

SCA'06 Preliminary Program [last updated 29/07/2006]

Friday, Sept 1

18:00-20:00 Early Registration (free glass of wine)

Saturday, Sept 2

08:30-09:00 Registration

09:00-09:15 Introduction: *James O'Brien*

09:15-10:15 Keynote Talk [*Chair: Marie-Paule Cani*]

Stop-motion Animation: bringing Wallace and Gromit to life!

MERLIN CROSSINGHAM, Key Animator and Director, Aardman Animations

10:15-10:30 Coffee break

10:30-12:10 Session 1: Controlling Simulations [*Chair: Demetri Terzopoulos*]

Detail-Preserving Fluid Control.

Nils Thuerey, Richard Keiser, Ulrich Rde, Mark Pauly

Keyframe Control of Complex Particle Systems Using the Adjoint Method.

Chris Wojtan, Peter J. Mucha, Greg Turk

A Controllable, Fast and Stable Basis for Vortex Based Smoke Simulation

Alexis Angelidis, Fabrice Neyret, Karan Singh, Derek Nowrouzezahrai

Path-based Control of Smoke Simulations

Yootai Kim, Raghu Machiraju, David Thompson

12:10-13:30 Lunch (no event planned)

13:30-15:35 Session 2: Simulating Deformable Bodies [*Chair: Matthias Teschner*]

Geometric, Variational Integrators for Computer Animation

Liliya Kharevych, Weiwei Yang, Yiyang Tong, Mathieu Desbrun, Peter Schroeder, Eva Kanso, Jerrold E. Marsden

Progressive Deforming Meshes based on Deformation Oriented Decimation and Dynamic Connectivity Updating

Fu-Chung Huang, Bing-Yu Chen, Yung-Yu Chuang

Fast Arbitrary Splitting of Deforming Objects

Denis Steinemann, Miguel A. Otaduy, Markus Gross

Fast Simulation of Deformable Models in Contact Using Dynamic Deformation Textures

Nico Galoppo, Miguel A. Otaduy, Paul Mecklenburg, Markus Gross, Ming C. Lin

Simultaneous Coupling of Fluids and Deformable Bodies

Nuttapong Chentanez, Tolga G. Goktekin, Bryan E. Feldman, James F. O' Brien

15:35-16:00 Coffee break

16:00-17:40 Session 3: Animating Clothes and Hair [*Chair: Eitan Grinspun*]

Oriented Strands - Dynamics of Stiff Multi-body System

Sunil Hadap

Simple Linear Bending Stiffness in Particle Systems

Pascal Volino, Nadia Magnenat-Thalmann

A Consistent Bending Model for Cloth Simulation with Corotational Subdivision Finite Elements

Bernhard Thomaszewski, Markus Wacker, Wolfgang Strasser

Perceptual Evaluation of Level of Detail Clothing for Virtual Humans

Rachel McDonnell, Simon Dobbyn, Steven Collins, Carol O'Sullivan

19:00-23:30 Social event

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Sunday, Sept 3

09:00-10:15 Session 4: Processing Shape and Motion Data [Chair: Daniel Thalmann]

Segment-Based Human Motion Compression

Guodong Liu, Leonard McMillan

Motion Templates for Automatic Classification and Retrieval of Motion Capture Data

Meinard Mueller, Tido Roeder

Learning a correlated model of identity and pose-dependent body shape variation for real-time synthesis

Brett Allen, Brian Curless, Zoran Popovic, Aaron Hertzmann

10:15-10:30 Coffee break

10:30-12:10 Session 5: Modeling Natural Phenomena [Chair: Robert Bridson]

Animation of Open Water Phenomena with coupled Shallow Water and Free Surface Simulations

Nils Thuerey, Ulrich Ruede, Marc Stamminger

Modeling Ice Dynamics As A Thin-Film Stefan Problem

Theodore Kim, David Adalsteinsson, Ming C. Lin

Generating Surface Crack Patterns

Hayley N. Iben, James F. O'Brien

Hierarchical retargetting of 2D motion fields to the animation of 3D plant models

Julien Diener, Lionel Reveret, Eugene Fiume

12:10-13:30 Lunch (no event planned)

13:30-14:30 Keynote talk [Chair: Carol O'Sullivan]

Viewing Animations: what people see and understand and what they don't

DENNIS PROFFIT, Professor of Psychology, University of Virginia.

