

HiGraphics 2009

Tagungsprogramm



Sonntag, 15.03.09

19:15 Uhr - 20:30 Uhr
Geometry Processing

Jan Möbius (ACG)

OpenFlipper, an open source geometry processing and rendering framework

Nicolas Menzel (Marburg)

Towards perceptually driven mesh simplification

David Bommes & Henrik Zimmer (ACG)

Mixed-Integer Quadrangulation

20:45 Uhr - 22:00 Uhr
Animating Humans

Nils Hasler (MPI)

A Statistical Model of Human Pose and Body Shape

Dominik Sibbing (ACG)

Markerless capturing of 3D facial animations

Volker Blanz (IVG)

Example-Based Rendering of Eye Movements

Donnerstag, 12.03.09

19:15 Uhr - 20:30 Uhr
Light

Karol Myszkowski (MPI)

Predicting Display Visibility under Dynamically Changing Lighting Conditions

Anita Sellent (TUBS)

Alternate Exposure Flow

Martin Fuchs (MPI)

Seeing the World in New Light

20:45 Uhr - 22:00 Uhr
Images

Darko Pavic (ACG)

GlzMOs: Genuine Image Mosaics

Christopher Schwartz (CG-Bonn)

PhotoPath: An Effective Visualization of Short Routes from Multiple Photographs

Makoto Okabe (MPI)

A User Interface for HDR Image Editing

Freitag, 13.03.09

19:15 Uhr - 20:30 Uhr
Visualization

Martin Falk (VIS)
Visualization of Signal Transduction
Processes in the Crowded Environment of
the Cell

Max Hermann (CG-Bonn)
Interactive Visual Exploration of High-
Dimensional Datasets

Julian Heinrich (VIS)
Continuous Parallel Coordinates

20:45 Uhr - 22:00 Uhr
Vision

Kristina Scherbaum (MPI)
Stereo-Enhanced Face Detection

Martin Bokeloh (GRIS)
Symmetry Detection Using Line Features

Art Tevs (MPI)
Isometric Registration of Ambiguous and
Partial Data

Samstag, 14.03.09

19:15 Uhr - 20:30 Uhr
Rendering

Christian Eisenacher (LDGV)
Real-Time View-Dependent Rendering of
Parametric Surfaces

Elmar Eisemann (MPI)
GigaVoxels: Efficient Volume Rendering

Quirin Meyer (LDGV)
Data-Parallel, Hierarchical Link Creation
for Radiosity

20:45 Uhr - 22:00 Uhr
Cool Stuff

Robert Strzodka (MPI)
Re-Aliasing Graphics

Christian Lipski (TUBS)
Virtual Video Camera

Niels v. Festenberg (CGV)
A Geometric Model for Snow Distribution
in Virtual Scenes