

May 23				
Room	Auditorium	Room 2 (H8-01.144.165)	Room 3 (H8-01.145.175)	Room 4 (H4-02.232.080)
9:00 – 10:30	Cultural Heritage Digitization I	AniNex I	Digital Patient I	
10:30 – 11:00	Coffee break			
11:00 – 12:45	Cultural Heritage Digitization II	AniNex II	Digital Patient II	
12:45 – 14:00	Lunch break			
14:00 – 15:30	Cultural Heritage Digitization III	Dr Inventor I	fromROLLtoBag I	Affective Virtual Humans and Social Robots I
15:30 – 16:00	Coffee break			
16:00 – 17:30	Cultural Heritage Digitization IV	Dr Inventor II	fromROLLtoBag II	Affective Virtual Humans and Social Robots II

May 24				
Room	Auditorium	Room 2 (H8-01.144.165)	Room 3 (H8-01.145.175)	Room 4 (H4-02.232.080)
9:00 – 9:15	Opening Session Room: Auditorium			
9:15 – 10:00	Keynote “Autonomous Robot Learning through Interaction with Humans” Assist. Prof. Dongheui Lee, Technical University of Munich, Germany Chair: Nadia Magnenat Thalmann, University of Geneva, Switzerland and NTU, Singapore Room: Auditorium			
10:00 – 10:30	Coffee break			
10:30 - 12: 00	Session 1 Medical		Session 3 Character Animation	Session 2 Crowd Simulation
12:00– 13:15	Lunch break			
13:15 – 14:00	Keynote “How Social Biometrics and Cognitive Intelligence Changing the Way We Perceive Our World” Prof. Marina L. Gavrilova, University of Calgary, Canada Chair: Nadia Magnenat Thalmann, University of Geneva, Switzerland and NTU, Singapore Room: Auditorium			
14:00 – 15:00	Session 4 GPU Processing	Session 5 Physics Simulation	Session 6 Natural Phenomena	
15:00 – 15:30	coffee break			
15:30 – 17:00	Session 7 Medical	Session 8 Crowd Simulation		Session 9 Recognition and Tracking
19:30 – 22:30	CASA 2015 Conference Dinner			

<b>May 25</b>				
<b>Room</b>	<b>Auditorium</b>	<b>Room 2 (H8-01.144.165)</b>	<b>Room 3 (H8-01.145.175)</b>	<b>Room 4 (H4-02.232.080)</b>
<b>9:00 – 9:45</b>	<b>Keynote “Gamification with virtual characters at the borders of mixed realities and algebras”</b> Assist. Prof. George Papagiannakis, University of Crete and FORTH, Greece Chair: Daniel Thalmann, NTU, Singapore and EPFL, Switzerland Room: Auditorium			
<b>9:45 – 10:30</b>	<b>Session 10 Telepresence</b>	<b>Session 11 Populations and Cities</b>	<b>Special Workshop on China Animation</b>	<b>Session 12 Recognition and Tracking</b>
<b>10:30 – 11:00</b>	<b>Coffee break</b>			
<b>11:00 – 13:00</b>	<b>Session 13 - Rendering</b>	<b>Session 14 Social and Virtual Agents</b>	<b>Special Workshop on China Animation</b>	<b>Session 15 Locomotion</b>
<b>13:15 – 14: 30</b>	<b>Lunch break</b>			
<b>14:30 – 15:15</b>	<b>Session 16 Image and Video Processing</b>	<b>Session 17 Lights and Sound</b>		<b>Session 18 Fluid Simulation</b>
<b>15:15 – 16:15</b>	<b>Session 19 Character Animation</b>			
<b>16:15 – 16:45</b>	<b>Coffee break</b>			
<b>16:45 – 17:15</b>	<b>Paper award ceremony and closing session</b> Room: Auditorium			

**Session 1: Medical Modelling and Simulation 1 (Chair: Frederic Cordier, University Of Haute Alsace, France)**

L1 - Yanzhen Wang, Ferdinand Serracino-Inglott, Xiaodong Yi, Xue-Feng Yuan and Xue-Jun Yang. Real-time Simulation of Catheterization in Endovascular Surgeries

L2 - Yunku Kang, Jaesung Park, Minsub Shim, Jaewook Lee and Myung-Soo Kim. Compact Modeling and Plausible Deformation of Human Lung Anatomy with Smooth Surfaces

L3 - Guanglei Wang, Bin Wang, Qinguo Gang, Suiping Zhou and Xiuling Liu. Physical Modeling of Vascular Tissues and Stress Analysis Optimization Based on Real Soft Tissue Characteristics

**Session 2: Crowd Simulation 1 (Chair: Daniel Thalmann, NTU, Singapore and EPFL, Switzerland)**

L4 - Glen Berseth, Mubbasir Kapadia and Petros Faloutsos. ACCLMesh: Curvature-Based Navigation Mesh Generation

L5 - Linbo Luo, Cheng Chai, Suiping Zhou, Jianfeng Ma. Modeling Gap Seeking Behaviors for Agent-based Crowd Simulation

