

Title	Author Names/Affiliations	Image Credits
Adaptive Nonlinearity for Collisions in Complex Rod Assemblies	Breannan Smith - Columbia University;Danny Kaufman - Adobe;Rasmus Tamstorf - Walt Disney Animation Studios;Eitan Grinspun - Columbia University;Jean-Marie Aubry - Weta Digital	
Transient Attributes for High-Level Understanding and Editing of Outdoor Scenes	Pierre-Yves Laffont - Brown University;Zhile Ren - Brown University;Xiaofeng Tao - Brown University;Chao Qian - Brown University;James Hays - Brown University	minque
Topology-Varying 3D Shape Creation via Structural Blending	Ibraheem Alhashim - Simon Fraser University;Honghua Li - Simon Fraser Univeristy;Kai Xu - Shenzhen VisuCA Key Lab / SIAT;Junjie Cao - School of Mathematical Sciences, Dalian University of Technology;Rui Ma - Simon Fraser Univeristy;Hao (Richard) Zhang - Simon Fraser Univeristy	
Wire Mesh Design	Akash Garg - Columbia University;Andrew Sageman-Furnas - University of Gottingen;Bailin Deng - EPFL;Yonghao Yue - Columbia University;Eitan Grinspun - Columbia University;Mark Pauly - EPFL;Max Wardetzky - University of Gottingen	
Temporal Frequency Probing for 5D Analysis of Global Light Transport	Matthew O'Toole - University of Toronto;Felix Heide - University of British Columbia;Lei Xiao - University of British Columbia;Matthias B. Hullin - University of Bonn;Wolfgang Heidrich - University of British Columbia;Kiriakos N. Kutulakos - University of Toronto	
High-Order Similarity Relations in Radiative Transfer	Shuang Zhao - Cornell University;Ravi Ramamoorthi - University of California, Berkeley;Kavita Bala - Cornell University	
Extending the Graphics Pipeline with Adaptive, Multi-Rate Shading	Yong He - Carnegie Mellon University;Yan Gu - Carnegie Mellon University;Kayvon Fatahalian - Carnegie Mellon University	

Interactive Tile-based Adaptive Sampling With Controllable Fourier Spectra	Victor Ostromoukhov - Universite Claude Bernard Lyon 1;Florent Wachtel - Universite Claude Bernard Lyon 1;Adrien Pilleboue - Universite Claude Bernard Lyon 1;David Coeurjolly - CNRS/LIRIS;Katherine Breeden - Stanford University;Gurprit Singh - Universite Claude Bernard Lyon 1;Gael Cathelin - Universite Claude Bernard Lyon 1;Fernando de Goes - Caltech;Mathieu Desbrun - Caltech;Victor Ostromoukhov - Universite Claude Bernard Lyon 1, CNRS/LIRIS	
The Natural Constraint Representation of the Path Space for Efficient Light Transport Simulation	Anton Kaplanyan - Karlsruhe Institute of Technology;Johannes Hanika - Karlsruhe Institute of Technology;Carsten Dachsbacher - Karlsruhe Institute of Technology	
Organizing Heterogenous Scene Collection through Contextural Focal Points	Kai Xu - VisuCA/SIAT and National University of Defense Technology;Rui Ma - Simon Fraser University;Hao Zhang - Simon Fraser University;Chenyang Zhu - National University Of Defense Technology;Ariel Shamir - IDC The Interdisciplinary Center, Israel;Daniel Cohen-Or - Tel-Aviv University;Hui Huang - VisuCA/SIAT	
Exploratory Font Selection Using Crowdsourced Attributes	Peter O'Donovan - University of Toronto;Janis Libeks - University of Toronto;Aseem Agarwala - Adobe Systems Inc.;Aaron Hertzmann - Adobe Systems, Inc.	Robyn Asquini (robyn.asquini@gmail.com)
Constructing Fuctional Map Network for Analyzing and Browsing Large Shape Collections	Qi-xing Huang - Stanford University;Fan Wang - Stanford University;Guibas Leonidas - stanford university	
Tangible and Modular Input Device for Character Articulation	Alec Jacobson - ETH Zurich;Daniele Panozzo - ETH Zurich;Oliver Glauser - ETH Zurich;Cedric Pradalier - GeorgiaTech Lorraine;Otmar Hilliges - ETH Zurich;Olga Sorkine-Hornung - ETH Zurich	
Factored Axis-Aligned Filtering for Rendering Multiple Distribution Effects	Soham Uday Mehta - UC, Berkeley;Soham Uday Mehta - University of California, Berkeley;JiaXian Yao - University of California, Berkeley;Ravi Ramamoorthi - University of California, Berkeley;Fredo Durand - Massachusetts Institute of Technology	

