



Pacific Graphics 2022

Oct. 5 - 8, Kyoto International Conference Center

KYOTO

Time (UTC+09:00)	[Day 1] Wednesday October 5th, 2022		
8:00 - 18:00	Registration		
9:00 - 9:20	Chairs Welcome		
9:20 - 9:30	Coffee Break		
9:30 - 10:50 (80 min)	Curves & Meshes	Stefan Ohrhallinger	Onsite
	Point-Augmented bi-cubic subdivision surfaces	Kestutis Karciauskas, Jorg Peters	Remote
	SIGDT: 2D Curve Reconstruction	Diana Marin, Stefan Ohrhallinger, Michael Wimmer	Onsite
	MeshFormer: High-resolution Mesh Segmentation with Graph Transformer	Li Yuan, He Xiangyang, Jiang Yankai, Liu Huan, Yubo Tao, Hai Lin	Remote
	WTFM Layer: An Effective Map Extractor for Unsupervised Shape Correspondence	Shengjun Liu, Haojun Xu, Dongming Yan, Qinsong Li, Ling Hu, Xinru Liu	Remote
10:50 - 11:00	Coffee Break		
11:00 - 12:10 (70 min)	Sketch & Modeling	Haoran Xie	Onsite
	Learning a Style Space for Interactive Line Drawing Synthesis from Animated 3D Models (Short Paper)	Zeyu Wang, Tuanfeng Y. Wang, Julie Dorsey	Remote
	Multi-instance Referring Image Segmentation of Scene Sketches based on Global Reference Mechanism (Short Paper)	Peng Ling, Haoran Mo, Chengying Gao	Remote
	Human Face Modeling based on Deep Learning through Line-drawing (Poster Paper)	Yuta Kawanaka, Syuhei Sato, Kaisei Sakurai, Shangce Gao, Zheng Tang	Onsite
	An Interactive Modeling System for Japanese Castles with Decorative Objects (Poster Paper)	Shogo Umeyama, Yoshinori Dobashi	Onsite
	Interactive Deformable Image Registration with Dual Cursor (Short Paper)	Takeo Igarashi, Tsukasa Koike, Taichi Kin	Onsite
12:10 - 13:20 (70 min)	Lunch Break		
13:20 - 14:20	Keynote Talk 1		
	AI Synthesis for Metaverse Capabilities & Nextgen AI VFX	Hao Li	Remote
14:20 - 14:30	Coffee Break		
14:30 - 16:05 (95 min)	Point Cloud Processing & Dataset Generation	Tatsuya Yatagawa	Onsite
	MINERVA: Massive Interior EnviRonments VirtuAI Synthesis	Haocheng Ren, Hao Zhang, Jia Zheng, Jiaxiang Zheng, Rui Tang, Yuchi Huo, Hujun Bao, Rui Wang	Remote
	Exploring Contextual Relationships in 3D Cloud Points by Semantic Knowledge Mining	Lianggangxu Chen, Jiale Lu, Cai Yiqing, ChangBo Wang, HE GAOQI	Remote
	UTOPIC: Uncertainty-aware Overlap Prediction Network for Partial Point Cloud Registration	Zhilei Chen, HONGHUA Chen, Lina Gong, Yan Xuefeng, Jun Wang, Yanwen Guo, Jing Qin, Mingqiang Wei	Remote
	Local offset point cloud transformer based implicit surface reconstruction	Yanxin Yang, Sanguo Zhang	Remote
	MODNet: Multi-offset Point Cloud Denoising Network Customized for Multi-scale Patches	Anyi Huang, Qian Xie, Zhoutao Wang, Dening Lu, Mingqiang Wei, Jun Wang,	Remote
16:05 - 16:15	Coffee Break		
16:15 - 17:30 (75 min)	Point Cloud Generation	Takeo Igarashi	Onsite
	Resolution-switchable 3D Semantic Scene Completion	Shoutong Luo, Zhengxing Sun, Yunhan Sun, Yi Wang,	Remote
	DiffPointLabel: Annotated Point Cloud Generation with Diffusion Model	Tingting Li, Yunfei Fu, Xiaoguang Han, Hui Liang, Kavisha Jayathunge, Jian Jun Zhang, Jian Chang	Remote
	USTNet: Unsupervised Shape-to-Shape Translation via Disentangled Representations	Haoran Wang, Jiaxin Li, Telea Alexandru, Jiri Kosinka, Zizhao Wu	Remote
	SPCNet: Stepwise Point Cloud Completion Network	Fei Hu, Honghua Chen, Xuequan Lu, Zhe Zhu, Jun Wang, Weiming Wang, Mingqiang Wei	Remote

