Future Conference Dates

SIGGRAPH 2013
Sunday–Thursday, 21–25 July 2013
Anaheim Convention Center
Anaheim, California

SIGGRAPH 2014
Sunday–Thursday, 10–14 August 2014
Vancouver Convention Centre
Vancouver, Canada

Exhibition Floor Plan

<table>
<thead>
<tr>
<th>Exhibition</th>
<th>Exhibit Hall H &amp; J</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuesday, 7 August</td>
<td>9:30 am–6 pm</td>
</tr>
<tr>
<td>Wednesday, 8 August</td>
<td>9:30 am–6 pm</td>
</tr>
<tr>
<td>Thursday, 9 August</td>
<td>9:30 am–3:30 pm</td>
</tr>
</tbody>
</table>

To purchase exhibition space:
SIGGRAPH 2013 Exhibition Management
+1.866.950.7444
+1.630.434.7779
exhibits@siggraph.org

For contributor information:
SIGGRAPH 2013 Conference Administration
+1.856.423.3195
siggraph2013@siggraph.org
www.siggraph.org/s2013

SIGGRAPH 2013
The 40th International Conference and Exhibition on Computer Graphics and Interactive Techniques
Conference 21–25 July 2013
Exhibition 23–25 July 2013
Anaheim Convention Center
www.siggraph.org/s2013
Now Screening in Booth #801
Joshua Carroll and Scott McWhinnie
The Catch | Class of 2012
# Table of Contents

## General Information

<table>
<thead>
<tr>
<th>Page</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Age Requirement for Exhibition</td>
</tr>
<tr>
<td>2</td>
<td>Bookstore</td>
</tr>
<tr>
<td>2</td>
<td>Camera/Recording Policies</td>
</tr>
<tr>
<td>2</td>
<td>Computer Animation Festival Passes</td>
</tr>
<tr>
<td>2</td>
<td>Conference Policies</td>
</tr>
<tr>
<td>3</td>
<td>First Aid Offices</td>
</tr>
<tr>
<td>3</td>
<td>Los Angeles Convention Center</td>
</tr>
<tr>
<td>4</td>
<td>Lost and Found</td>
</tr>
<tr>
<td>4</td>
<td>Luggage and Coat Check</td>
</tr>
<tr>
<td>4</td>
<td>SIGGRAPH Encore Conference Presentations DVD-ROM</td>
</tr>
<tr>
<td>5</td>
<td>Telephone Numbers</td>
</tr>
<tr>
<td>5</td>
<td>Wireless Internet Service</td>
</tr>
<tr>
<td>6</td>
<td>General Conference Hours</td>
</tr>
<tr>
<td>7</td>
<td>Twitter Hash Tags</td>
</tr>
<tr>
<td>8</td>
<td>Job Fair Participants</td>
</tr>
</tbody>
</table>

## Daily Schedules

<table>
<thead>
<tr>
<th>Time</th>
<th>Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Sunday</td>
</tr>
<tr>
<td>12</td>
<td>Monday</td>
</tr>
<tr>
<td>21</td>
<td>Tuesday</td>
</tr>
<tr>
<td>32</td>
<td>Wednesday</td>
</tr>
<tr>
<td>45</td>
<td>Thursday</td>
</tr>
<tr>
<td>50</td>
<td>Shuttle Bus Service</td>
</tr>
<tr>
<td>52</td>
<td>Los Angeles Hotels</td>
</tr>
<tr>
<td>54</td>
<td>Los Angeles Hotel Map</td>
</tr>
<tr>
<td>56</td>
<td>Los Angeles Convention Center</td>
</tr>
<tr>
<td>60</td>
<td>Exhibitor Booth Numbers</td>
</tr>
</tbody>
</table>

---

### Online & Mobile Scheduler

From your computer or mobile device, browse SIGGRAPH 2012 programs, sessions, and events by program, day and time, registration level, and focus. Then create your own customized schedule for the week. Save, view, and update your schedule on your desktop or mobile device. Export it to your calendar, and share it with colleagues and friends. The scheduler is optimized for all browsers and operating systems.
General Information

Age Requirement for Exhibition
Children under 16 are not permitted in the Exhibition. Age verification is required.

Airport Check-In & Airport Shuttle
SOUTH LOBBY (NEXT TO LUGGAGE AND COAT CHECK BOOTH)
Thursday, 9 August 8 am-5:30 pm

Bookstore
ROOM 508
Sunday, 5 August 1:30-6 pm
Monday, 6 August-Thursday, 9 August 8:30 am-6 pm

Camera/Recording Policies
No cameras or recording devices are permitted at SIGGRAPH 2012. Abuse of this policy will result in the loss of the individual’s registration credentials.

SIGGRAPH 2012 employs a professional photographer and reserves the right to use all images that this photographer takes during the conference for publication and promotion of future ACM SIGGRAPH events.

Computer Animation Festival Passes
Computer Animation Festival access is included with Full Conference Access, Basic Conference Plus, and the Festival Pass.

Conference Policies
Lost badges cannot be replaced. If you lose your badge, you must purchase a new registration. Technical materials included with your registration must be picked up at the SIGGRAPH 2012 Merchandise Pickup Center in Petree Hall C. Lost merchandise vouchers will not be replaced.

To be admitted to the Reception, you must have a ticket (your badge does not provide access).
First Aid Offices
SOUTH HALL & WEST HALL (IN FRONT OF HALL C)
For emergencies, contact the Conference Management Office at +1.213.765.4616. Do not call 911 directly, Conference Management will provide faster response within the convention center.

Los Angeles Convention Center
1201 SOUTH FIGUEROA STREET
LOS ANGELES, CA 90015

Accessibility
The convention center is handicap accessible. If you have special needs or requirements, please call Conference Management at: +1.213.765.4616.

Business Center
CONCOURSE HALL (BETWEEN WEST & SOUTH HALLS)
Monday, 6 August-Thursday, 9 August 8 am-5 pm
A full-service business center is available.

Food Services
Several restaurants, concessions, and food carts are available throughout the convention center for the convenience of SIGGRAPH 2012 attendees.

Parking Services
LOS ANGELES CONVENTION CENTER PARKING
+1.213.741.1151, ext. 5850
L.A. LIVE PARKING LOTS
+1.213.463.5483
Additional parking information, call:
DISTRICT PARKING OFFICE
+1.213.742.PARK (7275)
General Information

Lost and Found
REGISTRATION DESK, PETREE HALL C
To inquire about lost items during the conference go to Registration, Petree Hall. On Thursday, 9 August after 4 pm, lost items will be moved to the Conference Management Office, Room 304A. After the conference all lost items can be claimed by calling the SIGGRAPH Conference Management Office in Chicago at +1.312.644.6610.

Luggage and Coat Check
SOUTH LOBBY
Sunday, 5 August 8:30 am-8:30 pm
Monday, 6 August 8 am-8:30 pm
Tuesday, 7 August 8 am-8:30 pm
Wednesday, 8 August 8 am-5:30 pm
Thursday, 9 August

Luggage and coat-check services ($2 for coats or small handbags and $3 for luggage or large items) are available at the Los Angeles Convention Center from Sunday, 5 August through Thursday, 9 August. SIGGRAPH 2012 is not responsible for items left in the Luggage and Coat Check area.

SIGGRAPH Encore Conference Presentations DVD-ROM
WEST LOBBY
The SIGGRAPH Encore Conference Presentations DVD-ROM set returns in 2012. Visit the SIGGRAPH Encore booth to get information on purchasing the DVD-ROM set.
Telephone Numbers

<table>
<thead>
<tr>
<th>Service</th>
<th>Location</th>
<th>Phone Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conference Management</td>
<td>ROOM 304A</td>
<td>+1.213.765.4616</td>
</tr>
<tr>
<td>Exhibition Management Office</td>
<td>ROOM 305</td>
<td>+1.213.765.4620</td>
</tr>
<tr>
<td>Housing Desk</td>
<td>WEST HALL, PETREE HALL C</td>
<td>+1.213.743.6202</td>
</tr>
<tr>
<td>Media Headquarters</td>
<td>ROOM 306</td>
<td>+1.213.743.6203</td>
</tr>
<tr>
<td>Los Angeles Convention Center Parking</td>
<td></td>
<td>+1.213.741.1151, ext. 5850</td>
</tr>
<tr>
<td>Registration</td>
<td>WEST HALL, PETREE HALL C</td>
<td>+1.213.743.6205</td>
</tr>
</tbody>
</table>

Wireless Internet Service

SIGGRAPH 2012 offers conference attendees wireless internet access in most areas of the Los Angeles Convention Center. To use this service, attendees should have a laptop computer or other mobile device with a built-in wireless network card or with an external wireless adapter.

Please refer to your device’s operating system and network adapter documentation and follow this general procedure:

1. Document all existing TCP/IP and wireless configuration information before you make any changes.
2. Configure your device to use DHCP.
3. Configure your wireless adapter Network Name (SSID) to be “s2012”. No encryption or password options are required.