14:30-15:45 Session 6: Physics-based Motion Editing [Chair: Michiel van de Panne]

Interactive Animation of Dynamics Manipulation

Yeuhi Abe, Jovan Popovic

Physics-Based Motion Retiming

Jim McCann, Nancy S. Pollard, Siddhartha S. Srinivasa

Composition of Complex Optimal Multi-Character Motions

C. Karen Liu, Aaron Hertzmann, Zoran Popovic

15:45-16:15 Coffee break

16:15-17:30 Session 7: Animation Systems [Chair: Ken Anjyo]

Re-Using Traditional Animation: Methods for Semi-Automatic Segmentation and Inbetweening

Christina N. de Juan, Bobby Bodenheimer

MotionMaster: Authoring and Choreographing Kung-fu Motions by Sketch Drawings

Qilei Li, Weidong Geng, Tao Yu, Xiao Jie Shen, Newman Lau, Gino Yu

"Walk to here": A Voice-Driven Animation System

Zhijin Wang, Michiel van de Panne

17:30-17:35 Short break

17:35-18:15 Posters fast forwards [Chair: Caroline Larboulette]

18:15-21:00 Poster session / wine & cheese party

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Monday, Sept 4

09:00-10:15 Session 8: Facial Animation [Chair: Petros Faloutsos]

Expressive Facial Animation Synthesis and Editing with Phoneme-Isomap Control

Zhigang Deng, Ulrich Neumann

Simulating Speech with a Physics-Based Facial Muscle Model

Eftychios Sifakis, Andrew Selle, Avram Robinson-Mosher, Ronald Fedkiw

Sketching Articulation and Pose for Facial Animation

Edwin Chang, Odest Chadwicke Jenkins

10:15-10:30 Coffee break

10:30-12:10 Session 9: Motion Editing and Control [Chair: Ken Perlin]

Robust Kinematic Constraint Detection for Motion Data

Benoit Le Calennec, Ronan Boulic

Fat Graphs: Constructing an Interactive Character with Continuous Controls

Hyun Joon Shin, Hyun Seok Oh

Precomputed Search Trees: Planning for Interactive Goal-Driven Animation

Manfred Lau, James Kuffner

Automatic Splicing for Hand and Body Animations

Anna Majkowska, Victor Zordan, Petros Faloutsos

12:10-13:30 Lunch (no event planned)

13:30-15:10 Session 10: Animating and Rendering Liquids [Chair: Markus Gross]

Physics based Boiling Simulation

Viorel Mihalef, Betul Unlusu, Dimitris Metaxas, Mark Sussman, M.Y. Hussaini

Simulation of Bubbles

Wen Zheng, Jun-Hai Yong, Jean-Claude Paul

Practical Animation of Turbulent Splashing Water

Insung Ihm, Janghee Kim, Deukhyun Cha, Byungjoon Chang, Bonki Koo

A Texture Synthesis Method for Liquid Animations

Adam W. Bargteil, Funshing Sin, Jonathan Michaels, Tolga G. Goktekin, James F. O'Brien

15:10-15:30 Coffee break

15:30-16:30 Keynote talk [Chair: Jos Stam]

Art-Directed Cloth and Skin Animation

Erwan Maigret, Dreamworks Animation SKG.

16:30-17:00 Awards & closing session [Chair: Fred Pighin]

To report any errors [on this page](#), please contact john.dingliana@cs.tcd.ie