

# HiGraphics 2011

Tagungsprogramm



**Mittwoch, 30.03.11**

**19:00 Uhr - 20:15 Uhr**

**Michael Wand (MPI Saarbrücken):**  
Learning Shape Understanding

**Dominik Sibbing (Aachen):**  
Non-Parametric Facial Feature  
Localization using Segment-based Eigen  
Features

**Ruxandra Lasowski (MPI Saarbrücken):**  
A new approach for handling large state  
spaces in MRFs

**20:30 Uhr - 21:45 Uhr**

**Arne Schmitz (Aachen):**  
Using Spherical Harmonics for Modeling  
Antenna Patterns in Ray Tracing  
Simulations

**Henry Schaefer (Erlangen):**  
Baking Light into VerTex Maps

**Jan Novak (Karlsruhe):**  
Screen-Space Bias Compensation for  
Interactive High-Quality Global  
Illumination with Virtual Point Lights

**Sonntag, 27.03.11**

**19:00 Uhr - 20:15 Uhr**

**Gerard Pons (Hannover):**  
Current trends in Markerless Motion  
Capture

**Martin Cadik (MPI Saarbrücken):**  
Automatic Photo-to-Terrain Alignment for  
the Annotation of Mountain Pictures

**Laura Leal (Hannover):**  
Follow me: multiple object tracking with  
Linear Programming

**20:30 Uhr - 21:45 Uhr**

**Martin Eisemann (Braunschweig)**  
High-Quality Interactive Path Tracing

**Boris Neubert (Konstanz)**  
Statistic evaluation of LOD algorithms for  
tree models

**Matthias Niessner (Erlangen):**  
Feature Adaptive GPU Rendering of  
Catmull-Clark Subdivision Surfaces

## Montag, 28.03.11

19:00 Uhr - 20:15 Uhr

**Thorsten Thormaehlen (MPI Saarbrücken):**  
Interactive On-Surface Signal  
Deformation

**David Bommers (Aachen):**  
Global Structure Optimization of  
Quadrilateral Meshes

**Christopher Schwartz (Bonn):**  
A Multi-Camera, Multi-Projector Super-  
Resolution Framework for Structured  
Light

20:30 Uhr - 21:45 Uhr

**Michael Raschke (Stuttgart):**  
An interdisciplinary approach for the study  
of cognitive aspects in visualization

**Lukas Marsalek (Uni Saarbrücken):**  
Ray Tracing in Bioinformatics

**Martin Fuchs (Stuttgart):**  
Visual Computing in Stuttgart

## Dienstag, 29.03.11

19:00 Uhr - 20:15 Uhr

**Colas Schretter (Aachen):**  
Golden Ratio Sequences for Low-  
Discrepancy Sampling

**Quirin Meyer (Erlangen):**  
Adaptive Level-of-Precision for GPU-  
Rendering

**Ralf Karrenberg (Uni Saarbrücken):**  
AnySL: Compiler Support for High-  
Performance Graphics

20:30 Uhr - 21:45 Uhr

**Andreas Baak (MPI Saarbrücken):**  
Real-Time Full Body Pose Reconstruction  
with a Time-Of-Flight Camera

**M. Martinek & M. Zollhoefer (Erlangen):**  
Automatic Reconstruction of Personalized  
Avatars from 3D Face Scans

**Felix Klose (Braunschweig):**  
Towards Raumzeit Reconstruction