Users should be aware of the security considerations when using any unencrypted, public-access wireless network. For assistance or further information, please contact GraphicsNet in Room 308A or at @GraphicsNet.
# General Information

## General Conference Hours

### Registration/Merchandise Pickup Center

**PETREE HALL C**

<table>
<thead>
<tr>
<th>Day</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunday, 5 August</td>
<td>8 am-6 pm</td>
</tr>
<tr>
<td>Monday, 6 August</td>
<td>8:30 am-6 pm</td>
</tr>
<tr>
<td>Tuesday, 7 August</td>
<td>8:30 am-6 pm</td>
</tr>
<tr>
<td>Wednesday, 8 August</td>
<td>8:30 am-6 pm</td>
</tr>
<tr>
<td>Thursday, 9 August</td>
<td>8:30 am-3:30 pm</td>
</tr>
</tbody>
</table>

### SIGGRAPH Store/SIGGRAPH Video Review

**SOUTH LOBBY**

<table>
<thead>
<tr>
<th>Day</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday, 6 August</td>
<td>11 am-3 pm</td>
</tr>
<tr>
<td>Tuesday, 7 August-Wednesday, 8 August</td>
<td>8:30 am-6 pm</td>
</tr>
<tr>
<td>Thursday, 9 August</td>
<td>8:30 am-4 pm</td>
</tr>
</tbody>
</table>

### Exhibition

**HALL H & J**

<table>
<thead>
<tr>
<th>Day</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuesday, 7 August</td>
<td>9:30 am-6 pm</td>
</tr>
<tr>
<td>Wednesday, 8 August</td>
<td>9:30 am-6 pm</td>
</tr>
<tr>
<td>Thursday, 9 August</td>
<td>9:30 am-3:30 pm</td>
</tr>
</tbody>
</table>

### Job Fair

**HALL H**

<table>
<thead>
<tr>
<th>Day</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuesday, 7 August</td>
<td>9:30 am-6 pm</td>
</tr>
<tr>
<td>Wednesday, 8 August</td>
<td>9:30 am-6 pm</td>
</tr>
<tr>
<td>Thursday, 9 August</td>
<td>9:30 am-3:30 pm</td>
</tr>
</tbody>
</table>

### Information Desk

**SOUTH LOBBY (NEXT TO THE STAIRS LEADING TO CONCOURSE LEVEL)**

**WEST LOBBY (NEXT TO GALAXY COURT)**

<table>
<thead>
<tr>
<th>Day</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunday, 5 August-Thursday, 9 August</td>
<td>9 am-5 pm</td>
</tr>
</tbody>
</table>
## SIGGRAPH 2012 Twitter Hash Tags

Track your conversation through the following SIGGRAPH 2012 Twitter Hash Tags:

<table>
<thead>
<tr>
<th>Program/Event Name</th>
<th>Hash Tags</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACM SIGGRAPH Awards</td>
<td>#siggraph #awards</td>
</tr>
<tr>
<td>ACM SIGGRAPH Theater Events</td>
<td>#siggraph</td>
</tr>
<tr>
<td>ACM Student Research Competition</td>
<td>#ACMSIGGRAPHTheater</td>
</tr>
<tr>
<td>Art Gallery</td>
<td>#siggraph #awards</td>
</tr>
<tr>
<td>Art Papers</td>
<td>#siggraph #artgallery</td>
</tr>
<tr>
<td>Birds of a Feather</td>
<td>#siggraph #bof</td>
</tr>
<tr>
<td>Computer Animation Festival</td>
<td>#siggraph #caf</td>
</tr>
<tr>
<td>Courses</td>
<td>#siggraph #courses</td>
</tr>
<tr>
<td>Emerging Technologies</td>
<td>#siggraph #etech</td>
</tr>
<tr>
<td>Exhibition</td>
<td>#siggraph #exhibits</td>
</tr>
<tr>
<td>Exhibitor Tech Talks</td>
<td>#siggraph #techtalks</td>
</tr>
<tr>
<td>International Resources</td>
<td>#siggraph #international</td>
</tr>
<tr>
<td>Job Fair</td>
<td>#siggraph #jobfair</td>
</tr>
<tr>
<td>Keynote Speaker</td>
<td>#siggraph #keynote</td>
</tr>
<tr>
<td>Panels</td>
<td>#siggraph #panels</td>
</tr>
<tr>
<td>Posters</td>
<td>#siggraph #posters</td>
</tr>
<tr>
<td>Real-Time Live!</td>
<td>#siggraph #realtime</td>
</tr>
<tr>
<td>SIGGRAPH Business Symposium</td>
<td>#siggraph #symposium</td>
</tr>
<tr>
<td>SIGGRAPH Dailies!</td>
<td>#siggraph #dailies</td>
</tr>
<tr>
<td>SIGGRAPH Mobile</td>
<td>#siggraph #mobile</td>
</tr>
<tr>
<td>Studio</td>
<td>#siggraph #studio</td>
</tr>
<tr>
<td>Talks</td>
<td>#siggraph #talks</td>
</tr>
<tr>
<td>Technical Papers</td>
<td>#siggraph #techpapers</td>
</tr>
<tr>
<td>Technical Papers Fast Forward</td>
<td>#siggraph #techpapers</td>
</tr>
</tbody>
</table>
### Job Fair Participants  
*As of 1 July*

<table>
<thead>
<tr>
<th>Booth</th>
<th>Company/Studio</th>
<th>Location(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2K Games</td>
<td>Novato, California USA</td>
</tr>
<tr>
<td>22</td>
<td>Animal Logic</td>
<td>Sydney, New South Wales Australia</td>
</tr>
<tr>
<td>21</td>
<td>Contact Singapore</td>
<td>Redwood City, California USA</td>
</tr>
<tr>
<td></td>
<td>CreativeHeads.net</td>
<td>Hermosa Beach, California USA</td>
</tr>
<tr>
<td>16, 17</td>
<td>Digital Domain</td>
<td>Venice, California USA</td>
</tr>
<tr>
<td>1, 2</td>
<td>Disney Animation Studios</td>
<td>Burbank, California USA</td>
</tr>
<tr>
<td>14, 15</td>
<td>Double Negative Visual Effects</td>
<td>London, United Kingdom</td>
</tr>
<tr>
<td>30</td>
<td>Esri</td>
<td>Redlands, California USA</td>
</tr>
<tr>
<td>5</td>
<td>Framestore CFC</td>
<td>London, United Kingdom</td>
</tr>
<tr>
<td>29</td>
<td>Gameloft</td>
<td>New Orleans, Louisiana USA New York, New York USA</td>
</tr>
<tr>
<td>20</td>
<td>Gnomon School of Visual Effects</td>
<td>Hollywood, California USA</td>
</tr>
<tr>
<td>27, IR 4</td>
<td>LAIKA Inc.</td>
<td>Hillsboro, Oregon USA</td>
</tr>
<tr>
<td>31, 32</td>
<td>LucasFilm</td>
<td>San Francisco, California USA</td>
</tr>
<tr>
<td></td>
<td></td>
<td>New York, New York USA</td>
</tr>
<tr>
<td>12</td>
<td>Method Studios</td>
<td>Los Angeles, California USA British Columbia, Canada</td>
</tr>
<tr>
<td>4</td>
<td>The Mill</td>
<td>Los Angeles, California USA New York, New York USA London, England</td>
</tr>
<tr>
<td>23</td>
<td>Mirada</td>
<td>Los Angeles, California USA</td>
</tr>
<tr>
<td>8</td>
<td>Moving Picture Company (MPC)</td>
<td>London, United Kingdom</td>
</tr>
<tr>
<td>18, 19</td>
<td>Pixomondo</td>
<td>Santa Monica, California USA</td>
</tr>
<tr>
<td>13</td>
<td>Ready at Dawn Studios</td>
<td>Irvine, California USA</td>
</tr>
<tr>
<td>28</td>
<td>RTT-USA</td>
<td>Pasadena, California USA</td>
</tr>
<tr>
<td>10</td>
<td>Rhythm &amp; Hues Studios</td>
<td>Los Angeles, California USA British Columbia, Canada</td>
</tr>
<tr>
<td>25, 26</td>
<td>Sony Pictures</td>
<td>IR 5 Imageworks</td>
</tr>
<tr>
<td>6</td>
<td>ToonBox Entertainment</td>
<td>Toronto, Ontario Canada</td>
</tr>
<tr>
<td>11</td>
<td>TV Globo</td>
<td>New York, New York USA</td>
</tr>
</tbody>
</table>
Sunday, 5 August

Full Conference Access  Basic Access  Computer Animation Festival
Basic Conference Plus  Exhibitor

8 am-5:30 pm
SIGGRAPH Business Symposium (additional fee required)
JW MARRIOT HOTEL LOS ANGELES L.A. LIVE, DIAMOND BALLROOM

9 am-12:15 pm
- Course  ROOM 408A
- Fundamentals Seminar

9 am-6 pm
- International Center  SOUTH LOBBY

10:30-11:30 am
- ACM SIGGRAPH Theater Events  ACM SIGGRAPH THEATER, SOUTH LOBBY
- CG in the USA + Canada

11:30 am-12:20 pm
- ACM SIGGRAPH Theater Events  ACM SIGGRAPH THEATER, SOUTH LOBBY
- ACM SIGGRAPH Chapters in the USA + Canada

Noon-1 pm
- Birds of a Feather  ROOM 402A
- IVCR (International Collegiate Virtual Reality Contest)

Noon-5:30 pm
- Art Gallery  CONCOURSE FOYER
- Emerging Technologies  ROOMS 150-152, 153A
- Posters  WEST LOBBY
- Studio  ROOMS 150-152, 153A

12:30-2 pm
- Birds of a Feather  ROOM 506
- Studio Views of Demo Reels
Sunday, 5 August

2-2:50 pm

- **ACM SIGGRAPH Theater Events**
  - Overview of SIGGRAPH 2012
    - with Japanese interpreter
  - **ACM SIGGRAPH THEATER, SOUTH LOBBY**

2-3 pm

- **Birds of a Feather**
  - Teaching Open GL in a Post-Deprecation World
  - **ROOM 506**

2-3:30 pm

- **Birds of a Feather**
  - Blender Foundation - Community Meeting
  - **ROOM 402A**

**Courses**

- Computational Displays
  - **ROOM 408B**
- The Invisible Art: The History of Matte Painting Through the Digital Age
  - **ROOM 403AB**
- State of the Art Stereoscopic Visual Effects:
  - Stereoscopy and Conversion are “More Than Meets the Eye”
  - **SOUTH HALL K**

**SIGGRAPH Mobile Talk**

- A Very Basic Introduction to GLKit for iOS 5:
  - Getting Up and Running
  - **ROOM 153BC**

**The Studio Workshop**

- Body Monitoring: Exploring the Creative Uses of Invasive Technologies
  - **ROOMS 150-152, 153A**

**Talks**

- Game Worlds
  - Creating Vast Game Worlds - Experiences From Avalanche Studios
  - Asking the Impossible on SSX: Creating 300 Tracks on a 10-Track Budget
  - Character Customization of Soulcalibur 5 In-Depth
  - **ROOM 515AB**
### Sunday, 5 August

