



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 - 9:15	Chairs Welcome		
9:15 - 10:50 (95 min)	Curves & Meshes	Stefan Ohrhallinger	Onsite
	Out-of-core Extraction of Curve Skeletons for Large Volumetric Models	Yiyao Chu, Wencheng Wang	Remote
	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	Onsite
	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		
13:20 - 14:20	Keynote 1	Hao Li	Remote
14:20 - 14:30	Coffee Break		
14:30 - 16:05 (95 min)	Point Cloud Processing & Dataset Generation	TBD	
	MINERVA: Massive Interior EnviRonments VirtuAI Synthesis	Haocheng Ren, Hao Zhang, Jia Zheng, Jiayang Zheng, Rui Tang, Huo Yuchi, 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	Onsite
	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	TBD	
	Resolution-switchable 3D Semantic Scene Completion	Shoutong Luo, Zhengxing Sun, Yunhan Sun, Yi Wang,	Onsite
	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, Qitong Sun, Chen Chen, Frederick W. B. Li, Xiaohui Liang	Onsite
	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 7th, 2022		
8:30 - 9:30 (60 min)	Video	TBD	

(60 min)	StylePortraitVideo: Editing Portrait Videos with Expression Optimization	Kwanggyoon Seo, Seoung Wug Oh, Jingwan Lu, Joon-Young Lee, Seonghyeon Kim, Junyong Noh	Onsite
	Real-Time Video Deblurring via Lightweight Motion Compensation	Hyeongseok Son, Junyong Lee, Sunghyun Cho, Seungyong Lee	Onsite
	A Drone Video Clip Dataset and its Applications in Automated Cinematography	Amirsaman Ashtari, Raehyuk Jung, Eve Mingxiao Li, Jean-Charles Bazin, Junyong Noh	Onsite
9:30 - 9:40	Coffee Break		
9:40 - 11:10 (90 min)	Fast Geometric Computation		Chun-Fa Chang
	Occluder Generation for Buildings in Digital Games	Kui Wu, Xu He, Zherong Pan, Xifeng Gao	Onsite
	Efficient Direct Isosurface Rasterization of Scalar Volumes	Adrian Kreskowsky, 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 Krayer	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)	Lunch (with Sponsor Session)		
12:15 - 13:50 (95 min)	Rendering - Sampling		Rex West
	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 2	Rana Hanocka	Onsite

Time (UTC+09:00)	[Day 3] Friday October 7th, 2022		
9:00 - 10:15 (75 min)	Image Enhancement		TBD
	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
	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		
13:00 - 14:15 (75 min)	Image Synthesis		TBD
	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 Decremental 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
	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	Onsite
	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	Onsite

Time (UTC+09:00)	[Day 4] Saturday October 8th, 2022		
8:30 - 10:05 (95 min)	Stylezation & Texture		Maria Larsson
	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
	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	Zhao Chongyao, Jinkeng Lin, Tianyu Wang, Hujun Bao, Jin Huang	Remote
11:30 - 12:30 (60 min)	Lunch		
12:30 - 13:40 (70 min)	Perception & Visualization		Yuki Igarashi
	Learning 3D Shape Aesthetics Globally and Locally	Minchan Chen, Manfred Lau	Remote
	Aesthetic Enhancement via Color Area and Location Awareness (Short Paper)	Bailin Yang, Qingxu Wang, Frederick W. B. Li, Xiaohui Liang, Tianxiang Wei, Changrui Zhu	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
13:40 - 13:50	Coffee Break		
13:50 - 15:20 (90 min)	Digital Human		TBD
	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 3		Mirela Ben-Chen Remote
16:30 - 16:50	Closing Remarks & Award Ceremony		