Defending Continuous Collision Detection against Errors	Huamin Wang - Ohio State University;Huamin Wang - The Ohio State University
Physics-Inspired Adaptive Fracture Refinement	Huamin Wang - Ohio State University;Zhili Chen - The Ohio State University;Miaojun Yao - The Ohio State University;Renguo Feng - The Ohio State University;Huamin Wang - The Ohio State University
Projective Dynamics: Fusing Constraint Projections for Fast Simulation	Sofien Bouaziz - Swiss Federal Institute of Technology , Lausanne (EPFL);Sofien Bouaziz - EPFL;Sebastian Martin - VM Research;Tiantian Liu - University of Pennsylvania;Ladislav Kavan - University of Pennsylvania;Mark Pauly - EPFL
Shape2Pose: Human-centric Shape Analysis	Vladimir Kim - Stanford University;Siddhartha Chaudhuri - Princeton University;Leonidas Guibas - Stanford University;Thomas Funkhouser - Princeton University
Pixie Dust: Graphics Generated by Levitated and Animated Objects in Computational Acoustic-Potential Field	Yoichi Ochiai - the University of Tokyo;Takayuki Hoshi - Nagoya Institute of Technology;Jun Rekimoto - The University of Tokyo
The Visual Microphone: Passive Recovery of Sound from Video	Myers Davis - CSAIL MIT;Michael Rubinstein - CSAIL MIT;Neal Wadhwa - CSAIL MIT;Gautham Mysore - Adobe Research;Fredo Durand - CSAIL MIT;Bill Freeman - CSAIL MIT
Cascaded Displays: Spatiotemporal Superresolution using Offset Pixel Layers	Felix Heide - NVIDIA Research;Douglas Lanman - NVIDIA Research;Dikpal Reddy - NVIDIA Research;Jan Kautz - NVIDIA Research;Kari Pulli - NVIDIA Research;David Luebke - NVIDIA Research Ester Inbar
Flower Modeling via X-ray Computed Tomography	Takashi Ijiri - Riken;Shin Yoshizawa - Riken;Hideo Yokota - Riken;Takeo Igarashi - The University of Tokyo
Learning Bicycle Stunts	Jie Tan - Georgia Institute of Technology;Yuting Gu - GEORGIA INSTITUTE OF TECHNOLOGY;Karen Liu - GEORGIA INSTITUTE OF TECHNOLOGY;Greg Turk - Georgia Institute of Technology
Correcting Visual Aberrations with Computational Light Field Displays	Gordon Wetzstein - MIT Media Lab;Fu-Chung Huang - UC Berkeley;Brian Barsky - UC Berkeley;Ramesh Raskar - MIT Media Lab