L6 - Tsung-Yu Tsai, Sai Keung Wong, Yi-Hung Chou and Guan-Wen Lin. Directing Virtual Crowds Based On Dynamic Adjustment of Navigation Fields

**Session 3: Character Animation 1 (Chair: Dongheui Lee, Technical University of Munich, Germany)**

L7 - Kang Hoon Lee and Myung Geol Choi. A Path Browser for Exploratory Motion Assembly

L8 - Myung Geol Choi and Kang Hoon Lee. Points-Based User Interface for Character Posing

L9 - Chenlei Wu and Takashi Kanai. Data-Driven Detailed Hair Animation for Game Characters

**Session 4: GPU Processing (Chair: George Papagiannakis, University of Crete and Forth, Greece)**

L10 - Junjie Xue, Gang Zhao and Wenlei Xiao. An Efficient GPU Out-of-core Framework for Interactive Rendering of Large-scale CAD Models

L11 - Ping Li and Hanqiu Sun. Density-Enhanced Perceptual Mosaic Using GPU Parallelism

**Session 5: Physics Simulation (Chair: Sung-Hee Lee, KAIST, Korea)**

L12 - Guiqing Li, Yaobin Ouyang, Guodong Wei, Zhibang Zhang and Aihua Mao. Enhanced Rig-Space Simulation

L13 - Se-Joon Chung and Nancy Pollard. Se-Joon Chung and Nancy Pollard. Predictable Behavior During Contact Simulation: A Comparison of Selected Physics Engines

**Session 6: Natural Phenomena (Chair: Sai Keung Wong, National Chiao Tung University, Taiwan)**

L14 - Jong-Hyun Kim, Jaeho Im, Chang Hun Kim and Jung Lee. Subtle Features of Ice with Cloudy Effects and Scratches from Collision Damage

L15 - Bradley Kimmel and Gladimir Baranoski. Practical Acceleration Strategies for the Predictive Visualization of Fading Phenomena

**Session 7: Medical Modelling, Simulation and Motion Capture 2 (Chair: Nadia Magnenat Thalmann, University of Geneva, Switzerland & NTU, Singapore)**

L16 - Kun Qian, Tao Jiang, Meili Wang, Xiaosong Yang and Jianjun Zhang. Energized Soft Tissue Dissection in Surgery Simulation

L17 - Yanzhen Wang, Ferdinand Serracino-Inglott, Xiaodong Yi, Xue-Jun Yang and Xue-Feng Yuan. An Interactive Computer-based Simulation System for Endovascular Aneurysm Repair Surgeries

L18 - Zhao Wang, Yinfu Feng, Shuang Liu, Jun Xiao, Xiaosong Yang and Jun Zhang. A 3D human motion refinement method based on sparse motion bases selection

**Session 8: Crowd Simulation 2 (Chair: Daniel Thalmann, NTU, Singapore and EPFL, Switzerland)**

L19 - Athanasios Krontiris, Kostas E. Bekris and Mubbasir Kapadia. ACUMEN: Activity-Centric Crowd Authoring Using Influence Maps

L20 - Brandon Haworth, Muhammad Usman, Glen Berseth, Mahyar Khayatkhoei, Mubbasir Kapadia and Petros Faloutsos. CODE: Crowd Optimized Design of Environments

S22 - Paul Zikas, Margarita Papaefthymiou, Vasilis Mpaxlitzanakis and George Papagiannakis. Life-sized Group and Crowd simulation in Mobile AR (short)

**Session 9: Recognition and Tracking 1 (Chair: Marina Gavrilova, University of Calgary, Canada)**

L23 - Simon Senecal, Louis Cuel, Andreas Aristidou and Nadia Magnenat-Thalmann. Continuous body emotion recognition system during theater performances

L24 - Shuang Liu, Xiaosong Yang, Zhao Wang, Zhidong Xiao and Jianjun Zhang. Real Time Online Facial Expression Transfer with Single Video Camera

L25 - Tiberiu Popa, David Birkas and Krisztian Birkas. A Mobile System for Scene Monitoring and Object Recognition

**Session 10: Telepresence (Chair: Ari Shapiro, University of Southern California, USA)**

L26 - Claudia Kuster, Nicola Ranieri, Jean-Charles Bazin, Tobias Martin, Pierre-Yves Laffont, Tiberiu Popa and Markus Gross. An Immersive Bidirectional System for Life-size 3D Communication

S27 - Jihye Oh, Youjin Lee, Yeonjoon Kim, Taeil Jin, Sukwon Lee and Sung-Hee Lee. Hand Contact between Remote Users through Virtual Avatars (short)

**Session 11: Population and cities (Chair: Jian Jun Zhang, Bournemouth University, UK)**

L28 - Abdullah Bulbul and Rozenn Dahyot. Populated Virtual Cities using Social Media

S29 - Rui Filipe Antunes and Nadia Magnenat Thalmann. Bio-Inspired Populations: Adaptive Behavior with Affective Feedback (short)

**Session 12: Recognition and Tracking 2 (Chair: Marina Gavrilova, University of Calgary, Canada)**

L30 - Sohaib Laraba and Joëlle Tilmanne. Dance Performance Evaluation Using Hidden Markov Models

