Session: Light Transport **Date:** 18 November 2019, Monday **Time:** 9:00am – 10:45am **Venue:** Plaza P1 **Session Chair:**	☐ **Papers_380**: MIS Compensation: Optimizing Sampling Techniques in Multiple Importance Sampling ☐ **Papers_203**: Variance-Aware Multiple Importance Sampling ☐ **Papers_449**: Selectively Metropolised Monte Carlo light transport simulation ☐ **Papers_348**: Integral formulations of volumetric transmittance
Session: Geometry Brekkie **Date:** 18 November 2019, Monday **Time:** 9:00am – 10:45am **Venue:** Plaza P2 **Session Chair:**	☐ **Papers_235**: ZoomOut: Spectral Upsampling for Efficient Shape Correspondence ☐ **Papers_214**: Distortion-Minimizing Injective Maps Between Surfaces ☐ **Papers_424**: X-CAD: Optimizing CAD Models with Extended Finite Elements ☐ **Papers_179**: Repairing Man-Made Meshes via Visual Driven Global Optimization with Minimum Intrusion ☐ **Papers_321**: SceneGit: A Practical System for Diffing and Merging 3D Environments
Session: Accelerated Physics **Date:** 18 November 2019, Monday **Time:** 11:00am – 12:45pm **Venue:** Plaza P1 **Session Chair:**	☐ **Papers_134**: Accelerated Complex-Step Finite Difference for Expedient Deformable Simulation ☐ **Papers_382**: Material-adapted Refinable Basis Functions for Elasticity Simulation ☐ **Papers_101**: A Scalable Galerkin Multigrid Method for Real-time Simulation of Deformable Objects ☐ **Papers_122**: Accelerating ADMM for Efficient Simulation and Optimization ☐ **TOG-18-0092.R2**: Schur Complement-based Substructuring of Stiff Multibody Systems with Contact
Session: Photography in the Field **Date:** 18 November 2019, Monday **Time:** 11:00am – 12:45pm **Venue:** Plaza P2 **Session Chair:**	☐ **Papers_182**: Handheld Mobile Photography in Very Low Light ☐ **Papers_124**: Learning Efficient Illumination Multiplexing for Joint Capture of Reflectance and Shape ☐ **Papers_412**: Blind image super resolution with spatially variant degradations ☐ **Papers_223**: Hierarchical and View-invariant Light Field Segmentation by Maximizing Entropy Rate on 4D Ray Graphs

	☐ **Papers_361**: Document Rectification and Illumination Correction using a Patch-based CNN
Session: Network **Date:** 18 November 2019, Monday **Time:** 2:15pm – 4:00pm **Venue:** Plaza P1 **Session Chair:**	☐ **Papers_287**: Curve-pleated structures ☐ **Papers_252**: Modeling Curved Folding with Freeform Deformations ☐ **Papers_202**: Checkerboard Patterns with Black Rectangles ☐ **Papers_370**: Chebyshev Nets from Commuting PolyVector Fields ☐ **Papers_289**: Discrete Geodesic Parallel Coordinates
Session: Learning from Video **Date:** 18 November 2019, Monday **Time:** 2:15pm – 4:00pm **Venue:** Plaza P2 **Session Chair:**	☐ **Papers_265**: Colorblind-Shareable Videos by Synthesizing Temporal-Coherent Polynomial Coefficients ☐ **Papers_230**: Animating Landscape: Self-Supervised Learning of Decoupled Motion and Appearance for Single-Image Video Synthesis ☐ **Papers_387**: DeepRemaster: Temporal Source-Reference Attention Networks for Comprehensive Video Enhancement ☐ **Papers_215**: Write-A-Video: Computational Video Montage from Themed Text ☐ **Papers_156**: Neural Style-Preserving Visual Dubbing
Session: Composing & Decomposing Geometry **Date:** 18 November 2019, Monday **Time:** 4:15pm – 6:00pm **Venue:** Plaza P1 **Session Chair:**	☐ **Papers_296**: Mandoline: Robust Cut-Cell Generation for Arbitrary Triangle Meshes ☐ **Papers_290**: QuadMixer: Layout Preserving Blending of Quadrilateral Meshes ☐ **Papers_310**: 3D Hodge Decompositions of Edge and Face-based Vector Fields ☐ **Papers_386**: Bounded Distortion Tetrahedral Metric Interpolation

