

## Toronto-Montreal Area Graphics Workshop Information

### Location

Bahen Centre for Information Technology  
Room BA1240  
University of Toronto  
40 St. George Street.

*Presentations are allotted 20 minutes' total for the presentation and questions.*

### Schedule

#### Saturday December 9<sup>th</sup>

Start Time	End Time	Event
9:00:00 AM	9:30:00 AM	Coffee/Breakfast
9:30:00 AM	10:00:00 AM	Welcome and Introductions
10:00:00 AM	11:00:00 AM	Keynote: Ryan Schmidt
11:00:00 AM	11:15:00 AM	Break
11:15:00 AM	12:35:00 PM	Deformations
12:35:00 PM	1:35:00 PM	Lunch
1:35:00 PM	2:55:00 PM	Fabrication
2:55:00 PM	3:10:00 PM	Break
3:10:00 PM	4:50:00 PM	Material + Appearance
4:50:00 PM	5:00:00 PM	Announcements
7:00:00 PM	TBD	Social Event at the Prenup Pub

#### Sunday December 10<sup>th</sup>

Start Time	End Time	Event
9:00:00 AM	9:30:00 AM	Coffee/Breakfast
9:30:00 AM	10:30:00 AM	Keynote: Derek Nowrouzezahrai
10:30:00 AM	10:45:00 AM	Break
10:45:00 AM	12:05:00 PM	Rigid Body Sim + Animation
12:05:00 PM	1:05:00 PM	Lunch
1:05:00 PM	2:25:00 PM	Machine Learning
2:25:00 PM	2:40:00 PM	Break
2:40:00 PM	4:00:00 PM	Fluids + Assorted PDES
4:00:00 PM	4:15:00 PM	Break
4:15:00 PM	5:00:00 PM	Best Presentation Award and Farewell

## **Deformations**

Jumyung "JC" Chan - *A Unified Simplicial Model for Non-Manifold Deformable Elastic Objects*

Vismay Modi – *Generalized Numerical Coarsening*

Hsueh-Ti (Derek) Liu – *3D Neural Style Transfer: Image-driven Geometry Processing*

Darren Moore - *Physically-based vector animation via meshfree methods*

## **Fabrication**

Rinat Abdrashitov - *Motion Abstraction for Stop Motion Facial Animation*

Rahul Arora - *Stress-Aligned Truss Networks for Design and Digital Manufacturing*

Sarah Kushner - *Realistic Example Based Print Preview for Laser Cutting*

Benjamin Verdier - *Predicting contact pressure in hand manipulation tasks.*

## **Material and Appearance Modelling**

Sayantan Datta - *Microfacet Friction*

Luis Gamboa - *Pending- Efficient rendering of normal mapped surfaces*

Keven Villeneuve - *Extending Equi-angular Sampling to Polygonal Lights*

Nicolas Vibert - *Photon planes*

Myriam Beauvais - *Realtime Appearance filtering*

## **Rigid Body Simulation and Animation**

Nicholas Leavitt - *Compliance Maps*

Albert Peiret - *Schur Complement Substructuring for Multi-body Dynamics with Contact*

Timothy Jeruzalski - *Space-Time Editing of Rigid Body Simulations using Keyframing*

Vincent Petrella - *Short time motion prediction from rehearsals*

## **Machine Learning**

Masha Shugrina - *Discrete-Continuous Palettes for Deep Color Design*

Joey Litalien - *Interactive Visibility Approximation of Scene Objects using a Neural Network*

Fan Ma - *Learning BRDFs with cGANs*

Kefan (Arthur) Chen - *Graph GAN for Human Motion Generation*

## **Fluids and Assorted PDEs**

Michael Tao - *Discrete Vortex Advection*

Silvia Sellán - *Solving PDEs on Deconstructed Domains for Computer Graphics*

Local Bases for Model-Reduced Fluid Simulation

Gavin Barill - *Fast Winding Number Fields*

Ryan Goldade - *Simulating Viscous Fluids using an Octree Discretization*