

PROGRAMM

CONTACT



Friday, June 26, 2015

8:00	REGISTRATION OPENS
8:30	EXPOSURE AND VIDEO
	Color Clipping and Over-exposure Correction (EI&I) <i>Mekides Assefa Abebe, Tania Pouli, Kervec Jonathan and Chaker Larabi</i>
	Smooth Loops from Unconstrained Video (CGF) <i>Laura Sevilla-Lara, Jonas Wulff, Kalyan Sunkavalli and Eli Shechtman</i>
	Radiometric Transfer: Example-based Radiometric Linearization of Photographs (CGF) <i>Han Li and Pieter Peers</i>
	Motion Aware Exposure Bracketing for HDR Video (CGF) <i>Yulia Gryaditskaya, Tania Pouli, Erik Reinhard, Karol Myszkowski and Hans-Peter Seidel</i>
10:00	COFFEE BREAK
10:30	REAL-TIME RENDERING AND FILTERING
	Interactive Global Illumination Effects Using Deterministically Directed Layered Depth Maps (EI&I) <i>Frederik Peter Aalund, Jeppe Revall Frisvad and Jakob Andreas Bærentzen</i>
	High Performance Non-linear Motion Blur (EI&I) <i>Jean-Philippe Guertin and Derek Nowrouzezahrai</i>
	Filtering Environment Illumination for Interactive Physically-Based Rendering in Mixed Reality (EI&I) <i>Soham Uday Mehta, Kihwan Kim, Dawid Pajak, Kari Pulli, Jan Kautz and Ravi Ramamoorthi</i>
	Path-space Motion Estimation and Decomposition for Robust Animation Filtering (CGF) <i>Henning Zimmer, Fabrice Rousselle, Wenzel Jakob, Oliver Wang, David Adler, Wojciech Jarosz, Olga Sorkine-Hornung and Alexander Sorkine-Hornung</i>
	Wavelet Point-Based Global Illumination (CGF) <i>Beibei Wang, Xiangxu Meng and Tamy Boubekeur</i>
12:30	LUNCH
14:00	KEYNOTE
	<i>Luca Fascione</i>
15:00	COFFEE BREAK
15:30	PERCEPTION AND SIMPLIFICATION
	Modeling Luminance Perception at Absolute Threshold (CGF) <i>Petr Kellnhofer, Tobias Ritschel, Karol Myszkowski, Elmar Eisemann and Hans-Peter Seidel</i>
	Stereo from Shading (EI&I) <i>Alexandre Chapiro, Carol O'Sullivan, Wojciech Jarosz, Markus Gross and Aljoscha Smolic</i>
	Occluder Simplification using Planar Sections (CGF Journal) <i>Ari Silvennoinen, Hannu Saransaari, Samuli Laine and Jaakko Lehtinen</i>
	Illumination-driven Mesh Reduction for Accelerating Light Transport Simulations (CGF) <i>Andreas Reich, Tobias Günther and Thorsten Grosch</i>
17:00	CLOSING

GENERAL CHAIR

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PROGRAMM
DARMSTADT | GERMANY

JUNE 23, 2015
EGSR CONFERENCE

JUNE 24-26, 2015
MAM WORKSHOP

PROGRAMM 26TH EUROGRAPHICS SYMPOSIUM ON RENDERING

Tuesday, June 23, 2015

8:00	REGISTRATION OPENS
9:00	MATERIAL DESCRIPTIONS FOR EXCHANGE
	The Material Definition Language <i>L. Kettner, M. Raab, D. Seibert, J. Jordan, and A. Keller</i>
	Proposal for an Appearance Exchange Format <i>G. Mueller and F. Lamy</i>
10:30	COFFEE BREAK
11:00	MATHEMATICAL FORMULATIONS
	In Praise of an Alternative BRDF Parametrization <i>P. Barla, L. Belcour, and R. Pacanowski</i>
	Linear Models for Material BTFs and Possible Applications <i>D. den Broek and R. Klein</i>
12:30	LUNCH
14:00	MEASUREMENT
	Quality Assurance Based on Descriptive and Parsimonious Appearance Models <i>J. B. Nielsen, E. R. Eiriksson, R. L. Kristensen, J. Wilm, J. R. Frisvad, K. Conradsen, and H. Aanaes</i>
	Geometric Accuracy Analysis of Stationary BTF Gonioreflectometers <i>V. Havran</i>
15:15	COFFEE BREAK
15:30	CLASSIFICATION
	Identifying Diffraction Effects in Measured Reflectances <i>N. Holzschuch and R. Pacanowski</i>
	A Short Survey on Optical Material Recognition <i>M. Weinmann and R. Klein</i>
17:00	BEER & BREZELS (OPEN TO MAM AND EGSR ATTENDEES)
20:00	REGISTRATION CLOSES