Time (UTC+09:00)	[Day 2] Thursday October 6th, 2022			
8:30 - 9:30 (60 min)	Video		Seung-Tak Noh	Onsite
	StylePortraitVideo: Editing Portrait Videos with Expression Optimization	Kwanggyoon Seo, Seoung Wug Oh, Jingwan Lu, Joon-Young Lee, Seonghyeon Kim, Junyong Noh		Remote
	Real-Time Video Deblurring via Lightweight Motion Compensation	Hyeongseok Son, Junyong Lee, Sunghyun Cho, Seungyong Lee		Remote
	A Drone Video Clip Dataset and its Applications in Automated Cinematography	Amirsaman Ashtari, Raehyuk Jung, Eve Mingxiao Li, Junyong Noh		Onsite
9:30 - 9:40	Coffee Break			
9:40 - 11:10 (90 min)	Fast Geometric Computation		Chun-Fa Chang	Onsite
	Occluder Generation for Buildings in Digital Games	Kui Wu, Xu He, Zherong Pan, Xifeng Gao		Onsite
	Efficient Direct Isosurface Rasterization of Scalar Volumes	Adrian Kreskowski, Gareth Rendle, Bernd Froehlich		Onsite
	Fine-Grained Memory Profiling of GPGPU Kernels	Max von Buelow, Stefan Guthe, Dieter Fellner		Onsite
	Intersection Distance Field Collision for GPU (Short Paper)	Bastian Kraye, Rebekka Gorge and Stefan Müller.		Onsite
	Reconstructing Bounding Volume Hierarchies from Memory Traces of Ray Tracers (Short Paper)	Max von Buelow, Tobias Stensbeck, Volker Knauthe, Stefan Guthe, Dieter Fellner		Onsite
11:10 - 12:15 (65 min)	Sponsor Session + Lunch Break			
12:15 - 13:50 (95 min)	Rendering - Sampling		Rex West	Onsite
	Efficient Specular Glints Rendering with Differentiable Regularization (TVCG paper)	Jiahui Fan, Beibei Wang, Wenshi Wu, Milos Hasan. Jian Yang, Ling-Qi Yan		Remote
	Classifier guided supersampling for real-time rendering	Yu-Xiao Guo, Guojun Chen, Yue Dong, Tong Xin,		Remote
	Specular Manifold Bisection Sampling for Caustics Rendering	Jia-Wun Jhang, Chun-Fa Chang		Onsite
	Multirate Shading with Piecewise Interpolatory Approximation	Yiwei Hu, Yazhen Yuan, Rui Wang, Zhuo Yang, Hujun Bao		Remote
	Improving View Independent Rendering for Multiview Effects (Short Paper)	Ajinkya Gavane, Benjamin Watson		Onsite
13:50 - 14:00	Coffee Break			
14:00 - 15:35 (95 min)	Rendering - Modeling Nature and Material		TBD	
	Neural Reflectance Capture in the View-Illumination Domain (TVCG Paper)	Kaizhang Kang, Minyi Gu, Cihui Xie, Xuanda Yang, Hongzhi Wu, Kun Zhou		Onsite
	Real-time Deep Radiance Reconstruction from Imperfect Caches	Tao Huang, Yadong Song, Jie Guo, Chengzhi Tao, Zijing Zong, Xihao Fu, Hongshan Li, Yanwen Guo		Remote
	Real-Time Rendering of Eclipses without Incorporation of Atmospheric Effects	Simon Schneegans, Jonas Gilg, Volker Ahlers, Andreas Gerndt		Remote
	A Wide Spectral Range Sky Radiance Model	Petr Vevoda, Tom Bashford-Rogers, Monika Kolářová, Alexander Wilkie,		Onsite
	Targeting Shape and Material in Lighting Design	Baran Usta, Sylvia Pont, Elmar Eisemann		Onsite
15:35 - 15:45	Coffee Break			
15:45 - 16:45	Keynote Talk 2			
	Data-Driven Geometry Processing - without 3D Data	Rana Hanocka		Onsite
16:45 - 18:45 (120 min)	Sponsor Fast Forward + Sponsor Exhibition (no broadcast, in Japanese only)			Onsite