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Session: Synthesis in the Arvo **Date:** 18 November 2019, Monday **Time:** 4:15pm – 6:00pm **Venue:** Plaza P2 **Session Chair:**	☐ **Papers_383**: Deep Face Normalization ☐ **Papers_243**: 3D Ken Burns Effect from a Single Image ☐ **Papers_405**: Artistic Glyph Image Synthesis via One-Stage Few-Shot Learning ☐ **Papers_206**: A Novel Framework For Inverse Procedural Texture Modeling ☐ **Papers_107**: Comic-Guided Speech Synthesis
Session: Fluids Aflow **Date:** 19 November 2019, Tuesday **Time:** 9:00am – 10:45am **Venue:** Plaza P1 **Session Chair:**	☐ **Papers_354**: Transport-Based Neural Style Transfer for Smoke Simulations ☐ **Papers_164**: Consistent Shepard Interpolation for SPH-Based Fluid Animation ☐ **Papers_257**: A Multi-Scale Model for Coupling Strands with Shear-Dependent Liquid ☐ **Papers_146**: The Reduced Immersed Method for Real-Time Fluid-Elastic Solid Interaction and Contact Simulation ☐ **Papers_273**: A Thermomechanical Material Point Method for Baking and Cooking
Session: Building Knowledge **Date:** 19 November 2019, Tuesday **Time:** 9:00am – 10:45am **Venue:** Plaza P2 **Session Chair:**	☐ **Papers_116**: Design and Structural Optimization of Topological Interlocking Assemblies ☐ **Papers_187**: Extrusion-Based Ceramics Printing with Strictly-Continuous Deposition ☐ **Papers_209**: Carpentry Compiler ☐ **Papers_167**: Computational LEGO Technic Design ☐ **TOG-17-0076.R2**: Redefining A in RGBA: Towards a Standard for Graphical 3D Printing
Session: Geometry with Style **Date:** 19 November 2019, Tuesday **Time:** 11:00am – 12:45pm **Venue:** Plaza P2 **Session Chair:**	☐ **Papers_143**: Cubic Stylization ☐ **Papers_141**: LOGAN: Unpaired Shape Transform in Latent Overcomplete Space ☐ **Papers_266**: Orometry-based terrain analysis and synthesis ☐ **Papers_334**: Multi-Theme Generative Adversarial Terrain Amplification ☐ **TOG-18-0120.R1**: Terrain Amplification with Implicit 3D Features
Session: Watch Your Language **Date:** 19 November 2019, Tuesday **Time:** 11:00am – 12:45pm	☐ **Papers_171**: Taichi: A Language for High-Performance Computation on Spatially Sparse Data Structures

Venue: Plaza P2 **Session Chair:**	☐ **Papers_342**: Staged Metaprogramming for Shader System Development ☐ **Papers_149**: Mitsuba 2: A Retargetable Forward and Inverse Renderer ☐ **Papers_318**: Automatically Translating Image Processing Libraries to Halide
Session: Learning to Move **Date:** 19 November 2019, Tuesday **Time:** 2:15pm – 4:00pm **Venue:** Plaza P1 **Session Chair:**	☐ **Papers_157**: Learning predict-and-simulate policies from unorganized human motion data ☐ **Papers_272**: DReCon: Data-Driven Responsive Control of Physics-Based Characters ☐ **Papers_155**: Learning Body Shape Variation in Physics-based Characters ☐ **Papers_147**: SoftCon: Simulation and Control of Soft-Bodied Animals with Biomimetic Actuators ☐ **Papers_168**: Neural State Machine for Character-Scene Interactions
Session: Thoughts on Display **Date:** 19 November 2019, Tuesday **Time:** 2:15pm – 4:00pm **Venue:** Plaza P2 **Session Chair:**	☐ **Papers_120**: Reducing Simulator Sickness with Perceptual Camera Control ☐ **Papers_330**: DiCE: Dichoptic Contrast Enhancement for VR and Stereo Displays ☐ **Papers_346**: DeepFovea: Neural Reconstruction for Foveated Rendering and Video Compression using Learned Statistics of Natural Videos ☐ **Papers_283**: Wirtinger Holography for Near-eye Displays ☐ **Papers_207**: Holographic Near-Eye Displays Based on Overlap-Add Stereograms
Session: Light Hardware **Date:** 19 November 2019, Tuesday **Time:** 4:15pm – 6:00pm **Venue:** Plaza P2 **Session Chair:**	☐ **Papers_426**: Tomographic Projector: Large Scale Volumetric Display with Uniform Viewing Experiences ☐ **Papers_343**: An Integrated 6DoF Video Camera and System Design ☐ **Papers_388**: The Relightables: Volumetric Performance Capture of Humans with Realistic Relighting ☐ **Papers_299**: Modeling Endpoint Distribution of Pointing Selection Tasks in Virtual Reality Environments ☐ **Papers_237**: Learned Large Field-of-View Imaging With Thin-Plate Optics

