

Sunday, June 26th

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 27th

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 27th

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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 28th

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 28th

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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 29th

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*