Provably Good Planar Mappings	Roi Poranne - The Weizmann Institute Of Science;Yaron Lipman - The Weizmann Institute Of Science
How Do People Edit Light Fields?	Adrian Jarabo - Universidad de Zaragoza;Belen Masia - Universidad de Zaragoza;Adrien Bousseau - REVES/INRIA Sophia-Antipolis;Fabio Pellacini - La Sapienza Universita di Roma;Diego Gutierrez - Universidad de Zaragoza
Blending Liquids	Karthik Raveendran - Georgia Tech;Chris Wojtan - IST Austria;Nils Thuerey - TU Munich;Greg Turk - Georgia Tech
Design and Fabrication by Example	Adriana Schulz - CSAIL MIT; Ariel Shamir - IDC; David I. W. Levin - CSAIL MIT;Pitchaya Sitthi-Amorn - CSAIL MIT; Wojceich Matusik - CSAIL MIT
True2Form: Automatic 3D Concept Modeling from Design Sketches	Baoxuan Xu - University of British Columbia;William Chang - Computer Science, University of British Columbia;Alla Sheffer - Computer Science, University of British Columbia;Karan Singh - University of Toronto - Dept. of Computer Science;Adrien Bousseau - INRIA Sophia Antipolis;James McCrae - University of Toronto - Dept. of Computer Science Spencer Nugent
Interactive Design and Optimization of Free-formed Free-flight Model Airplanes	Nobuyuki Umetani - Autodesk Research;Nobuyuki Umetani - Department of Computer Science, The University of Tokyo / Autodesk Research;Yuki Koyama - Department of Computer Science, The University of Tokyo;Ryan Schdmit - Autodesk Research;Takeo Igarashi - Department of Computer Science, The University of Tokyo
Point Morphology	Stephane Calderon - Telecom ParisTech;Tamy Boubekeur - Telecom ParisTech
A Similarity Measure for Illustration Style	Elena Garces - Universidad de Zaragoza;Aseem Agarwala - Adobe;Diego Gutierrez - Universidad de Zaragoza;Aaron Hertzmann - Adobe
Adaptive Tearing and Cracking of Thin Sheets	Tobias Pfaff - University of California, Berkeley;Rahul Narain - University of California, Berkeley;Juan Miguel de Joya - University of California, Berkeley;James O' Brien - University of California, Berkeley

Capturing and Stylizing Hair for 3D Fabrication	Jose Ignacio Echevarria - Disney Research Zurich/Universidad de Zaragoza;Derek Bradley - Disney Research Zurich;Diego Gutierrez - Universidad de Zaragoza;Thabo Beeler - Disney Research Zurich	
Color Map Optimization for 3D Reconstruction with Consumer Depth Cameras	Qian-Yi Zhou - Stanford University;Vladlen Koltun - Adobe Research	
Intrinsic Video and Applications	Genzhi Ye - Tsinghua University;Elena Garces - Universidad de Zaragoza;Yebin Liu - Tsinghua University;Qionghai Dai - Tsinghua University;Diego Gutierrez - Universidad de Zaragoza	
Sensitivity-optimized Rigging for Example-based Real-time Clothing Synthesis	Weiwei Xu - Hangzhou Normal University;Nobuyuki Umentani - Autodesk Research/Tokyo University;Qianwen Chao - Zhejiang University;Jie Mao - Google Company;Xiaogang Jin - Zhejiang University;Xin Tong - Microsoft Research Asia	
Style Transfer for Headshot Portraits	YiChang Shih - M.I.T.;YiChang Shih - MIT CSAIL;Sylvain Paris - Adobe Research;Connelly Barnes - Dept. of Computer Science, University of Virginia;William Freeman - MIT CSAIL;Fredo Durand - MIT CSAIL	
Multiplexed Metropolis Light Transport	Toshiya Hachisuka - Aarhus University;Anton Kaplanyan - Karlsruhe Institute of Technology;Carsten Dachsbacher - Karlsruhe Institute of Technology	
A Comprehensive Framework for Rendering Layered Materials	Wenzel Jakob - ETH Zurich;Eugene D'Eon - Weta Digital;Otto Jakob - Atelier Otto Jakob;Steve Marschner - Cornell University	
A Reflectance Display	Daniel Glasner - Harvard School of Engineering and Applied Sciences;Todd Zickler - Harvard School of Engineering and Applied Sciences;Anat Levin - The Weizmann Institute of Science	
A Compressive Light Field Projection System	Gordon Wetzstein - MIT Media Lab;Matthew Hirsch - MIT Media Lab;Ramesh Raskar - MIT Media Lab	(c) copyright 2008, Blender Foundation / www.bigbuckbunny.org