Time (UTC+09:00)	[Day 3] Friday October 7th, 2022			
9:00 - 10:15 (75 min)	Image Enhancement		Nobuyuki Umetani	Onsite
	Ref-ZSSR: Zero-Shot Single Image Superresolution with Reference Image	Xianjun Han, Xue Wang, Huabin Wang, Xuejun Li, Hongyu Yang		Remote
	Learning Multi-Scale Deep Image Prior for High-Quality Unsupervised Image Denoising	Hao Jiang, Qing Zhang, Yongwei Nie, Lei Zhu, Wei-Shi Zheng		Remote
	Contrastive Semantic-Guided Image Smoothing Network	Jie Wang, Yongzhen Wang, Yidan Feng, Lina Gong, Yan Xuefeng, Haoran Xie, Fu Lee Wang, Mingqiang Wei		Remote
	Adaptive and Dynamic Regularization for Rolling Guidance Image Filtering (Short Paper)	Miku Fukatsu, Shin Yoshizawa, Hiroshi Takemura, Hideo Yokota		Onsite
10:15 - 10:25	Coffee Break			
10:25 - 11:40 (75 min)	Image Detection & Understanding		Xiaoming Liu	Onsite
	Effective Eyebrow Matting with Domain Adaptation	Luyuan Wang, Hanyuan Zhang, Qinjie Xiao, Hao Xu, Chunhua Shen, Xiaogang Jin		Remote
	Fine-Grained Scene Graph Generation with Overlap Region and Geometrical Center	Yongqiang Zhao, Zhi Jin, Haiyan Zhao, Feng Zhang, Zhengwei Tao, Chengfeng Dou, Xinhai Xu, Donghong Liu		Remote
	SO(3)-Pose: SO(3)-Equivariance Learning for 6D Object Pose Estimation	Haoran Pan, Jun Zhou, Yuanpeng Liu, Xuequan Lu, Weiming Wang, Yan Xuefeng, Mingqiang Wei		Remote
	Joint Hand and Object Pose Estimation from a Single RGB Image using High-level 2D Constraints	Hao-Xuan Song, Tai-Jiang Mu, Ralph Martin		Remote
11:40 - 13:00 (80 min)	Lunch Break			
13:00 - 14:15 (75 min)	Image Synthesis		Yoshihiro Kanamori	Onsite
	User-Controllable Latent Transformer for StyleGAN Image Layout Editing	Yuki Endo		Onsite
	EL-GAN: Edge-Enhanced Generative Adversarial Network for Layout-to-Image Generation	Lin Gao, Lei Wu, Xiangxu Meng		Remote
	Abstract Painting Synthesis via Incremental optimization	Ming Yan, Yuanyuan Pu, Zhengpeng Zhao, Dan Xu, Hao Wu, Qiuxia Yang, Ruxin Wang		Remote
	Generative Deformable Radiance Fields for Disentangled Image Synthesis of Topology-Varying Objects	Ziyu Wang, Yu Deng, Jiaolong Yang, Jingyi Yu, Tong Xin		Remote
14:15 - 14:25	Coffee Break			
14:25 - 15:35 (70 min)	Image Restoration		Yuki Endo	Onsite
	Semi-MoreGAN: Semi-supervised Generative Adversarial Network for Mixture of Rain Removal	Shen Yiyang, Yongzhen Wang, Mingqiang Wei, HONGHUA Chen, Haoran Xie, Gary Cheng, Fu Lee Wang		Remote
	Depth-Aware Shadow Removal	Yanping Fu, Zhenyu Gai, Haifeng Zhao, Shaojie Zhang, Ying Shan, Yang Wu, Jin Tang		Remote
	TogetherNet: Bridging Image Restoration and Object Detection Together via Dynamic Enhancement Learning	Yongzhen Wang, Yan Xuefeng, Kaiwen Zhang, Lina Gong, Haoran Xie, Fu Lee Wang, Mingqiang Wei		Remote
	Shadow Removal via Cascade Large Mask Inpainting (Poster Paper)	Juwan Kim, Seung-Heon Kim, Insung Jang		Remote
15:35 - 15:45	Coffee Break			
15:45 - 16:45	Special Industry Talk (in Japanese only)		Katsuro Onoue	Onsite
16:45 - 18:45 (120 min)	Sponsor Fast Forward + Sponsor Exhibition (no broadcast, in Japanese only)			Onsite
18:45 - 19:00	Break			
19:00 - 21:00	Banquet (no broadcast, in Japanese only)			Onsite

