















**VIRTUAL PLATFORM
TECHNICAL COMMUNICATIONS SCHEDULE**

 Presented Virtually  Live Q&A

All sessions available on-demand viewing on our virtual platform after the live session unless otherwise stated

Japan Time	TUESDAY, 14 DECEMBER 2021
14:00 - 14:30  	Faces <ul style="list-style-type: none"> • Dynamic Neural Face Morphing for Visual Effects • Controlling Eye Blink for Talking Face Generation via Eye Conversion
14:30 – 15:00  	Ray Tracing Techniques <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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



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TOKYO

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