Wednesday, June 24, 2015

8:00	REGISTRATION OPENS
8:30	EUROGRAPHICS SYMPOSIUM ON RENDERING OPENING
9:00	SHADOWS
	Stochastic Soft Shadow Mapping (CGF) <i>Gabor Liktor, Stanislav Spassov, Gregor Mückl and Carsten Dachsbacher</i>
	Portal-Masked Environment Map Sampling (CGF) <i>Benedikt Bitterli, Jan Novák and Wajciech Jarosz</i>
	Practical Shading of Height Fields and Meshes Using Spherical Harmonic Exponentiation (EI&I) <i>Aude Giraud and Derek Nowrouzezahrai</i>
	GEARS: A General and Efficient Algorithm for Rendering Shadows (CGF Journal) <i>Lili Wang, Shiheng Zhou, Wei Ke and Voicu Popescu</i>
10:30	COFFEE BREAK
11:00	MATERIAL APPEARANCE
	Practical Rendering of Thin Layered Materials With Extended Microfacet Normal Distributions (EI&I) <i>Jie Guo, Jinghui Qian and Jingui Pan</i>
	MatCap Decomposition for Dynamic Appearance Manipulation (EI&I) <i>Carlos Jorge Zubiaga, Adolfo Muñoz, Laurent Belcour, Carles Bosch and Pascal Barla</i>
	Extracting Microfacet-based BRDF Parameters From Arbitrary Materials With Power Iterations (CGF) <i>Jonathan Dupuy, Eric Heitz, Jean-Claude Iehl, Pierre Poulin and Victor Ostromoukhov</i>
	Physically Meaningful Rendering Using Tristimulus Colours (CGF) <i>Johannes Meng, Florian Simon, Johannes Hanika and Carsten Dachsbacher</i>
12:30	LUNCH
14:00	INVITED TALK
	<i>Stephen Hill</i>
15:00	Coffee Break
15:30	LIGHT IN SPACE AND TIME
	Distributed Out-of-Core Stochastic Progressive Photon Mapping (CGF Journal) <i>Tobias Günther and Thorsten Grosch</i>
	Separable Subsurface Scattering (CGF Journal) <i>J. Jimenez, K. Zsolnai, A. Jarabo, C. Freude, T. Auzinger, X-C. Wu, J. von der Pahlen, M. Wimmer and D. Gutierrez</i>
	Relativistic Effects for Time-Resolved Light Transport (CGF Journal) <i>Adrian Jarabo, Belen Masia, Andreas Velten, Christopher Barsi, Ramesh Raskar and Diego Gutierrez</i>
	Accurate Computation of Single Scattering in Participating Media with Refractive Boundaries (CGF Journal) <i>Nicolas Holzschuch</i>
18:00	GUIDED TOUR MATHILDENHÖHE
19:00	BUS TRANSFER TO WINE TASTING STARTING AT DARMSTADTIUM AND MATHILDENHÖHE
19:30	WINE TASTING WITH DINNER IN ROSSDORF
23:00	TRANSFER TO DARMSTADT

Thursday, June 25, 2015

8:00	REGISTRATION OPENS
8:30	APPEARANCE CHANGES AND IMAGES
	Consistent Scene Editing by Progressive Difference Images (CGF) <i>Tobias Günther and Thorsten Grosch</i>
	A Vectorial Framework for Ray Traced Diffusion Curves (CGF Journal) <i>Romain Prévost, Wajciech Jarosz and Olga Sorkine-Hornung</i>
	Low-Cost Subpixel Rendering for Diverse Displays (CGF Journal) <i>Thomas Engelhardt, Thorsten-Walther Schmidt and Jan Kautz and Carsten Dachsbacher</i>
	Unifying Color and Texture Transfer for Predictive Appearance Manipulation (CGF) <i>Fumio Okura, Kenneth Vanhove, Adrien Bousseau, Alexei A. Efros and George Drettakis</i>
10:00	COFFEE BREAK
10:30	RAY TRACING
	Stackless Multi-BVH Traversal for CPU, MIC and GPU Ray Tracing (CGF Journal) <i>Attila T. Afra and László Szirmay-Kalos</i>
	Efficient Visibility Heuristics for KD-trees Using the RTSAH (EI&I) <i>Matthias Moulin, Niels Billen and Philip Dutré</i>
	GPU-based Out-of-Core HLBVH Construction (EI&I) <i>Mahmoud Zeidan, Taymoor Nazmy and Mostafa Aref</i>
	Apex Point Map for Constant-Time Bounding Plane Approximation (EI&I) <i>Samuli Laine and Tero Karras</i>
	MBVH Child Node Sorting for Fast Occlusion Test (EI&I) <i>Shinji Ogaki and Alexandre Derouet-Jourdan</i>
12:30	LUNCH
14:00	LIGHT PATHS
	Improved Half Vector Space Light Transport (CGF) <i>Johannes Hanika, Anton S. Kaplanyan and Carsten Dachsbacher</i>
	Gradient-domain Bidirectional Path Tracing (EI&I) <i>Marco Manzi, Markus Kettunen, Miika Aittala, Jaakko Lehtinen, Fredo Durand and Matthias Zwicker</i>
	Probabilistic Connections for Bidirectional Path Tracing (CGF) <i>Stefan Popov, Ravi Ramamoorthi, Fredo Durand and George Drettakis</i>
	Manifold Next Event Estimation (CGF) <i>Johannes Hanika, Marc Droske and Luca Fascione</i>
15:30	COFFEE BREAK
16:00	TOWNHALL MEETING
18:30	CONFERENCE DINNER