Programa

Miércoles 1 de Julio

09:00-10:00h Registro y acreditaciones

10:00-10:30h Apertura

10:30-11:30h Keynote I:

Computer Graphics for Fabrication

SylvainLefebvre

(INRIA Rhones-Alpes)

11:30-12:00h Coffee break

12:00-13:10h Papers I: Classic Rendering

Real-time Inextensible Hair with Volume and Shape

Rosa María Sánchez Banderas, Héctor Barreiro Cabrera, Ignacio García-Fernández y Mariano Pérez-Martínez

PREFR: a flexible particle rendering framework

Sergio Galindo, Pablo Toharia, Jorge López-Moreno, Oscar Robles y Luis Pastor

Bidirectional Clustering for Scalable VPL-based Global Illumination

AdrianJarabo, RaulBuisan y Diego Gutiérrez

13:10-14:00h Charla Invitada

Perfiles profesionales en una producción de animación

Raúl Colomer

(Centro Barreira Arte+Diseño)

14:00-15:30h Comida

An Interactive Algorithm for Virtual Patient Positioning

Juan José Casafranca, AaronSujary Marcos García Lorenzo

Interacción haptica en tiempo real sobre grandes modelos

Ángel Aguilera García, Francisco Javier Melero y Francisco Feito

Stereoscopic visualization systems: Comparison between a Large Passive Display and a Head Mounted Display (short paper)

David Rodríguez-Andrés, Sonia Elizabeth Cárdenas Delgado, M. Carmen Juan Lizandra, Magdalena Méndez López, Elena Pérez Hernández y Javier Lluch Crespo

A Brain Surgery Simulator (Invited paper)

Echegaray, G., Herrera, I., Aguinaga, I., Buchart, C. y Borro, D.

19:00h Evento social: Paseo por Vía Verde

*La longitud de la Vía Verde es de 5,6 kilómetros y es totalmente llana. Se recomienda calzado cómodo y cámara de fotos.

Jueves 2 de Julio

09:00-10:10h Papers III: Capturing Reality (video & image processing)

Compressive high-speed video acquisition

Ana Serrano, Diego Gutiérrez y BelénMasia

Interactive solar irradiance estimation in urban scenes

Imanol Muñoz-Pandiella, Carles Bosch, Nicolas Mérillou, Stephane Mérillou y Xavier Pueyo

Low Cost Decomposition of Direct and Global Illumination in Real Scenes

Elena Garces, Fernando Martín y Diego Gutiérrez

10:10-11:00h Charla Invitada

Ideas innovadoras en Escenografía Virtual, Realidad Aumentada, y Gráficos en tiempo real

Hector Viguer

(Brainstorm)

11:00-11:30h Coffee break

11:30-12:40h Papers IV: Fun with Volumes and Simulation

A Parallel Resampling Method for Interactive Deformable Volume Rendering

Alejandro Rodríguez Aguilera, Alejandro León, Domingo Martín y Miguel Ángel Otaduy

Surfel Octrees: A New Scheme for Interactive Inspection of Anatomy Atlases in Client-Server Applications

Jordi Surinyac y Pere Brunet

Efficient and Robust Position Based Fluids for VFX

IvanAlduan, Angel Tena y Miguel AngelOtaduy

12:40-14:00h Pósters:

fast-forward y sesión de pósters

14:00-15:30h Comida

15:30-17:00h Papers V: Art & Sketching

A new approach for perceptually-based fitting strokes into straight segments

Raquel Plumed, Pedro Company and Peter Varley

A Similarity Measure for Illustration Style Siggraph 2014 (Invited paper)

Elena Garces, AseemAgarwala, Diego Gutiérrezy AaronHertzmann

Easy going vector graphics as textures on the GPU (short paper)

Gustavo A. Patow

17:00-17:30h Coffee break

17:30-18:30h Asamblea Eurographics

20:00-01:00h Cena del Congreso

Viernes 3 de Julio

09:30-10:50h Papers VI: Modelling &Visualizing the world

Industrial Facility Modeling Using Procedural Methods

Scott Bishop y Nelson Max

Simulation of the commercial market evolution in a city (short paper)

Carlos Soriano Sánchez y Gustavo A. Patow

3D Web Application for Weather Forecast Based on WebGL

Alejandro Graciano, Antonio J. Rueda, Francisco R. Feito y Francisco Martínez

NeuroScheme: Efficient multiscale representations for the visual exploration of the human brain

Luis Pastor, Susana Mata, Pablo Toharia, Sofía Bayona, Juan Pedro Brito y Juan José García

10:50-11:20h Coffee break

11:20-12:20h Keynote II:

GPGPU techniques and Monte Carlo methods in tomography reconstruction

LászlóSzirmay-Kalos

(Budapest University of Technology and Economics)

12:20-12:40h Entrega Best Paper Awards

12:40-13:00h Clausura