**2-5:15 pm**

**Courses**
- The Hitchhiker’s Guide to the Galaxy of Mathematical Tools for Shape Analysis  
  **ROOM 406AB**
- Optimizing Realistic Rendering with Many-Light Methods  
  **ROOM 408A**
- Principles of Animation Physics  
  **ROOM 502AB**

**Geek Bar**  
**ROOM 404**

**3-5 pm**

- **Birds of a Feather**  
  ACM SIGGRAPH THEATER, SOUTH LOBBY
- ACM SIGGRAPH Digital Art Community
- Khronos Institute for Training and Education (KITE) for Educators  
  **ROOM 506**

**3:30-5 pm**

- **Birds of a Feather**  
  **ROOM 402A**
- Blender Foundation - Artist Showcase

**3:45-5:15 pm**

- **Panel**  
  **ROOM 403AB**
  The Battle for Motion-Controlled Gaming and Beyond

- **Course**  
  **ROOM 515AB**
  Storytelling With a Camera and a Computer: Q&A With Cinematographer Roger Deakins

**6-8 pm**

- **Technical Papers Fast Forward**  
  **WEST HALL B**

**8:30-11 pm**

- **Birds of a Feather**
- Taipei ACM SIGGRAPH Chapter Reunion  
  **JW MARRIOT HOTEL LOS ANGELES L.A. LIVE, GEORGIA 1 & 2**
Monday, 6 August

Full Conference Access ● Basic Access ▲ Computer Animation Festival
Basic Conference Plus ★ Exhibitor

9-10 am

•●▲ Birds of a Feather ROOM 506
   Exploring Software Delivery and Pipeline Choices for Students in the Cloud

9-10:30 am

■▲+ Computer Animation Festival Production Session SOUTH HALL K
   Pixomondo Presents Hugo: A Cinematic Convergence of 3D and Visual Effects

■ Course
   Computational Plenoptic Imaging ROOM 408B
   Computational Aesthetic Evaluation: Steps Toward Machine Creativity ROOM 406AB

■ Panel
   Virtual Production Branches Out ROOM 502AB

■● Studio Talks
   Jamming – Beyond Minus Ones: Virtual Band Demo ROOM 153BC

■● Studio Workshop
   Material is Expensive But Complexity is Free ROOMS 150-152,153

■ Talks
   Pointed Illumination
   – Progressive Lightcuts for GPU
   – SGRT: A Scalable Mobile GPU Architecture Based on Ray Tracing
   – Point-Based Global Illumination Directional Importance Mapping
   – Ill-Loom-inating Handmade Fabric in “Brave” ROOM 403AB

Double Negative is Europe’s largest VFX Film company, we have 1000+ staff in London and 170+ staff in Singapore. We are looking for talented VFX artists, animators, producers, and programmers to join our team. If you would like to work on films such as John Carter, Inception or Harry Potter, then come and chat to the team in the job fair or apply online at www.dneg.com/jobs
Double Negative is Europe’s largest VFX Film company, we have 1000+ staff in London and 170+ staff in Singapore.

We are looking for talented VFX artists, animators, producers, and programmers to join our team.

If you would like to work on films such as John Carter, Inception or Harry Potter, then come and chat to the team in the job fair or apply online at www.dneg.com/jobs
Monday, 6 August

Full Conference Access ● Basic Access ▲ Computer Animation Festival
+ Basic Conference Plus ★ Exhibitor

9-10:30 am Continued

Technical Papers
Character Locomotion

- Optimizing Locomotion Controllers Using Biologically Based Actuators and Objectives
- Soft Body Locomotion
- Video-Based 3D Motion Capture Through Biped Control
- Continuous Character Control With Low-Dimensional Embeddings

Shape Analysis

- Schelling Points on 3D Surface Meshes
- Functional Maps: A Flexible Representation of Maps Between Shapes
- Variational Mesh Decomposition
- Sketch-Based Shape Retrieval

9 am-5 pm

▲ + Computer Animation Festival Daytime Selects THEATRE 411

9 am-5:30 pm

● Art Gallery CONCOURSE FOYER

● Emerging Technologies ROOMS 150-152, 153A

● Poster WEST LOBBY

● Studio ROOMS 150-152, 153

9 am-5:35 pm

● Geek Bar ROOM 404

9 am-6 pm

● International Center SOUTH LOBBY
Monday, 6 August

11 am-Noon

- **Birds of a Feather**
  - ASIFA-Hollywood Animation Educators
  - Forum Asks: How Do We Maintain Excellent Animation Programs and Teach the Latest Technology at the Same Time?

11 am-1 pm

- **ACM SIGGRAPH Award Presentation**
  - Keynote Speaker: Jane McGonigal, Chief Creative Officer for SuperBetter Labs; Author of the New York Times Best Seller, *Reality is Broken*

Noon-1 pm

- **Birds of a Feather**
  - Animation and 21st Century Skills-Mentoring from the Front Line, Online

1-1:50 pm

- **ACM SIGGRAPH Theater Events**
  - CG in Australasia + Sydney
  - ACM SIGGRAPH Chapter

1-2 pm

- **Birds of a Feather**
  - Teaching Procedural Workflows

1-2:30 pm

- **Birds of a Feather**
  - Undergraduate Research Alliance

2-3 pm

- **Birds of a Feather**
  - Open Sourced Pipeline Frameworks

  Teaching Artists to Program with Algorithmic Art
Monday, 6 August

2-3:30 pm

- **ACM SIGGRAPH Awards Talks**
  ROOM 408B

- **Computer Animation Festival Production Session**
  SOUTH HALL K
  Assembling the VFX for Marvel’s “The Avengers”

- **Course**
  Virtual Texturing in Software and Hardware
  ROOM 403AB

- **Studio Talks**
  Design Computing
  ROOM 153BC
  - Introducing Processing 2.0
  - Exploring Algorithmic Geometry Using “Beetle Blocks”

- **Studio Workshop**
  Presenting Mojito: A Yahoo! Library
  Implementing a JavaScript-Based On-Line/Off-Line, Multi-Device, Hosted Application Platform
  ROOMS 150-152, 153A

- **Talks**
  Head in the Clouds
  ROOM 502AB
  - Cloud Modeling And Rendering for “Puss In Boots”
  - A World of Voxels: The Volumetric Effects of “Ice Age: Continental Drift”
  - Vortex of Awesomeness
  - Efficient and Seamless Volumetric Fracturing

- **Technical Papers**
  Image Processing
  ROOM 515AB
  - Decoupling Algorithms From Schedules for Easy Optimization of Image-Processing Pipelines
  - Adaptive Manifolds for Real-Time High-Dimensional Filtering
  - High-Quality Image Deblurring With Panchromatic Pixels
  - Practical Temporal Consistency for Image-Based Graphics Applications
Monday, 6 August

Cloth  
– Specular Reflection from Woven Cloth  
– DRAPE: DReSSing Any PErsOn  
– Design-Preserving Garment Transfer  
– Stitch meshes for Modeling Knitted Clothing with Yarn-level Detail

2-5:15 pm  
■ Course  
ROOM 406AB  
Introduction to Modern OpenGL

2:30-3:20 pm  
■●▲ ACM SIGGRAPH Theater Events  
ACM SIGGRAPH THEATER, SOUTH LOBBY  
✚ ACM SIGGRAPH Student Chapters  
SOUTH LOBBY

3-4 pm  
■●▲ Birds of a Feather  
ROOM 506  
✚ 3D Animation Education Around the World

3:30-4:20 pm  
■●▲ ACM SIGGRAPH Theater Events  
ACM SIGGRAPH THEATER, SOUTH LOBBY  
✚ CG in Africa + the Middle East

3:45-5:15 pm  
■▲+ Computer Animation Festival  
Production Session  
WEST HALL B  
Building “Brave”: Pencils to Pixels

■● Studio Talks  
ROOM 153BC  
✚ Grooving  
– RhythmSynthesis  
– Automatic Lead-Sheet Visualization for Musical Study  
– AudioCloning: Extracting Material Fingerprints from Example Audio Recording  
– Beyond Minus Ones: VirtualBand
Monday, 6 August

Talks

Surf & Turf  ROOM 403AB
- From a Calm Puddle to a Stormy Ocean: Rendering Water in Uncharted
- What if the Earth was Flat: The Globe UI System in SSX
- Adaptive Level-of-Detail System for End of Nations
- Screen Space Decals in Warhammer 40,000: Space Marine

Material: The Gathering  ROOM 408B
- Estimating Specular Normals from Spherical Strokes
- Estimating Diffusion parameters from Polarized Spherical Gradient Illumination
- Improved Linear-Light-Source Material Reflectance Scanning
- Measurement-Based Synthesis of Facial Microgeometry
- A Single-Shot Light Probe

Technical Papers

Apperance  ROOM 515AB
- 3D Imaging Spectroscopy for Measuring 3D Hyperspectral Patterns on Solid Objects
- Primal-Dual Coding to Probe Light Transport
- Fast High-Resolution Appearance Editing Using Superimposed Projections
- Printing Spatially Varying Reflectance for Reproducing HDR Images
- Printing Reflectance Functions
Monday, 6 August

Hand, Eye, and Face

– Synthesis of Detailed Hand Manipulations Using Contact Sampling
– Eyecatch: Simulating Visuomotor Coordination for Object Interception
– Discovery of Complex Behaviors through Contact-Invariant Optimization
– Spacetime Expression Cloning for Blendshapes
– Bilinear Spatiotemporal Basis Models

Sketching

– Three-Dimensional Proxies for Hand-Drawn Characters
– How Do Humans Sketch Objects?
– CrossShade: Shading Concept Sketches Using Cross-Section Curves
– Learning Hatching for Pen-and-Ink Illustration of Surfaces
– HelpingHand: Example-Based Stroke Stylization

4-5 pm

[ ] [ ] Birds of a Feather
++ * Visualization/Visual Analytics Curriculum

5-6 pm

[ ] [ ] Birds of a Feather
++ * Hacking Objects: An Exploration in Rule Breaking

THE STANDARD DOWNTOWN LA, BRUNETTE ROOM

6-7:30 pm

[ ] [ ] Birds of a Feather
++ * The 25th Anniversary CG Show/Sake Barrel Opening Party at SIGGRAPH 2012

JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, PLATINUM BALLROOM SALON C
Monday, 6 August

- Full Conference Access  ● Basic Access  ▲ Computer Animation Festival
- Basic Conference Plus  ★ Exhibitor

6-8 pm
- ▲✚ Computer Animation Festival  ● Electronic Theater

8:30 pm-2 am
- ACM SIGGRAPH Chapters Party

EXCHANGE L.A., 618 SPRING STREET, LOS ANGELES

9-11 pm
- SIGGRAPH 2012 Networking Dessert Reception

JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, DIAMOND BALLROOM
Tuesday, 7 August

9-10:30 am

- **Art Papers** ROOM 406AB
  Expanding Boundaries: Sensory Technologies in Art Making

- **Birds of a Feather** ROOM 507
  Women in Animation International

- **Computer Animation Festival Production Session** SOUTH HALL K
  Sony Pictures Animation: Checking in at “Hotel Transylvania”

- **Course** ROOM 408A
  Cinematic Color: From Your Monitor to the Big Screen

- **Studio Talks** ROOM 153BC
  Wild Rides
  - Magic Beanstalk Ride in “Puss In Boots”
  - Conquering the Seas of “Ice Age: Continental Drift”
  - River Running Through It

- **Studio Workshop** ROOMS 150-152,153A
  Z Brush: Artists Without Borders

- **Technical Papers** ROOM 502AB
  Fabrication
  - Fabricating Articulated Characters From Skinned Meshes
  - Stress Relief: Improving Structural Strength of 3D Printable Objects
  - Beady: Interactive Beadwork Design and Construction
  - Plastic Trees: Interactive Self-Adapting Botanical Tree Models
Tuesday, 7 August

9 am-12:15 pm

Courses
Beyond Programmable Shading ROOM 403AB
Data-Driven Simulation Methods in Computer Graphics: Cloth, Tissue, and Faces ROOM 408B
Practical Physically Based Shading in Film and Game Production ROOM 515AB

9 am-5 pm

Computer Animation Festival Daytime Selects THEATRE 411

9 am-5:30 pm

Art Gallery
Emerging Technologies
Posters WEST LOBBY
Studio ROOMS 150-152, 153A

9 am-5:35 pm

Geek Bar

9:30 am-6 pm

Exhibition
International Center SOUTH LOBBY
Job Fair HALL H
Come visit Intel at booth #317

- See what you can do with the new 3rd generation Intel® Core™ processor family
- Get inspired by the new Ultrabook™ device
- Check out our software tools such as Intel® Graphics Performance Analyzers, Intel® Media SDK, and Intel® Parallel Studio

STAY UP TO DATE!
Subscribe to Intel® Software Adrenaline
Tuesday, 7 August

- Full Conference Access
- Basic Access
- Computer Animation Festival
- Basic Conference Plus
- Exhibitor

9:45-10:45 am

- Exhibitor Tech Talk
  - EMC Isilon: Output- vs. Object-Based Media for Better Performance in File-Based Workflows
  BACK OF HALL J

10-11:30 am

- Birds of a Feather
  - Rest-3D
  ROOM 516

10:45 am-12:15 pm

- Art Panel I
  - In Search of the Miraculous
  ROOM 153BC

- Art Papers
  Mediating the Material and the Immaterial: The Embodiment of Sound, Light, and Social Life in Spatial Practices
  ROOM 406AB

- Computer Animation Festival Production Session
  - Digital Domain Presents “Making the Steel Real: Moving VFX into Production”
  WEST HALL B
  - Sony Pictures Imageworks: Travel Behind the Scenes of “Men in Black 3”
  SOUTH HALL K

- Studio Workshop
  - Python Scripting in Maya
  ROOMS 150-152, 153A
Tuesday, 7 August

■ **Technical Papers**
  Sampling, Reconstructing, and Filtering Light  
  – A Theory of Monte Carlo Visibility Sampling  
  – Theory, Analysis, and Applications of 2D Global Illumination  
  – On Filtering the Noise from the Random Parameters in Monte Carlo Rendering  
  – Reconstructing the Indirect Light Field for Global Illumination  

  Geometry Reconstruction & Tracking  
  – Stochastic Tomography and Its Applications in 3D Imaging of Mixing Fluids  
  – Animation Cartography - Intrinsic Reconstruction of Shape and Motion  
  – Temporally Coherent Completion of Dynamic Shapes  
  – Tracking Surfaces With Evolving Topology  

ROOM 502AB
ROOM 408A

11 am-12:30 pm
■●▲ **Birds of a Feather**  
  +★ From CAD to the Web  

ROOM 513

11 am-1 pm
■●▲ **Birds of a Feather**  
  +★ Substrate: Mobile Gesture for the Processing Graphics Environment  

LUXE CITY CENTER HOTEL RODEO ROOM

11:15 am-12:15 pm
■●▲ **Exhibitor Tech Talk**  
  +★ Unity Technologies: Unity Art Pipeline, Butterfly Demo  

BACK OF HALL J

11:30 am-1:30 pm
■●▲ **Birds of a Feather**  
  +★ LA ACM SIGGRAPH Chapter Social  

ROOM 506

Noon-1:20 pm
■●▲ **ACM SIGGRAPH Theater Events**  
  +★ ISEA International Foundation - Open Forum  

ACM SIGGRAPH THEATER, SOUTH LOBBY
Tuesday, 7 August

12:15-1:15 pm
- **Poster Presentations**
  - WEST LOBBY

12:30-2:30 pm
- **Birds of a Feather**
  - ROOM 507
  - ACM SIGGRAPH Carto BOF

12:45-1:45 pm
- **Exhibitor Tech Talk**
  - BACK OF HALL J

1-2:30 pm
- **Birds of a Feather**
  - ROOM 410
  - Kinect Users

1:30-2:30 pm
- **ACM SIGGRAPH Theater Events**
  - ACM SIGGRAPH THEATER, SOUTH LOBBY
  - CG in Latin America

2-3:30 pm
- **Computer Animation Festival Production Session**
  - SOUTH HALL K
  - Sony Pictures Imageworks: The Untold Story of “The Amazing Spider-Man”

- **Leonardo, Art Papers, and Art Gallery Reception**
  - ART GALLERY CONCOURSE FOYER

- **Studio Talks**
  - ROOM 153BC
  - Big Game
    - Film/Game Convergence: What’s Taking So Long?
    - Creating Vast Game Worlds - Experiences From Avalanche Studios
Tuesday, 7 August

Studio Workshops
MaxScript for Artists

Talks
Model Stories
- Growing Documentary: Creating a Computer-Supported Collaborative Storytelling Environment
- Adapting Curriculum to Explore New 3D Modeling Technologies and Workflows
- 3D Diff: An Interactive Approach to Mesh Differencing and Conflict Resolution

Three is a Crowd
- CageR: From 3D Performance Capture to Cage-Based Representation
- Headstrong, Hairy, and Heavily Clothed: Animating Crowds of Scotsmen on “Brave”
- Hero-Quality Crowds in “Madagascar 3: Europe’s Most Wanted”

Technical Papers
Set of Shapes
- Exploring Collections of 3D Models Using Fuzzy Correspondence
- A Probabilistic Model for Component-Based Shape Synthesis
- Synthesizing Open Worlds With Constraints Using Locally Annealed Reversible Jump MCMC
- Fit and Diverse: Set Evolution for Inspiring 3D Shape Galleries

Light Rays
- Naïve Ray Tracing: A Divide-And-Conquer Approach
- Manifold Exploration: A Markov Chain Monte Carlo Technique for Rendering Scenes With Difficult Specular Transport
- Bidirectional Lightcuts
- Virtual Ray Lights for Rendering Scenes With Participating Media
Tuesday, 7 August

Full Conference Access ● Basic Access ▲ Computer Animation Festival
+ Basic Conference Plus ★ Exhibitor

2-3:30 pm Continued
Particle fluids
– Ghost SPH for Animating Water
– Versatile Rigid-Fluid Coupling for Incompressible SPH
– MultiFLIP for Energetic Two-Phase Fluid Simulation
– Animating Bubble Interactions in a Liquid Foam

2-5:15 pm
Course
Character Rigging and Creature Wrangling
ROOM 403AB
in Game, Feature Animation, and Visual Effects Production

2:15-3:15 pm
Exhibitor Tech Talk
BACK OF HALL J
Next Limit Technologies- RealFlow 2013
Technology Preview

2:30-3 pm
ACM SIGGRAPH Theater Events
ACM SIGGRAPH THEATER,
ACM SIGGRAPH Chapters in Latin America
SOUTH LOBBY

2:30-3:30 pm
Birds of a Feather
ROOM 513
3D Medical Visualization Using X3D

3-3:30 pm
ACM SIGGRAPH Theater Events
ACM SIGGRAPH THEATER,
CG in Latin America- Reception
SOUTH LOBBY

3-4:30 pm
Birds of a Feather
ROOM 410
Practical Application of Alembic
## Tuesday, 7 August

**3-5 pm**

<table>
<thead>
<tr>
<th>Event</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Birds of a Feather</strong></td>
<td>ROOM 506</td>
</tr>
<tr>
<td>+ ** Motion Graphics</td>
<td></td>
</tr>
</tbody>
</table>

**3:30-4:30 pm**

<table>
<thead>
<tr>
<th>Event</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ACM SIGGRAPH Theater Events</strong></td>
<td>ACM SIGGRAPH THEATER, SOUTH LOBBY</td>
</tr>
<tr>
<td>+ ** CG in Asia</td>
<td></td>
</tr>
</tbody>
</table>

**3:30-5 pm**

<table>
<thead>
<tr>
<th>Event</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Birds of a Feather</strong></td>
<td>ROOM 513</td>
</tr>
<tr>
<td>+ ** Web3D Consortium Town Hall Meeting</td>
<td></td>
</tr>
<tr>
<td>+ ** JogAmp: 2D/3D &amp; Multimedia Across Devices</td>
<td>ROOM 402A</td>
</tr>
</tbody>
</table>

