17th Eurographics Symposium on Rendering
Cyprus, June 26-28, 2006

PROGRAMME (download pdf)

DAY 0 - June 25, 2006

Social event 20:30-24:00
Early registration, beer and football in front of the main hall.

DAY 1 - June 26, 2006

Morning Session 1 09:00-10:40
Opening Session and Keynote 1: Shree Nayar

Morning Session 2 11:10-12:50
Acquisition

Reconstruction of Volumetric Surface Textures for Real-Time Rendering
Sebastian Magda, David Kriegman

Statistical Acquisition of Texture Appearance
Addy Ngan, Fredo Durand

Sparse Lumigraph Relighting by Illumination and Reflectance Estimation from Multi-View Images
Tianli Yu, Hongcheng Wang, Narendra Ahuja, Wei-Chao Chen

Tomographic Reconstruction of Transparent Objects
Borislav Trifonov, Derek Bradley, Wolfgang Heidrich

Afternoon Session 1 13:40-15:20
Multi-View and Multi-Perspective

An Efficient Multi-View Rasterization Architecture
Jon Hasselgren, Tomas Akenine-Moller

Antialiasing for Automultiscopic 3D Displays
Matthias Zwicker, Wojciech Matusik, Fredo Durand, Hanspeter Pfister
Automatic Multiperspective Images
Augusto Roman, Hendrik P.A. Lensch

Real-time Multi-perspective Rendering on Graphics Hardware
Xianyou Hou, Li-Yi Wei, Heung-Yeung Shum, Baining Guo

**Afternoon Session 2 15:50-17:30**
Sampling & Ray-Tracing

*Two Stage Importance Sampling for Direct Lighting*
David Cline, Parris Egbert, Justin Talbot, David Cardon

*Sequential Sampling of Environment Maps*
Abhijeet Ghosh, Arnaud Doucet, Wolfgang Heidrich

*Making Radiance and Irradiance Caching Practical: Adaptive Caching and Neighbor Clamping*
Jaroslav Krivanek, Kadi Bouatouch, Sumanta Pattanaik, Jiri Zara

*Instant Ray Tracing: The Bounding Interval Hierarchy*
Carsten Wachter, Alexander Keller

**Social event: 20:00-22:00**
Wine tasting at the UCY New Campus

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**DAY 2 - June 27, 2006**
Morning Session 1 09:00-10:40
Radiance Transfer & Relighting

Exploiting Temporal Coherence for Incremental All-Frequency Relighting
Ryan Overbeck, Aner Ben-Artzi, Ravi Ramamoorthi, Eitan Grinspun

Wavelet Radiance Transport for Real-time Indirect Lighting
Janne Kontkanen, Emmanuel Turquin, Nicolas Holzschuch, Francois Sillion

Efficient Wavelet Rotation for Environment Map Rendering
Rui Wang, David Luebke, Greg Humphreys, Ren Ng

Relighting Human Locomotion with Flowed Reflectance Fields
Per Einarsson, Charles-Felix Chabert, Andrew Jones, Bruce Lamond, Alex Ma, Tim Hawkins, Sebastian Sylvan, Paul Debevec

Morning Session 2 11:10-12:50
Visibility & Shadows

Adaptive Visibility Driven View Cell Construction
Oliver Mattausch, Jiri Bittner, Michael Wimmer

Near Optimal Hierarchical Culling: Performance Driven Use of Hardware Occlusion Queries
Michael Guthe, Akos Balazs, Reinhard Klein

Shadow Map Warping and Partitioning
Brandon Lloyd, David Tuft, Sung-eui Yoon, Dinesh Manocha

Real-time soft shadow mapping by backprojection
Gael Guennebaud, Lodc Barthe, Mathias Paulin

Afternoon Session 1 13:40-15:20
Photography & Matting

Practical, Real-time Studio Matting using Dual Imagers
Morgan McGuire, Wojciech Matusik, William Yerazunis

Surface Enhancement Using Real-time Photometric Stereo and Reflectance Transformation
Tom Malzbender, Bennett Wilburn, Dan Gelb, Bill Ambrisco

Symmetric Photography: Exploiting Data-sparseness in Reflectance Fields
Gaurav Garg, Eino-Ville Talvala, Marc Levoy, Hendrik P. A. Lensch

Spatio-angular Resolution Trade-Offs in Integral Photography
Todor Georgiev, Colin Zheng, Shree Nayar, David Salesin, Brian Curless, Chintan Intwala

Afternoon Session 2 15:40-17:20
Texture

Image-driven Navigation of Analytical BRDF Models
Addy Ngan, Fredo Durand, Wojciech Matusik

Silhouette Texture
Hongzhi Wu, Li-Yi Wei, Xi Wang, Baining Guo

Feature-aware texturing
Ran Gal, Olga Sorkine, Daniel Cohen-Or
Texture Replacement of Garments in Monocular Video Sequences
Volker Scholz, Marcus Magnor

Program Committee Meeting 17:20-18:00

Social event: 19:00-late
Conference dinner - guided tour of Nicosia, dinner at the cultural centre of UCY

DAY 3 - June 28, 2006
Morning Session 1 09:30-10:30
Keynote: Petri Nordlund

Morning Session 2 11:00-12:40
GPU Rendering

A GPU-driven Algorithm for Accurate Interactive Reflections on Curved Objects
Pau Estalella, Ignacio Martin, George Drettakis, Dani Tost

Interactive Screen-Space Accurate Photon Tracing on GPUs
Jens Kruger, Kai Burger, Rudiger Westermann

A Novel Method for Fast and High-Quality Rendering of Hair
Songhua Xu, Francis Lau, Hao Jiang, Yunhe Pan

Ambient Occlusion for Animated Characters
Janne Kontkanen, Timo Aila

Afternoon Session 1 13:30-15:10
NPR

ARDECO: Automatic Region DEtection and CONversion
Gregory Lecot, Bruno Levy

Segmentation-Based 3D Artistic Rendering
Alexander Kolliopoulos, Jack M. Wang, Aaron Hertzmann

Painting With Texture
Lincoln Ritter, Wilmot Li, Maneesh Agrawala, Brian Curless, David Salesin

Directing Gaze in 3D Models with Stylized Focus
Forrester Cole, Doug DeCarlo, Adam Finkelstein, Kenrick Kin, Keith Morley, Anthony Santella

Afternoon Session 2 15:40-16:55
Reflectance and Illumination

Bidirectional Instant Radiosity
Benjamin Segovia, Jean-Claude Iehl, Richard Mitanchey, Bernard Peroche

Texture Transfer Using Geometric Correlation
Tom Mertens, Jan Kautz, Jiawen Chen, Philippe Bekaert, Fredo Durand

A Spectral BSSRDF for Shading Human Skin
Craig Donner, Henrik Wann Jensen

Closing Session

Transport to Ayia Napa

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