Advanced Computer Graphics Summer 2011



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Note **03** | 9 May 2011

Papers from SIGGRAPH 2010, selected for presentation

These are your selections as of today, and the dates of your presentations. You have 20 + 10 minutes. Those who don't present should at least take a look at the paper. You find them here:

http://kesen.realtimerendering.com/sig2010.html

Present	Name	Vorname	Papers
09 May	Mutlu	Ugur	Doyub Kim et al., A practical simulation of dispersed bubble flow
16 May	Dambek	Markus	Seong Jae Lee & Zoran Popovic, Learning behavior styles with inverse reinforcement learning
16 May	Leibrandt	Rüdiger	Xian-Ling Li et al., Popup: Automatic paper architecture from 3D models
23 May 6 June	Alexandrovsky	Dimitry	Nikunj Raguvanshi et al., Precomputed wave simulation for real-time sound propagation of dynamic sources in complex scenes
23 May	Stefanescu	Roxana	Peter C. Barnum et al., A multi-layered display with water-drops
23 May 6 June	Steiner	Pilipp	Derek Bradley et al., High-resolution passive facial performance capture
30 May	Beßler	Daniel	Micheal Lentine et al., A novel algorithm for incompressible flow using only a coarse projection
30 May	Rachev	Preslav	Kayvon Fatahalian et al., Reducing shading on GPUs using quad-fragment merging
30 May	Oliveira	Alexandre	Neel Joshi, Wojchiech Matusik, Edward H. Adelson, David J. Kriegman, Personal photo enhancement using example images