**3:45-4:40 pm**

<table>
<thead>
<tr>
<th>Event</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Exhibitor Tech Talk</strong></td>
<td>BACK OF HALL J</td>
</tr>
<tr>
<td>+ ** CentiLeo: Huge-Scene Interactive Rendering on a Laptop</td>
<td></td>
</tr>
</tbody>
</table>

**3:45-5:15 pm**

<table>
<thead>
<tr>
<th>Event</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Computer Animation Festival</strong></td>
<td>WEST HALL B</td>
</tr>
<tr>
<td><strong>Production Session</strong></td>
<td></td>
</tr>
<tr>
<td>Rhythm &amp; Hues Studios: 25 Years of Art, Technology, and People</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Event</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Course</strong></td>
<td>ROOM 406AB</td>
</tr>
<tr>
<td>Delivering Creative Feedback: Critique Workshop</td>
<td></td>
</tr>
<tr>
<td>Applying Color Theory to Digital Media and Visualization</td>
<td>ROOM 408B</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Event</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Studio Talks</strong></td>
<td>ROOM 153BC</td>
</tr>
<tr>
<td>+ ** Digifab</td>
<td></td>
</tr>
<tr>
<td>- Get Real! Automated Methods for Rapid Prototyping and Industrial Design</td>
<td></td>
</tr>
<tr>
<td>- Now That We Have Desktop 3D Printers, The Revolution Can Begin</td>
<td></td>
</tr>
<tr>
<td>- DIYLILCNC v2.0</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Event</th>
<th>Rooms</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Studio Workshop</strong></td>
<td>ROOMS 150-152, 153A</td>
</tr>
<tr>
<td>+ ** Signal Strength: Activist Networking Techniques</td>
<td></td>
</tr>
</tbody>
</table>
Tuesday, 7 August

3:45-5:35 pm

Technical Papers
Fun with Video ROOM 515AB
- Video Deblurring for Hand-Held Cameras Using Patch-Based Synthesis
- Eulerian Video Magnification for Revealing Subtle Changes in the World
- Selectively De-Animating Video
- Tools for Placing Cuts and Transitions in Interview Video
- Videoscapes: Exploring Sparse, Unstructured Video Collections

Control Deformables ROOM 502AB
- Deformable Objects Alive!
- Interactive Editing of Deformable Simulations
- Interactive Spacetime Control of Deformable Objects
- Rig-Space Physics
- Fast Simulation of Skeleton-Driven Deformable Body Characters

Noise and Texture ROOM 408A
- Gabor Noise by Example
- Diffusion Curve Textures for Resolution-Independent Texture Mapping
- Structure-Aware Synthesis for predictive Woven Fabric Appearance
- Point Sampling with General Noise Spectrum
- Symmetry-Guided Texture Synthesis and Manipulation

4-5 pm

Educators Meet and Greet SIGGRAPH VILLAGE, SOUTH LOBBY

4-6 pm

Birds of a Feather OMNI LOS ANGELES HOTEL, HERSHEY ROOM
- ACCAD/Ohio State Alumni Gathering
Tuesday, 7 August

4:30-4:50 pm
■ ● ▲ ACM SIGGRAPH Theater Events ACM SIGGRAPH THEATER, SOUTH LOBBY
+ ★ ACM SIGGRAPH Chapters in Asia

5:05-6 pm
■ ● ▲ Exhibitor Tech Talk BACK OF HALL J
+ ★ Imagination Technologies Limited: PowerVR: Getting Great Graphics Performance With the PowerVR Insider SD

5:30-7 pm
■ ● ▲ Birds of a Feather
+ ★ Dynamic Simulation in Production

6:15-7:45 pm
■ ● SIGGRAPH Dailies! ROOM 515AB
▲ +

6-8 pm
ACM SIGGRAPH Pioneer Reception ROOM 511BC
(Open to Pioneer members only)

+ + ▲ Computer Animation Festival: Electronic Theater SOUTH HALL K

7-8 pm
■ ● ▲ Birds of a Feather
+ ★ Animation: From Visual Development to Art Direction

JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, ATRIUM 1

8-9 pm
■ ● ▲ Birds of a Feather
+ ★ Image-Based Lighting Using Pixar’s RenderMan

JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, GEORGIA 2
Wednesday, 8 August

9-9:50 am

ACM SIGGRAPH Theater Events  ACM SIGGRAPH THEATER,
Exhibitor Sessions  SOUTH LOBBY

9-10 am

Exhibitor Sessions  ROOM 402B

Exhibitor Sessions  SOUTH LOBBY

Computer Animation Festival  WEST HALL B

9-10:30 am

Computer Animation Festival  WEST HALL B

Productions Session
LAIKA’s “ParaNorman”: The Fusion of CG and Stop-Motion in a Zombie-Ridden World

Exhibitor Sessions  ROOM 503

NVIDIA Corporation: GPU Programming for High-Performance Graphics Workstation Applications

SIGGRAPH Mobile Panel  ROOM 406AB

Mobile GPUs: Markets and Technology

Studio Talks  ROOM 153BC

Doing Design
-Loosely Fitted Design Synthesizer (LFDS)
-Virtual Cane Creation for Glassblowers
-Vignette: A Style-Preserving Sketching Tool for Pen-and-Ink Illustration
-SketchGraph: Gestural Data Input for Mobile Tablet Devices

Studio Workshop  ROOMS 150-152, 153A

Making Your Own Avatar - Realistic Faces and Expressions Workshop

Talks  ROOM 403AB

Priming the Pipe
-LibEE: A Multithreaded Dependency Graph for Character Animation
-Crom - Massively Parallel, CPU/GPU Hybrid Computation Platform for Visual Effects
-Amorphous: An OpenGL Sparse Volume Renderer
-Efficient Large-Scale Hybrid Fluid Simulation
Technical Papers
Shape Transformation  ROOM 502AB
-Fast Automatic Skinning Transformations
-An Algebraic Model for Parameterized Shape Editing
-Steady Affine Motions and Morphs
-Interactive Surface Modeling Using Modal Analysis

Displays  ROOM 408A
-Resolution Enhancement by Vibrating Displays
-Edge-Guided Resolution Enhancement in Projectors via Optical Pixel Sharing
-Tensor Displays: Compressive Light-Field Synthesis Using Multilayer Displays With Directional Backlighting
-Tailored Displays to Compensate for Visual Aberrations

9 am-12:15 pm
Courses  ROOM 515AB
Advances in Real-Time Rendering in Games 1
FEM Simulation of 3D Deformable Solids: A Practitioner’s Guide to Theory, Discretization, and Model Reduction

9 am-5 pm
Computer Animation Festival Daytime Selects  THEATRE 411

9 am-5:30 pm
Art Gallery  CONCOURSE FOYER
Emerging Technologies  ROOMS 150-152, 153A
Geek Bar  ROOM 404
Posters  WEST LOBBY
Studio  ROOMS 150-152, 153A

9 am-6 pm
International Center  SOUTH LOBBY
Wednesday, 8 August

9:30 am-6 pm

- Exhibition

- Job Fair

9:45-10:45 am

- Exhibitor Tech Talk

10-11 am

- Birds of a Feather

10 am-Noon

- Birds of a Feather

10:40-11:40 am

- Exhibitor Sessions

10:45-11:45 am

- Exhibitor Sessions

10:45 am-12:15 pm

- Art Panel 2

34
Wednesday, 8 August

**Computer Animation Festival**
*Production Sessions*
Industrial Light & Magic Presents:
The Visual Effects of “Battleship”  
**WEST HALL B**

High-Frame-Rate Cinema:  
Impacts on Art and Technology  
With Douglas Trumball and Dennis Muren  
**SOUTH HALL K**

**SIGGRAPH Mobile Talks**  
**ROOM 406AB**
Understanding Mobile Graphics – GPUs and Platforms
-Saving the Planet, One Handset at a Time:
Designing Low-Power, Low-Bandwidth Mobile GPUs
-Unity: iOS and Android - Cross Platform Challenges and Solutions

**Studio Workshop**  
**ROOMS 150-152, 153A**
VFX for Games: Prebaked Destruction

**Talks**  
**ROOM 502AB**
Capture the World
-KinÊtre: Animating the World With the Human Body
-Computational Retinal Imaging via Binocular Coupling and Indirect Illumination
-Relativistic Ultrafast Rendering Using Time-Resolved Imaging
-Compressive Light-Field Photography

**Technical Papers**  
**ROOM 403AB**
Stitching
-Image Melding: Combining Inconsistent Images Using Patch-Based Synthesis
-Panorama Weaving: Fast and Flexible Seam Processing
-Understanding and Improving the Realism of Image Composites
-Exposing Photo Manipulation With Inconsistent Reflections

**Maps, Surfaces, and Shapes**  
**ROOM 408A**
-Robust Modeling of Constant Mean Curvature Surfaces
-Simple Formulas For Quasiconformal Plane Deformations
-Guided Exploration of Physically Valid Shapes for Furniture Design
-Design of Self-Supporting Surfaces
Wednesday, 8 August

11-11:50 am

-●△ ACM SIGGRAPH Theater Event
  ACM SIGGRAPH THEATER, SOUTH LOBBY
  Industrial Application of CG in Japan

11 am-12:30 pm

-●△ Birds of a Feather
  ROOM 513
  Augmented and Mixed Reality

11 am-1 pm

-●△ Birds of a Feather
  ROOM 402A
  Using Advanced Imaging for Developing Dream Slides

11:15 am-12:15 pm

-●△ Exhibitor Tech Talk
  BACK OF HALL J

11:50 am-12:50 pm

-●△ Exhibitor Sessions
  ROOM 503
  NVIDIA Corporation: NVIDIA OpenGL in 2012

12:15-1:15 pm

-●△ Poster Presentations
  WEST LOBBY

12:30-1:20 pm

-●△ ACM SIGGRAPH Theater Event
  ACM SIGGRAPH THEATER, SOUTH LOBBY
  Professional and Student ACM SIGGRAPH Chapters Start-Up Meeting