Time (UTC+09:00)	[Day 4] Saturday October 8th, 2022			
8:30 - 10:05 (95 min)	Stylization & Texture		Maria Larsson	Onsite
	Color-mapped noise vector fields for generating procedural micro-patterns	Charline Grenier, Basile Sauvage, Jean-Michel Dischler, Sylvain Thery,		Onsite
	Pixel Art Adaptation for Handicraft Fabrication	Yuki Igarashi, Takeo Igarashi		Onsite
	Shape-Guided Mixed Metro Map Layout	Tobias Batik, Soeren Nickel, Yu-Shuen Wang, Martin Nöllenburg, Hsiang-Yun Wu		Onsite
	Efficient Texture Parameterization Driven by Perceptual-Loss-on-Screen	Haoran Sun, Shiyi Wang, Wenhai Wu, Yao Jin, Hujun Bao, Jin Huang		Remote
	MoMaS: Mold Manifold Simulation for real-time procedural texturing	Filippo Maggioli, Riccardo Marin, Simone Melzi, EMANUELE RODOLÀ		Onsite
10:05 - 10:15	Coffee Break			
10:15 - 11:30 (75 min)	Physics Simulation & Optimization		Tao Du	Remote
	Large-Scale Worst-Case Topology Optimization	Di Zhang, Xiaoya Zhai, Xiaoming Fu, Heming Wang, Ligang Liu		Remote
	Spatio-temporal Keyframe Control of Traffic Simulation using Coarse-to-Fine Optimization	Yi Han, He Wang, Xiaogang Jin		Remote
	NSTO: Neural Synthesizing Topology Optimization for Modulated Structure Generation	Shengze Zhong, Parinya Punpongsanon, Daisuke Iwai, Kosuke Sato		Onsite
	Efficient and Stable Simulation of Inextensible Cosserat Rods by a Compact Representation	Chongyao Zhao, Jinkeng Lin, Tianyu Wang, Hujun Bao, Jin Huang		Remote
11:30 - 12:30 (60 min)	Lunch Break			
12:30 - 13:25 (55 min)	Perception & Visualization		Yuki Igarashi	Onsite
	Learning 3D Shape Aesthetics Globally and Locally	Minchan Chen, Manfred Lau		Remote
	DARC: A Visual Analytics System for Multivariate Applicant Data Aggregation, Reasoning and Comparison (Short Paper)	Yihan Hou, Yu Liu, He Wang, Zhichao Zhang, Yue Li, Hai-Ning Liang, Lingyun Yu		Remote
	Eye-Tracking-Based Prediction of User Experience in VR Locomotion Using Machine Learning	Hong Gao		Onsite
13:25 - 13:50	Coffee Break			
13:50 - 15:20 (90 min)	Digital Human		Kenshi Takayama	Onsite
	Implicit Neural Deformation for Sparse-View Face Reconstruction	Moran Li, Haibin Huang, Yi Zheng, Mengtian Li, Nong Sang, Chongyang Ma		Remote
	Learning Dynamic 3D Geometry and Texture for Video Face Swapping	Christopher Otto, Jacek Naruniec, Leonhard Helminger, Thomas Etterlin, Graziana Mignone, Prashanth Chandran, Gaspard Zoss, Christopher Schroers, Markus Gross, Paulo Gotardo, Derek Bradley, Romann Weber		Onsite
	BareSkinNet: De-makeup and De-lighting via 3D Face Reconstruction	Xingchao Yang, Takafumi Taketomi		Onsite
	ShadowPatch: Shadow Based Segmentation for Reliable Depth Discontinuities in Photometric Stereo	Moritz Heep, Eduard Zell		Onsite
	DFGA: Digital Human Faces Generation and Animation from the RGB Video using Modern Deep Learning Technology (Work-In-Progress Paper)	Diqiong Jiang, Lihua You, Jian Chang, Ruofeng Tong		Remote
15:20 - 15:30	Coffee Break			
15:30 - 16:30	Keynote Talk 3			
	Material-driven realization of 3D surfaces	Mirela Ben-Chen		Remote
16:30 - 16:40	Coffee Break			
16:40 - 17:00	Closing Remarks & Award Ceremony			