

HiGraphics 2008

Tagungsprogramm



Sonntag, 16.03.08

19:15 Uhr - 20:30 Uhr

Bodo Rosenhahn (MPI):

Modeling and Tracking Constricted
Kinematic Chains

Markus Schlattmann (CG-Bonn):

Markerless Real-Time Handtracking
Based on 3D-Features

Daniela Wellein (ICCAS):

Augmented Reality for the NeuroComrade-
Project

20:45 Uhr - 22:00 Uhr

Martin Fuchs (MPI):

A Passive Reflectance Field Display

Matthias Hullin (MPI):

Material Independent Range Scanning
using Fluorescent Immersions

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Donnerstag, 13.03.08

19:15 Uhr - 20:30 Uhr

Thorsten Grosch (MPI):

Interactive Global Illumination on the GPU

Timo Stich (TUBS):

Perception-based Image Interpolation

Kai Hormann (Clausthal):

Interactive Rendering of Dynamic
Geometry

20:45 Uhr - 22:00 Uhr

Martin Eisemann (TUBS):

Floating Textures

Nicolas Menzel (Marburg):

g-BRDFs: Intuitive and editable
bidirectional texture functions

Michael Schwarz (LDGV):

Topics in Soft Shadow Mapping

Freitag, 14.03.08

19:15 Uhr - 20:30 Uhr

Sven Bachtaler (VIS):

Strömungsvisualisierung durch
ortogonales LIC

Martin Falk (VIS):

Panoramakarten mittels nichtlinearem
Raytracing

Markus Üffinger (VIS):

Multi-Field Flow Visualization

20:45 Uhr - 22:00 Uhr

Katrin Bidmon (VIS):

Proteine in Lösungsmittel

Silvia Born (ICCAS):

Visualisierung für die Operationsplanung
an Beispielen aus HNO- und
Neurochirurgie

Friedemann Rößler (VIS):

Investigating 3D Object Movies for Web-
Based Medical Visualization

Samstag, 15.03.08

19:15 Uhr - 20:30 Uhr

Edilson de Aguiar (MPI):

Automatic Conversion of Mesh
Animations into Skeleton-based

Meinard Mueller (MPI):

Multimedia Information Retrieval - Music
and Motion

Aee-Ni Park (GRIS):

Character animation based on learned
movement primitives from motion capture
data

20:45 Uhr - 22:00 Uhr

Martin Bokeloh (GRIS):

Processing of Large Point Clouds

Patrick Degener (CG-Bonn):

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Christian Eisenacher (LDGV):

Texture Synthesis From Photographs