12:45-1:45 pm

-●△ Exhibitor Tech Talks
  BACK OF HALL J
  Web3D Consortium – X3D: Delivering New Dimensions on the Web
Wednesday, 8 August

1-1:30 pm
- Exhibitor Sessions ROOM 503
  - NVIDIA Corporation: What’s New in CUDA 5

1-2:30 pm
- Birds of a Feather ROOM 512
  - Leonardo Community Meeting

1:30-2:30 pm
- ACM SIGGRAPH Theater Event
  - ACM SIGGRAPH THEATER, SOUTH LOBBY
  - CG in Europe
- Exhibitor Sessions ROOM 503
  - NVIDIA Corporation: 4 Approaches to GPU Computing

2-3 pm
- Birds of a Feather
  - COLLADA

  JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, GOLD BALLROOM SALON 3

  Computer Graphics for Simulation ROOM 410

  Computer Animation Festival
  - Production Session
  - Balancing Act: Life as a Visual Effects Supervisor at DreamWorks Animation

- Exhibitor Sessions ROOM 402B
  - Intel Corporation - Optimizing Film and Media with OpenCL and Intel Quick Sync Video

2-3:30 pm
- Birds of a Feathers ROOM 507
  - Studio Trainer Meet Up
- Computer Animation Festival
  - Production Session
  - SOUTH HALL K
  - Balancing Act: Life as a Visual Effects Supervisor at DreamWorks Animation
Wednesday, 8 August

- Full Conference Access  ● Basic Access  ▲ Computer Animation Festival
+ Basic Conference Plus  ★ Exhibitor

2-3:30 pm Continued

SIGGRAPH Mobile Talks
Mobile Graphics – Hardware and Software Techniques
- Advancing Dynamic Lighting on Mobile
- Novel Approaches to GPU Performance Analysis

Studio Talks
Space is the Place
- Public Displays of Computing: Space, Place, and Computing
- Multi-Disciplinary Mashups – People, Technology, and Design

Studio Workshop
Building a Game Level

Talks
Building Character
- Computer-Assisted Animation of Line and Paint in Disney’s “Paperman”
- Simulation Preview in “Brave”
- Stable, Art-Directable Skin and Flesh Using Biphasic Materials
- Character Design: Visual Complexity in “Brave”

Play Time
- Making Tracks: Footprints in the “Ice Age” Movies
- Building the Snow Footprint Pipeline on “Brave”
- A Guided Synthesizer for Blendshape Characters
- dRig: An Artist-Friendly, Object-Oriented Approach to Rig Building

Effects Omelet
- “Wrath of the Titans” - Complex Models With Voxel Greeble
- “Wrath of the Titans” - Creating CG Lava With Adveected Sculpts
- Dark Fairy Creature Effects on “Snow White and the Huntsman”
- Multiresolution Radiosity Caching for Global Illumination in Movies
Wednesday, 8 August

- **Technical Papers**
  Interactive Systems & Hardware
  - Position-Correcting Tools for 2D Digital Fabrication
  - REVEL: Tactile Feedback Technology for Augmented Reality
  - Realistic Perspective Projections for Virtual Objects and Environments
  - Micro Perceptual Human Computation for Visual Tasks

2-4 pm
- **Birds of a Feather**
  - Animating Diversity

2-5:15 pm
- **Course**
  Advances in Real-Time Rendering in Games II
  - GPU Shaders for OpenGL 4.x

2:15-3:15 pm
- **Exhibitor Tech Talk**
  - Imagination Technologies Limited: Accelerating Look Development *With*
    Rhinoceros Interactive Ray-Traced Viewports

2:30-3:20 pm
- **ACM SIGGRAPH Theater Event**
  - ACM SIGGRAPH Chapters: Europe

2:30-5:30 pm
- **Birds of a Feather**
  - Web3D Standards Meeting

2:40-3:40 pm
- **Exhibitor Sessions**
  - NVIDIA Corporation: GPU-Accelerated 2D Web Rendering
## Wednesday, 8 August

<table>
<thead>
<tr>
<th>Time</th>
<th>Event Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-4 pm</td>
<td><strong>Birds of a Feather</strong></td>
</tr>
<tr>
<td></td>
<td>OpenCL</td>
</tr>
<tr>
<td></td>
<td>JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, GOLD BALLROOM SALON 3</td>
</tr>
<tr>
<td>3-4:30 pm</td>
<td><strong>Birds of a Feather</strong></td>
</tr>
<tr>
<td></td>
<td>Challenges and Solutions for Today’s Render Pipelines</td>
</tr>
<tr>
<td>3-5 pm</td>
<td><strong>Birds of a Feather</strong></td>
</tr>
<tr>
<td></td>
<td>Managing Creative Projects</td>
</tr>
<tr>
<td></td>
<td>Mari Artists &amp; Technical Directors</td>
</tr>
<tr>
<td>3:15-4:15 pm</td>
<td><strong>Exhibitor Sessions</strong></td>
</tr>
<tr>
<td></td>
<td>Intel Corporation: The Future of OpenCL for Graphics and Film Applications on Intel Platforms</td>
</tr>
<tr>
<td>3:45-4:40 pm</td>
<td><strong>Exhibitor Tech Talks</strong></td>
</tr>
<tr>
<td></td>
<td>Isotropix SAS: Introducing Artistically Correct Rendering</td>
</tr>
<tr>
<td>3:45-5:15 pm</td>
<td><strong>Computer Animation Festival</strong></td>
</tr>
<tr>
<td></td>
<td>Production Session</td>
</tr>
<tr>
<td></td>
<td>Weta Digital Presents Virtual Production: Combining Animation, Visual Effects, and Live-Action Filmmaking</td>
</tr>
<tr>
<td></td>
<td><strong>SIGGRAPH Mobile Talks</strong></td>
</tr>
<tr>
<td></td>
<td>Mobile Applications – In Your Hand and On the Road</td>
</tr>
<tr>
<td></td>
<td>-Auto(mobile)</td>
</tr>
<tr>
<td></td>
<td>-Mobile Augmented Reality in Advertising: The TineMelk AR App - A Case Study</td>
</tr>
</tbody>
</table>
see it real.

SIGGRAPH 2012
Computer Animation Festival

www.reald.com
Wednesday, 8 August

Full Conference Access  ● Basic Access  ▲ Computer Animation Festival
+ Basic Conference Plus  ★ Exhibitor

3:45-5:15 pm **Continued**

- **Mesh Mash**
  - Interactive Modeling With Mesh Surfaces
  - A Guided Synthesizer for Blendshape Characters

- **VFX for Games: Particle Effects**

3:45-5:35 pm

- **Technical Papers**
  - Perception and Stereo
    - Push it Real: Perceiving Causality in Virtual Interactions
    - Render Me Real? Investigating the Effect of Render Style on the Perception of Animated Virtual Humans
    - Highlight Microdisparity for Improved Gloss Depiction
    - Binocular Tone Mapping
    - Surface Flows for Image-Based Shading Design

  - Physics and Mathematics for Light
    - Reflectance Model for Diffraction
    - An Analytic Model for Full Spectral Sky-Dome Radiance
    - Physically Based Simulation of Rainbows
    - K-Clustered Tensor Approximation: A Sparse Multi-Linear Model for Real-Time Rendering
    - Sparse Zonal Harmonic Factorization for Efficient SH Rotation

- **Collisions**
  - Efficient Geometrically Exact Continuous Collision Detection
  - VolCCD: Fast Continuous Collision Culling Between Deforming Volume Meshes
  - Adaptive Image-Based Intersection Volume
  - PolyDepth: Real-Time Penetration-Depth Computation Using Iterative Contact-Space Projection
  - Energy-Based Self-Collision Culling for Arbitrary Mesh Deformations
Wednesday, 8 August

3:50-4:50 pm

- Exhibitor Sessions ROOM 503
  - NVIDIA Corporation: GPU Ray Tracing and OptiX

4-5 pm

- Birds of a Feather
  - Renderfarming

JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, GEORGIA 1&2

WebGL

JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, GOLD BALLROOM SALON 3

4:30-5:30 pm

- Exhibitor Sessions ROOM 402B

5-6 pm

- Birds of a Feather
  - OpenGL ES

JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, GOLD BALLROOM SALON 3

- Exhibitor Session ROOM 503
  - NVIDIA Corporation: NVIDIA GPU Virtualization

5:05-6 pm

- Exhibitor Tech Talk BACK OF HALL J
  - Imagination Technologies Limited: Accelerating Look Development *With* Autodesk 3ds Max and Autodesk Maya Interactive Ray-Traced Viewports

5:30-7 pm

- Real-Time Live! WEST HALL B
Wednesday, 8 August

- Full Conference Access
- Basic Access
- Computer Animation Festival
- Basic Conference Plus
- Exhibitor

6-7 pm
- ● ▲ Birds of a Feather
  + ★ OpenGL
  
  JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE,
  GOLD BALLROOM SALON 3

6-8 pm
- ● ▲ Computer Animation Festival
  + ▲ Electronic Theater
  
  SOUTH HALL K

6-9 pm
- ● ▲ Birds of a Feather
  + ★ Purdue University Birds of a Feather
  
  SHERATON LOS ANGELES DOWNTOWN, SANTA MONICA A

7:30-9 pm
- ● ▲ Birds of a Feather
  + ★ University of Pennsylvania and ETH Zürich Reception
  
  JW MARRIOTT HOTEL LOS ANGELES L.A. LIVE, PLAZA 1

Technical Materials

Don’t leave Los Angeles without complete documentation of the 39th SIGGRAPH conference. Visit the SIGGRAPH Store in South Lobby.
Thursday, 9 August

9-10:30 am

- **Studio Talks**
  - Hackerspace Continuum
    - The Signal Strength Project
    - Ikimo: Open Entry-Level Robotics Platform
    - Gigapixel Science Lab
  
- **Studio Workshop**
  - Intro to Arduino

- **Talks**
  - Silence! Eliminate the Noise
    - Importance Sampling for Hair Scattering
    - Adaptive Noise Reduction for Progressive Photon Mapping
    - Progressive Volume Photon Tracing
    - Volume-Aware Extinction Mapping

- **Technical Papers**
  - All About Images
    - Interactive Images: Cuboid Proxies for Smart Image Manipulation
    - A Framework for Content-Adaptive Photo Manipulation Macros: Application to Face, Landscape, and Global Manipulations
    - Image-Based Rendering for Scenes With Reflections
    - What Makes Paris Look Like Paris?