S31 - Faisal Ahmed, Padma Polash Paul and Marina Gavrilova. Joint-Triplet Motion Image and Local Binary Pattern for 3D Action Recognition Using Kinect (short)

**Session 13: Rendering (Chair: Wencheng Wang, Chinese Academy of Sciences Beijing, China)**

L32 - Xin Yang, Qi Liu, Pengfei Zhang, Lutong Xin, Dongsheng Zhou and Yuxin Wang. DKD: A Fast KD-Tree Update Design for Dynamic Scenes

L33 - Tianhao Gao, Wencheng Wang and Honglei Han. Efficient View Selection by Measuring Proxy Information

L34 - Ulises Olivares, Héctor Rodríguez and Félix F. Ramos. Efficient Construction of Bounding Volume Hierarchies into a Complete Octree for Ray Tracing

S35 - Dan Casas, Andrew Feng, Oleg Alexander, Graham Fyffe, Paul Debevec, Ryosuke Ichikari, Hao Li, Kyle Olszewski, Evan Suma and Ari Shapiro. Photorealistic Blendshape Modeling from RGB-D Sensors (short)

S36 - Akila Elhaddad, Ferial Elhaddad, Bin Sheng, Shuai Zhang, Hanqiu Sun and Enhua Wu. Real-Time Cloud Simulation Using Lennard-Jones Approximation (short)

**Session 14: Social and Virtual Agents (Chair: Frederic Cordier, University Of Haute Alsace, France)**

L37 - Jaroslaw Kochanowicz, Ah-Hwee Tan and Daniel Thalmann. Social Context Cognition Crowd-Sourcing and Semi-Automatic Parametrization

L38 - Jian Cui, Arjan Kuijper and Alexei Sourin. Understanding people's mental models of mid-air interaction for virtual assembly and shape modeling

L39 - Pierre De Loor, Romain Richard, Julien Soler and Elisabetta Bevacqua. Aliveness metaphor for an evolutive gesture interaction based on coupling between a human and a virtual agent

L40 - Christos Kyriltsias and Despina Michael. Asch conformity experiment using immersive virtual reality

**Session 15: Locomotion (Chair: Ronan Boulic, EPFL, Switzerland)**

L41 - Yingying Wang, Kerstin Ruhland, Michael Neff and Carol O'Sullivan. Walk the Talk: Coordinating Gesture with Locomotion for Conversational Characters

L42 - Daseong Han, Seokpyo Hong, Junyong Noh, Xiaogang Jin and Joseph S. Shin. Online Real-time Locomotive Motion Transformation Based on Biomechanical Observations

L43 - Pamela Carreno-Medrano, Sylvie Gibet and Pierre-François Marteau. From Expressive End-Effector Trajectories to Expressive Bodily Motions

S44 - Ronan Boulic, Utku Evcı, Eray Molla and Phanindra Pisupati. One Step from the Locomotion to the Stepping Pattern (short)

**Session 16: Image and Video Processing (Chair: Marinos Ioannides, Cyprus University of Technology)**

L45 - Ning Liu, Dengming Zhu and Zhaoqi Wang. Pipelining Image Compositing in Heterogeneous Networking Environments

S46 - Damon Shing-Min Liu and Chi-Wei Huang. Exploring Spatial and Temporal Coherence to Strengthen Seam Carving in Video Retargeting (short)

**Session 17: Lights, Cameras, and Sound (Chair: George Papagiannakis, University Of Crete & Forth, Greece)**

L48 - Takuya Yamakawa, Yoshinori Dobashi and Tsuyoshi Yamamoto. Efficient Simulation of Furniture Layout Taking into Account Lighting Environment

S49 - Katsutsugu Matsuyama and Kouichi Konno. A Framework for Manipulating Multi-Perspective Image Using A Parametric Surface (short)

S50 - Iana Podkosova, Michael Urbanek and Hannes Kaufmann. A Hybrid Sound Model for 3D Audio Games with Real Walking (short)

L47 - Ning Liu, Dengming Zhu and Zhaoqi Wang. Progressive Light Volume for Interactive Volumetric Illumination

**Session 18: Fluid Simulation (Chair: Hanqiu Sun, Chinese University Of Hong Kong)**

L51 - Liqun Cui, Chunyong Ma and Ge Chen. Physical-based Spatio-temporal Resolution Enhancement of Scalar Data for Fluid Visualization

L52 - Cheng Yang, Xubo Yang and Xiangyun Xiao. Data-driven Projection Method in Fluid Simulation

L53 - Takuya Imai, Yoshihiro Kanamori and Jun Mitani. Real-Time Screen-Space Liquid Rendering with Complex Refractions

S54 - Hange Song and Shiguang Liu. Dynamic Fluid Visualization Based on Multi-level Density (short)

**Session 19: Character Animation (Chair: Jian Jun Zhang, Bournemouth University, UK)**

L55 - Myung Geol Choi and Kang Hoon Lee. Interactive Control of Big-Object Manipulation Animation

L56 - Jong In Choi, Sun Jeong Kim, Chang Hun Kim and Jung Lee. Let's be a virtual juggler