

**Sunday, June 26<sup>th</sup>****16:00-18:30 Guided tour of the Old Town**

Meeting point is the huge Jan Hus statue on the Old Town Square. Look for a person in a black t-shirt with the EGSR logo.

**18:30-21:00 Welcome & Registration**

The welcome reception will take place at the conference venue, in Celetná street 20. As this event takes place in the Czech Republic, there will be free beer, of course.

**Monday, June 27<sup>th</sup>**

Registration opens at 08:00.

**08:45-09:00 Conference opening****09:00-10:00 Keynote: Marc Pollefeys**

Session chair: *Ravi Ramamoorthi*

**3D/4D capture of environments and events**

Abstract: In this talk I will first present some of our work on capturing 3D models of large scale environments from street-side video as well as from massive photo-collections. Then, I will talk about constructing 4D representations of events from casually captured videos and how these can be interactively navigated.

**10:30-12:00 Reflectance and Materials**

Session chair: *Steve Marschner*

**Optimizing Environment Maps for Material Depiction**

*Adrien Bousseau, Emmanuelle Chapoulie, Ravi Ramamoorthi, and Maneesh Agrawala*

Discussant: *Wojciech Jarosz*

**An Energy-Conserving Hair Reflectance Model**

*Eugene d'Eon, Guillaume Francois, Martin Hill, Joe Letteri, and Jean-Marie Aubry*

Discussant: *Steve Marschner*

**Stone Weathering in a Photograph**

*Su Xue, Julie Dorsey, and Holly Rushmeier*

Discussant: *Pieter Peers*

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**Monday, June 27<sup>th</sup>**

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**13:30-15:00 Sampling**

Session chair: *Wojciech Jarosz*

**Stratified Sampling for Stochastic Transparency**

*Samuli Laine and Tero Karras*

Discussant: *Derek Nowrouzezahrai*

**Improved Stochastic Progressive Photon Mapping with Metropolis Sampling**

*Jiating Chen, Bin Wang, and Jun-Hai Yong*

Discussant: *Jaroslav Krivánek*

**Efficient Computation of Blue Noise Point Sets through Importance Sampling**

*Nima Khademi Kalantari and Pradeep Sen*

Discussant: *Ares Lagae*

**15:30-17:00 Geometry for Rendering**

Session chair: *Michael Wimmer*

**Silhouette-Aware Warping for Image-Based Rendering**

*Gaurav Chaurasia, Olga Sorkine, and George Drettakis*

Discussant: *Jason Lawrence*

**Improved Model- and View-Dependent Pruning of Large Botanical Scenes (CGF-10-EGSR-072)**

*Boris Neubert, Soeren Pirk, Oliver Deussen, and Carsten Dachsbacher*

Discussant: *Michael Wimmer*

**ManyLoDs: Parallel Many-View Level-of-Detail Selection for Real-Time Global Illumination**

*Matthias Holländer, Tobias Ritschel, Elmar Eisemann, and Tamy Boubekeur*

Discussant: *Eric Tabellion*

**17:00-17:45 Extended IPC Meeting****18:30-20:00 Football game & beer**

Don't forget to bring your football shoes. If you're not that into running around after a ball, you can cheer for your favourite team of fellow rendering researchers while enjoying a glass of cold beer.

**Tuesday, June 28<sup>th</sup>**
**09:00-10:00 Keynote: Peter Shirley**

Session chair: *Erik Reinhard*

**EGSR 1990-2030**

Abstract: The EGSR has been running for about two decades. This talk will review changes in rendering over that time as well as EGSR's role in that. It will then review important open problems, as well as what changes are likely over the next two decades.

**10:30-12:00 Perception**

Session chair: *Adrien Bousseau*

**Perception of Visual Artifacts in Image-Based Rendering of Façades**

*Peter Vangorp, Gaurav Chaurasia, Pierre-Yves Laffont, Roland W. Fleming, and George Drettakis*

Discussant: *Samuli Laine*

**Anaglyph Stereo Without Ghosting**

*Harald Sanftmann and Daniel Weiskopf*

Discussant: *Adrien Bousseau*

**Perceptual Global Illumination Cancellation in Complex Projection Environments**

*Yu Sheng, Barbara Cutler, Chao Chen, and Joshua Nasman*

Discussant: *George Drettakis*

**13:30-15:00 Realistic Appearance and Volumes**

Session chair: *Jaroslav Křivánek*

**A Physically Plausible Model for Light Emission from Glowing Solid Objects**

*Alexander Wilkie and Andrea Weidlich*

Discussant: *Xavier Granier*

**A Volumetric Approach to Predictive Rendering of Fabrics**

*Kai Schröder, Reinhard Klein, and Arno Zinke*

Discussant: *Derek Nowrouzezahrai*

**Progressive Expectation-Maximization for Hierarchical Volumetric Photon Mapping**

*Wenzel Jakob, Christian Regg, and Wojciech Jarosz*

Discussant: *Toshiya Hachisuka*

**15:30-17:00 Efficient Textures**

Session chair: *Alexander Wilkie*

**Variable Bit Rate GPU Texture Decompression**

*Marc Olano, Dan Baker, Wesley Griffin, and Joshua Barczak*

Discussant: *Peter-Pike Sloan*

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**Tuesday, June 28<sup>th</sup>**

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**Efficient Packing of Arbitrary Shaped Charts for Automatic Texture Atlas Generation**

*Tobias Nöll and Didier Stricker*

Discussant: *Janne Kontkanen*

**Least Squares Vertex Baking**

*Ladislav Kavan, Adam W. Bargteil, and Peter-Pike Sloan*

Discussant: *Michael Wimmer*

**20:00-23:00 Conference dinner**

The conference dinner will take place in the baroque Theresian Hall of Břevnov Monastery, which is located in Western Prague, right next to the tram line 22.

**Wednesday, June 29<sup>th</sup>**
**09:00-10:30 Ray Tracing and Real-Time Rendering**

Session chair: *Eric Tabellion*

**Importance Point Projection for GPU-based Final Gathering**

*David Maletz and Rui Wang*

Discussant: *Jaakko Lehtinen*

**Direct Ray Tracing of Phong Tessellation**

*Shinji Ogaki and Yusuke Tokuyoshi*

Discussant: *Vlastimil Havran*

**A Ray Tracing Approach to Diffusion Curves**

*John C. Bowers, Jonathan Leahey, and Rui Wang*

Discussant: *Jiří Bittner*

**11:00-12:30 Accelerating Global Illumination**

Session chair: *Rui Wang*

**Coherent Out-of-Core Point-Based Global Illumination**

*Janne Kontkanen, Eric Tabellion, and Ryan S. Overbeck*

Discussant: *Rui Wang*

**Guided Image Filtering for Interactive High-quality Global Illumination Filtering**

*Pablo Bauszat, Martin Eisemann, and Marcus Magnor*

Discussant: *Alexander Wilkie*

**Making Imperfect Shadow Maps View-Adaptive: High-Quality Global Illumination in Large Dynamic Scenes (CGF-11-EGSR-017)**

*Tobias Ritschel, Elmar Eisemann, Inwoo Ha, and Hans-Peter Seidel*

Discussant: *Peter-Pike Sloan*