong-Mo Hong, Shin Jin Kang, Chang-Hun Kim

Session 5: Image Editing

- Automatic Correction of Saturated Regions in Photographs using Cross-Channel Correlation
Syed Z. Masood, Jiejie Zhu, Marshall F. Tappen
- Edit Propagation on Bidirectional Texture Functions
Kun Xu, Jiaping Wang, Xin Tong, Shi-Min Hu, Baining Guo
- Gradient-Preserving Color Transfer
Xuezhong Xiao, Lizhuang Ma

Session 6: Image Restructuring

- Optimizing Structure Preserving Embedded Deformation for Resizing Images and Vector Art
Qi-xing Huang, Radomir Mech, Nathan Carr
- A Shape-Preserving Approach to Image Resizing
Guo-Xin Zhang, Ming-Ming Cheng, Shi-Min Hu, Ralph R. Martin
- Texture Splicing
Yiming Liu, Jiaping Wang, Su Xue, Xin Tong, Sing Bing Kang, Baining Guo

Session 7: Rendering and Appearance Modeling

- The Dual-microfacet Model for Capturing Thin Transparent Slabs
Qiang Dai, Jiaping Wang, Yiming Liu, John Snyder, Enhua Wu, Baining Guo
- Fast, Sub-pixel Antialiased Shadow Maps
Minghao Pan, Rui Wang, Weifeng Chen, Kun Zhou, Hujun Bao
- Interactive Rendering of Interior Scenes with Dynamic Environment Illumination
Yonghao Yue, Kei Iwasaki, Bing-Yu Chen, Yoshinori Dobashi, Tomoyuki Nishita
- Textures on Rank-1 Lattices
Sabrina Dammertz, Holger Dammertz, Alexander Keller, Hendrik P. A. Lensch

Session 8: Abstraction and Design

- Image and Video Abstraction by Anisotropic Kuwahara Filtering
Jan Eric Kyprianidis, Henry Kang, Jurgen Dollner
- Interactive Cover Design Considering Physical Constraints
Yuki Igarashi, Takeo Igarashi, Hiromasa Suzuki
- Flow-Based Automatic Generation of Hybrid Picture Mazes
Fernando J. Wong, Shigeo Takahashi

Session 9: Digital Geometry Processing

- Variational Surface Approximation and Model Selection
Bao Li, Ruwen Schnabel, Shiyao Jin, Reinhard Klein
- Mesh Segmentation Refinement
Lotan Kaplansky, Ayellet Tal
- Generalized Discrete Ricci Flow
Yong-Liang Yang, Ren Guo, Feng Luo, Shi-Min Hu, Xianfeng Gu
- Curvature Aware Fundamental Cycles
Pablo Diaz-Gutierrez, David Eppstein, M. Gopi