Session: Looking & Sounding Great **Date:** 20 November 2019, Wednesday **Time:** 9:00am – 10:45am **Venue:** Plaza P1	☐ **Papers_196:** Learning an Intrinsic Garment Space for Interactive Authoring of Garment Animation ☐ **Papers_347:** Biomimetic Eye Modeling & Deep Neuromuscular Oculomotor Control ☐ **Papers_381:** Acoustic texture rendering for extended sources in complex scenes ☐ **TOG-18-0052.R4:** Redirected Smooth Mappings for Multi-user Real Walking in VR ☐ **TOG-19-0029.R1:** Deep Iterative Frame Interpolation for Full-frame Video Stabilization
Session: Samples & Speckles **Date:** 20 November 2019, Wednesday **Time:** 9:00am – 10:45am **Venue:** Plaza P2	☐ **Papers_281:** GradNet: Unsupervised Deep Screened Poisson Reconstruction for Gradient-Domain Rendering ☐ **Papers_314:** Adversarial Monte Carlo Denoising with Conditioned Auxiliary Feature Modulation ☐ **Papers_236:** Learning Generative Models for Rendering Specular Microgeometry ☐ **Papers_357:** Deep Point Correlation Design
Session: Differentiable Rendering **Date:** 20 November 2019, Wednesday **Time:** 11:00am – 12:45pm **Venue:** Plaza P1	☐ **Papers_227:** A Differential Theory of Radiative Transfer ☐ **Papers_190:** Reparameterizing Discontinuous Integrands for Differentiable Rendering ☐ **Papers_158:** Non-linear sphere tracing for rendering deformed signed distance fields ☐ **Papers_201:** Differentiable Surface Splatting for Point-based Geometry Processing ☐ **Papers_247:** The Camera Offset Space: Real-time Potentially Visible Set Computations for Streaming Rendering
Session: Hairy & Sketchy Geometry **Date:** 20 November 2019, Wednesday **Time:** 11:00am – 12:45pm **Venue:** Plaza P2	☐ **Papers_263:** OpenSketch: A Richly-Annotated Dataset of Product Design Sketches ☐ **Papers_355:** Language-based Colorization of Scene Sketches ☐ **Papers_345:** Data-driven Interior Plan Generation for Residential Buildings ☐ **Papers_191:** Dynamic Hair Modeling from Monocular Videos using Deep Neural Networks

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Session: Data - Driver Dynamics **Date:** 20 November 2019, Wednesday **Time:** 2:15pm – 4:00pm **Venue:** Plaza P1	☐ **Papers_317**: Real2Sim: Visco-elastic parameter estimation from dynamic motion ☐ **Papers_325**: Video-Guided Real-to-Virtual Parameter Transfer for Viscous Fluids ☐ **Papers_390**: Fluid Carving: Intelligent Resizing for Fluid Simulation Data ☐ **Papers_300**: ScalarFlow: A Large-Scale Volumetric Data Set of Real-world Scalar Transport Flows for Computer Animation and Machine Learning
Session: Geometry Off the Deep End **Date:** 20 November 2019, Wednesday **Time:** 2:15pm – 4:00pm **Venue:** Plaza P2	☐ **Papers_393**: RPM-Net: Recurrent Prediction of Motion and Parts from Point Cloud ☐ **Papers_244**: Learning Adaptive Hierarchical Cuboid Abstractions of 3D Shape Collections ☐ **Papers_240**: StructureNet: Hierarchical Graph Networks for 3D Shape Generation ☐ **Papers_108**: SDM-NET: Deep Generative Network for Structured Deformable Mesh

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