  - Sound and Elements
    - Motion-Driven Concatenative Synthesis of Cloth Sounds
    - Precomputed Acceleration Noise for Improved Rigid-Body Sound
    - Interactive Sound Propagation Using Compact Acoustic Transfer Operators
    - Updated Sparse Cholesky Factors for Corotational Elastodynamics
Thursday, 9 August

Courses
Advanced (Quasi) Monte Carlo
Methods for Image Synthesis
Efficient Real-Time Shadows
Graphics Programming for the Web

9 am-12:15 pm

9 am-1 pm
Art Gallery
Emerging Technologies
Studio

9 am-3:30 pm
International Center

9 am-5:15 pm
Geek Bar

9:30 am-3:30 pm
Exhibition
Job Fair

Full Conference Access ● Basic Access ▲ Computer Animation Festival
Basic Conference Plus ★ Exhibitor

ROOM 406 AB
ROOM 403AB
ROOM 408B

CONCOURSE FOYER
ROOMS 150-152, 153A
ROOMS 150-152, 153A

SOUTH LOBBY

ROOM 404
WEST LOBBY
HALL H & J
HALL H
Thursday, 9 August

10:45 am-12:15 pm

- **Computer Animation Festival**  
  Electronic Theater  
  SOUTH HALL K

- **Computer Animation Festival**  
  Production Session  
  WEST HALL B
  The Art and Science Behind Walt Disney Animation Studios “Paperman”

- **Studio Workshop**  
  Smart Lighting  
  ROOMS 150-152, 153A

- **Talks**  
  John Carter Scales Up  
  ROOM 515AB
  - Stereoscopic Conversion of “John Carter”
  - Zodanga, The Walking City of “John Carter”
  - Thern: The Nano Technology of “John Carter”

- **Technical Papers**  
  Rigid Bodies and Penalty Forces  
  ROOM 502AB
  - Underwater Rigid Body Dynamics
  - Mass Splitting for Jitter-Free Parallel Rigid-Body Simulation
  - Reflections on Simultaneous Impact
  - Continuous Penalty Forces

  Layout and Parameterization  
  ROOM 408A
  - Bounded-Distortion-Mapping Spaces For Triangular Meshes
  - Global Parameterization by Incremental Flattening
  - Dual Loops Meshing: Quality Quad Layouts on Manifolds
  - Fields on Symmetric Surfaces

11:15 am-12:15 pm

- **Exhibitor Tech Talk**  
  BACK OF HALL J
  Optis: Tell it Like it is Rendering for Designers
Thursday, 9 August

Full Conference Access ● Basic Access ▲ Computer Animation Festival
+ Basic Conference Plus ★ Exhibitor

2-3:30 pm

- ● ▲ ACM Student Research Competition ROOM 406AB
  + ★ Final Presentation

- ■+▲ Computer Animation Festival Production Session WEST HALL B
  Ninja Theory Presents DmC Devil May Cry: Breathing Life Into Video Games

- ■ Talks
  Fast Realistic Lighting ROOM 502AB
  - Fast Generation of Directional Occlusion Volumes
  - Local Image-Based Lighting With Parallax-Corrected Cubemaps
  - Tiled and Clustered Forward Shading
  - Art Pipeline: Transition From Offline to Real-Time CG

  Hairy Scary ROOM 403AB
  - Curls Gone Wild: Hair Simulation in “Brave”
  - High-Fidelity Facial Hair Capture
  - Furry, Fuzzy, Lovable: Once Upon a Monster’s Fur Pipeline

- ■ Technical Papers
  Mesh Based Fluids ROOM 515AB
  - Lagrangian Vortex Sheets for Animating Fluids
  - Discrete Viscous Sheets
  - Topology-Adaptive Interface Tracking Using the Deformable Simplicial Complex
  - Fluid Simulation Using Laplacian Eigenfunctions

  Geometry and Viewing ROOM 408A
  - Feature-Adaptive GPU Rendering of Catmull-Clark Subdivision Surfaces
  - Object-Space Multiphase Implicit Functions
  - Discrete Bi-Laplacians and Biharmonic B-Splines
  - Perceptual Models of Viewpoint Preference
Thursday, 9 August

2-5:15 pm

Course
State of the Art in Photon-Density Estimation  ROOM 408B

3:45-5:15 pm

Course
Color Transfer  ROOM 406AB

Talks
Image Playground  ROOM 408A
- Crowd Sourcing Memory Colors For Image Enhancement
- Calligraphic Cutting: Extreme Image Resizing With Cuts in Continuous Domain
- Intelligent Brush Strokes
- Rich Intrinsic Image Decomposition of Outdoor Scenes From Multiple Views

PANDA: Panoramas, Displays and Acquisition  ROOM 403AB
- Building Interior Multi-Panorama Experiences at Scale
- Panorama Light-Field Imaging
- Colloidal Display: A Membrane Screen That Combines Transparency, BRDF, and 3D
- CoDAC: Compressive Depth Acquisition Using a Single Time-Resolved Sensor

Technical Papers (Closing Session)
Faces and Hair  ROOM 515AB
- Single-View Hair Modeling for Portrait Manipulation
- Coupled 3D Reconstruction of Sparse Facial Hair and Skin
- Physical Face Cloning
SIGGRAPH 2012 provides complimentary shuttle service between many conference hotels and the Los Angeles Convention Center.

**IMPORTANT NOTICE**
Attendees who use the SIGGRAPH 2012 hotel reservation system to make reservations at hotels served by the SIGGRAPH 2012 shuttle buses will receive a shuttle wristband when they check in. Attendees who do not book through the SIGGRAPH 2012 reservation system and wish to use the shuttle service can purchase wristbands at the SIGGRAPH Store in the South Lobby.

---

**T-Shirt, Mug, Computer Animation Festival DVD!**
Need gifts for co-workers or family members? Stop by the SIGGRAPH Store in the South Lobby. And while you’re there browse through the clearance sale of merchandise from past SIGGRAPH conferences. All prices drastically reduced.

Looking for past issues of Computer Animation Festival DVDs? Visit the SIGGRAPH Video Review booth located next to the SIGGRAPH Store in the South Lobby, where you’ll find a large selection at drastically reduced prices.
Stop by OPTIS booth #945

To discover Theia-RT unique physics-based real-time rendering for engineers and designers

siggraph@optis-world.com

France - Germany - UK - USA - Asia

www.optis-world.com
<table>
<thead>
<tr>
<th></th>
<th>Name</th>
<th>Phone</th>
<th>Website</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>JW Marriott Los Angeles L.A. Live</td>
<td>+1.213.742.6855</td>
<td><a href="http://www.lalivemarriott.com">http://www.lalivemarriott.com</a></td>
</tr>
<tr>
<td>2</td>
<td>Figueroa Hotel</td>
<td>+1.213.627.8971</td>
<td><a href="http://www.figueroahotel.com">http://www.figueroahotel.com</a></td>
</tr>
<tr>
<td>3</td>
<td>Hilton Checkers Los Angeles</td>
<td>+1.213.624.0000</td>
<td><a href="http://www.hiltoncheckers.com">http://www.hiltoncheckers.com</a></td>
</tr>
<tr>
<td>4</td>
<td>Kawada Hotel</td>
<td>+1.213.280.4664</td>
<td><a href="http://www.kawadahotel.com">http://www.kawadahotel.com</a></td>
</tr>
<tr>
<td></td>
<td>soon to be DoubleTree by Hilton Los Angeles Downtown</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>DoubleTree Hilton Hotel</td>
<td>+1.213.629.1200</td>
<td><a href="http://www.kyotograndhotel.com">http://www.kyotograndhotel.com</a></td>
</tr>
<tr>
<td></td>
<td>formerly Kyoto Grand Hotel</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Los Angeles Athletic Club</td>
<td>+1.213.625.2211</td>
<td><a href="http://www.laac.com">http://www.laac.com</a></td>
</tr>
<tr>
<td>7</td>
<td>Luxe City Center Hotel</td>
<td>+1.213.748.1291</td>
<td><a href="http://www.luxecitycenter.com">http://www.luxecitycenter.com</a></td>
</tr>
<tr>
<td>8</td>
<td>Los Angeles Hotel Downtown</td>
<td>+1.213.617.1133</td>
<td><a href="http://www.losangelesmarriott.com">http://www.losangelesmarriott.com</a></td>
</tr>
<tr>
<td></td>
<td>formerly Los Angeles Marriott Downtown</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Millennium Biltmore Hotel Los Angeles</td>
<td>+1.213.624.1011</td>
<td><a href="http://www.millenniumhotels.com">http://www.millenniumhotels.com</a></td>
</tr>
</tbody>
</table>
10 Miyako Hotel Los Angeles
http://www.miyakoinn.com
+1.213.617.2000

11 O Hotel
http://www.ohotelgroup.com
+1.213.623.9904

12 Omni Los Angeles Hotel
http://www.omnilosangeles.com
+1.213.617.3300

13 Radisson at USC Los Angeles
http://www.radisson.com/losangeles-hotel-ca-90007/cafiguer
+1.213.748.4141

14 Ritz Milner
http://www.milner-hotel.com
+1.213.627.6981

15 Sheraton Los Angeles Downtown Hotel
http://www.starwoodhotels.com
+1.213.488.3500

16 The Standard Downtown LA
http://www.standardhotels.com
+1.213.892.8080

17 Westin Bonaventure Hotel and Suites
http://www.thebonaventure.com
+1.213.624.1000
Los Angeles Hotel Map

L.A. LIVE Restaurants
- Boca
- Wolfgang Puck Bar & Grill
- Katsuya
- Rock N' Fish
- Flemings Prime Steakhouse
- Trader Vic's
- The Yard House
- Rosa Mexicano
- Starbucks
- Lawry's Carvery
- The Farm of Beverly Hills
Computer Animation Festival
Production Sessions/
Keynote Speaker &
ACM SIGGRAPH Awards/
Real-Time Live!/ Talks/
Technical Papers Fast Forward

