バーチャル・プラットフォーム

TECHNICAL COMMUNICATIONS 日程

バーチャル視聴　　ライブ Q&A

全セッションは、ライブセッション終了後、バーチャル・プラットフォーム上でオンデマンド視聴が可能です。

日本時間	2021 年 12 月 14 日（火）
14:00 - 14:30	**Faces** • Dynamic Neural Face Morphing for Visual Effects • Controlling Eye Blink for Talking Face Generation via Eye Conversion
14:30 – 15:00	**Ray Tracing Techniques** • Viewport-Resolution-Independent Anti-Aliased Ray Marching on Interior Faces in Cube-Map Space • Real Time Cluster Path Tracing • World-space Spatiotemporal Reservoir Reuse for Ray-traced Global Illumination • Sparse Volume Rendering using Hardware Ray Tracing and Block Walking • Vectorized Reservoir Sampling
15:30 – 16:00	**Material Acquisition and Representations** • Efficient spherical harmonic shading for separable BRDF • Experimental Analysis of Multiple Scattering in Microfacet Reflection Models • EpiScope: Optical Separation of Reflected Components by Rotation of Polygonal Mirror
16:30 – 17:00	**Machine Learning for Graphics** • Guided Image Weathering using Image-to-Image Translation • Comic Image Inpainting via Distance Transform • A Multi-Stage Advanced Deep Learning Graphics Pipeline • Anime Character Colorization using Few-shot Learning
17:00 – 17:30	**Metaverse and VR** • Transition Motion Tensor: A Data-Driven Approach for Versatile and Controllable Agents in Physically Simulated Environments • Tool-based Asymmetric interaction for Selection in VR • SpiCa: Stereoscopic Effect Design with 3D Pottery Wheel-type Transparent Canvas • Spider-Man: Miles Morales - Procedural Tools for PlayStation 5 Content Authoring
17:30 – 18:00	**Interactivity and Simulation** • GPU Cloth Simulation Pipeline in Lightchaser Animation Studio • Skeleton2Stroke: Interactive Stroke Correspondence Editing with Pose Features • Inverse Free-form Deformation for interactive UV map editing • Autocomplete Repetitive Stroking with Image Guidance