WEST HALL
B

SIGGRAPH Boutique/
Video Review
Boutique

Registration/
Merchandise Pick-Up

SIGGRAPH Store

SIGGRAPH Video Review

Emerging
Technologies/
Studio

Concourse Hall

Room 153BC
Art Panels/
Studio Talks

SIGGRAPH Boutique/
SIGGRAPH Encore

Art
Gallery

Posters

WALKING Routes

WEST LOBBY

Airline Check-In/Airport Shuttle Desk

Luggage & Coat Check

First Aid

Handicap Access

Shuttle Pick-up and Drop-off

Information

Restrooms

Food & Beverage

Luggage & Coat Check
Los Angeles Convention Center Level 2

- Luggage & Coat Check
- Shuttle Pick-up and Drop-off
- Restrooms
- Handicap Access

Exhibitor Meeting Rooms:
- Shotgun Software
- Maxon
- PipelineFX

300-Series Rooms:
- 301A
- 301B
- 303A
- 304A
- 305
- 306

Other Spaces:
- Media Headquarters
- Conference Management
- Exhibition Management

Special Events:
- SIGGRAPH Mobile
- Demonstrations
- Speaker Rehearsal
- Preparations
- SIGGRAPH Dailies!
- Computer Animation Festival
- Daytime Selects
- ACM Student Research Competition/
  Art Papers/
  Courses/
  SIGGRAPH Mobile/
  Talks
- ACM SIGGRAPH Awards Talk/
  Courses/ Talks
- Exibitor Meeting Rooms
  - Shotgun Software
  - Maxon
  - PipelineFX

Other Locations:
- NVIDIA Corporation
- Exhibitor Session
- Intel Exhibitor Session

Other Areas:
- Los Angeles Convention Center Level 2
Exhibitor Meeting Rooms

- Massive Ltd.
- Toon Boom
- Hitachi Data Systems

- 503 NVIDIA Corporation
  Exhibitor Session

- 408A Courses
  Talks
- Technical Papers

- 408B ACM SIGGRAPH Awards Talk/
  Courses/Talks

- 403AB Courses
  Talks
- Technical Papers

- Geek Bar

- 400-Series Rooms

- SIGGRAPH Mobile
  Demonstrations

- 406AB ACM Student Research Competition/
  Art Papers/
  Courses/
  SIGGRAPH Mobile/
  Talks

- 502AB Courses
  Panels
  Talks
  Technical Papers

- 504 505 506 507

- 509 ABC
  Bookstore

- 509

- 515AB Courses
  SIGGRAPH Dailies!
  Talks
  Technical Papers

- 517 Speaker Rehearsal

- 518 Speaker Prep

- Theatre 411
  Computer Animation Festival
  Daytime Selects

- Birds of a Feather
- Pioneer Reception
  (Pioneer Members Only)

- Birds of a Feather

- Shuttle Pick-up and Drop-off
  Luggage & Coat Check

- 303A

- 301A

- 301B

- 304A

- 305

- 306

- Conference Management
  Exhibition Management
Exhibit Booth Numbers

As of 1 July

1114  3D3 Solutions
1013  3Dconnexion, Inc.
1031  3D Consortium
923   3dMD
336   The3DShop.com
216   3D Systems
745   4d View Solutions
534   Academy of Art University
251   ACUTE3D
919   Addison-Wesley/Pearson
745   ADN - Digital Double Agency
709   AMD
226   American Express OPEN
905   Andersson Technologies LLC
911   Animation Magazine Inc.
204   AnimSchool
753   Arc Productions
550   ARM
1011  ASC-American Cinematographer
500   Autodesk, Inc.
118, 328  Avere Systems
326   Axceleon Inc.
745   Ayotive
345   Beijing Enochview Digital Art Co., Ltd.
212   Blender Institute
753   BNOTIONS
1037  BOXX Technologies, Inc.
252   British Columbia Film Commission
351   Canon Inc.
745   Cap Digital
314   cebas Visual Technology Inc.
1012  CentiLeo LLC
1014  The CGAL Project
1123  Christie Digital Systems
1022  CLO Virtual Fashion, Inc.
<table>
<thead>
<tr>
<th>Exhibit Booth Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>222 Imagineer Systems Ltd.</td>
</tr>
<tr>
<td>235 Infinite Z</td>
</tr>
<tr>
<td>316 IntegrityWare, Inc.</td>
</tr>
<tr>
<td>317 Intel Corporation</td>
</tr>
<tr>
<td>250 iPi Soft</td>
</tr>
<tr>
<td>200 Isotropix</td>
</tr>
<tr>
<td>753 ISU Corp.</td>
</tr>
<tr>
<td>753 Javelin Technologies</td>
</tr>
<tr>
<td>304 John Wiley &amp; Sons, Inc.</td>
</tr>
<tr>
<td>1018 JourneyEd</td>
</tr>
<tr>
<td>1028 Just Cause Entertainment</td>
</tr>
<tr>
<td>753 Keyframe Digital Productions Inc.</td>
</tr>
<tr>
<td>559 Khronos Demos</td>
</tr>
<tr>
<td>858 Khronos Education</td>
</tr>
<tr>
<td>759 Khronos Group</td>
</tr>
<tr>
<td>758 Khronos Theater</td>
</tr>
<tr>
<td>329 King Abdullah University of Science and Technology</td>
</tr>
<tr>
<td>309 Korea Creative Content Agency (KOCCA)</td>
</tr>
<tr>
<td>745 Laster Technologies</td>
</tr>
<tr>
<td>201 Leonar3do International PLC</td>
</tr>
<tr>
<td>1156 Lightcraft Technology</td>
</tr>
<tr>
<td>1137 LightWorks</td>
</tr>
<tr>
<td>510 Lumiscaphe</td>
</tr>
<tr>
<td>1101 Luxion, Inc.</td>
</tr>
<tr>
<td>359 Luxology, LLC</td>
</tr>
<tr>
<td>723 MAXON Computer</td>
</tr>
<tr>
<td>745 Mercenaries Engineering</td>
</tr>
<tr>
<td>1128 Microway, Inc.</td>
</tr>
<tr>
<td>745 Mikros Image</td>
</tr>
<tr>
<td>1149 Montreal ACM SIGGRAPH</td>
</tr>
<tr>
<td>717 Motion Analysis Corporation</td>
</tr>
<tr>
<td>211 Motion Technologies, Inc.</td>
</tr>
<tr>
<td>1050 NEC Display Solutions Ltd.</td>
</tr>
<tr>
<td>745 Neomis Animation</td>
</tr>
<tr>
<td>701 NewTek, Inc.</td>
</tr>
</tbody>
</table>
214  NextEngine Inc.
544  Next Limit Technologies
223  NorPix Inc.
634, 735 NVIDIA Corporation
245  Objet Geometries Inc.
350  OC3 Entertainment
753  Ontario Canada Delegation
945  OPTIS SAS
610  OptiTrack
859  Organic Motion, Inc.
227  Peer 1 Hosting
516  PipelineFx, LLC
558  PI-VR GmbH
644  Pixar Animation Studios
301  Pixologic, Inc.
831  PNY Technologies
237  Point Grey Research, Inc.
1061  Pond5, Inc.
1045  Prime Focus World
229  PS-Tech
330  Purdue University
1000  Qt Commercial, Digia
1054  Rate a Reel, LLC
1109  Reallusion Inc.
225  RenderCloud
561  Rightware Oy
801  Ringling College of Art and Design
1115  Ross Video Limited
300  Savannah College of Art and Design
845  Scanline VFX
1131  Shapeways
837  Shotgun Software, Inc.
528  Side Effects Software
1130  Smith Micro Software
360  SoftEther Corporation
745  SolidAnim
244  SpeedTree
310  SpheronVR AG
753  Spin Pro
Exhibit Booth Numbers

913  Springer
1059 Steinbichler Vision Systems, Inc.
1020 StereoArt
322  Stratasys 3D Printers & Production Systems
1119 Studica, Inc.
753  Synatop
323  Tandent Vision Science, Inc.
745  TeamTo
652  TechViz
937  Thinkbox Software Inc.
358  Tobii Technology Inc.
1030 Toon Boom Animation Inc.
1006 Topaz Labs
261  Trinity3D.com
1110 Tukatech, Inc.
853  Ubiquitous Entertainment Inc.
357  Unity Technologies
248  The University of the Arts
1105 VanArts
236  Vancouver Animation School
1124 Vancouver Film School
254  VanGogh Imaging
729  Vicon
819  Wacom Technology Services, Corp.
234  Web3D Consortium
1051 Western Digital
1161 WorldViz
745  XL Render
925  Xsens Technologies B.V.
354  Z Corporation
909  Zygote Media Group, Inc.
Now Screening in Booth #801
Joshua Carroll and Scott McWhinnie
The Catch | Class of 2012
Future Conference Dates

SIGGRAPH 2013
Sunday–Thursday, 21–25 July 2013
Anaheim Convention Center
Anaheim, California

SIGGRAPH 2014
Sunday–Thursday, 10–14 August 2014
Vancouver Convention Centre
Vancouver, Canada

Exhibition Floor Plan

As of 1 July

<table>
<thead>
<tr>
<th>Exhibition</th>
<th>Exhibit Hall H &amp; J</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuesday, 7 August</td>
<td>9:30 am–6 pm</td>
</tr>
<tr>
<td>Wednesday, 8 August</td>
<td>9:30 am–6 pm</td>
</tr>
<tr>
<td>Thursday, 9 August</td>
<td>9:30 am–3:30 pm</td>
</tr>
</tbody>
</table>

To purchase exhibition space:

SIGGRAPH 2013
Exhibition Management
+1.866.950.7444
+1.630.434.7779
exhibits@siggraph.org

For contributor information:

SIGGRAPH 2013
Conference Administration
+1.856.423.3195
siggraph2013@siggraph.org
www.siggraph.org/s2013

www.siggraph.org/s2013

Sponsored by ACM SIGGRAPH