Pinlight Displays: Wide Field of View Augmented Reality Eyeglasses using Defocused Point Light Sources	Douglas Lanman - NVIDIA;Andrew Maimone - Department of Computer Science, University of North Carolina at Chapel Hill;Douglas Lanman - NVIDIA Research;Kishore Rathinavel - Department of Computer Science, University of North Carolina at Chapel Hill;Kurtis Keller - Department of Computer Science, University of North Carolina at Chapel Hill;David Luebke - NVIDIA Research.com;Henry Fuchs - Department of Computer Science, University of North Carolina at Chapel Hill	Staffan Norling
Controlling Singular Values with Semidefinite Programming	Shahar Z. Kovalsky - Weizmann Institute of Science;Noam Aigerman - Weizmann Institute of Science;Ronen Basri - Weizmann Institute of Science;Yaron Lipman - Weizmann Institute of Science	
Computational Design of Linkage-Based Characters	Stelian Coros - Disney Research Zurich;Bernhard Thomaszewski - Disney Research Zurich;Damien Gauge - ETH Zurich;Vittorio Megaro - ETH Zurich;Eitan Grinspun - Columbia University;Markus Gross - Disney Research Zurich, ETH Zurich	
AverageExplorer: Interactive Exploration and Alignment of Visual Data Collections	Jun-Yan Zhu - UC Berkeley; Yong Jae Lee - UC Berkeley; Alexei A. Efros - UC Berkeley	Issue 15 The Average (Fall 2004)
Multimaterial Mesh-Based Surface Tracking	Fang Da - Columbia University, Computer Science;Christopher Batty - University of Waterloo - School of Computer Science;Eitan Grinspun - Columbia University, Computer Science	
From Capture to Simulation \square Connecting Forward and Inverse Problems in Fluids	Wolfgang Heidrich - The University of British Columbia;James Gregson - Computer Science, University of British Columbia;Ivo Ihrke - INRIA Bordeaux;Nils Thuerey - Technical University of Munich, Germany	
Modeling and Optimizing Eye Vergence Response to Stereoscopic Cuts	Krzysztof Templin - MIT CSAIL / MPI Informatik;Piotr Didyk - MIT CSAIL;Karol Myszkowski - MPI Informatik;Mohamed M. Hefeeda - QCRI;Hans-Peter Seidel - MPI Informatik;Wojciech Matusik - MIT CSAIL	Pictures from Dracula 4D courtesy of Red Star 3D, www.redstar3d.com

A Constructive Theory of Sampling for Image Synthesis	Christian Lessig - Dynamic Graphics Project, University of Toronto;Christian Lessig - Dynamic Graphics Project, University of Toronto;Mathieu Desbrun - Computing+Mathematical Sciences, California Institute of Technology;Eugene Fiume - Dynamic Graphics Lab, University of Toronto
Simulating and compensating changes in appearance between day and night vision	Robert Wanat - Bangor University; Rafal Mantiuk - Bangor University;
TEST for Fran	Francesca Regan - Talley Management Group, Inc.
Unified Particle Physics for Real-Time Applications	Miles Macklin - NVIDIA;Matthias Muller - NVIDIA;Nuttapong Chentanez - NVIDIA;Tae-Yong Kim - NVIDIA
Rendering Glints on High-Resolution Normal-Mapped Specular Surfaces	Milos Hasan - Autodesk, Inc.;Ling-Qi Yan - University of California, Berkeley;Wenzel Jakob - ETH Zurich;Jason Lawrence - University of Virginia;Steve Marschner - Cornell University;Ravi Ramamoorthi - University of California, Berkeley
Animating Deformable Objects using Sparse Spacetime Constraints	Christian Schulz - Max Planck Institute for Informatics; Christoph von Tycowicz - Freie Universitat Berlin; Hans-Peter Seidel - Max Planck Institute for Informatics; Klaus Hildebrandt - Max Planck Institute for Informatics
Spin-It: Optimizing Moment of Inertia for Spinnable Objects	Moritz Bächer - Disney Research Zurich;Emily Whiting - ETH Zurich;Bernd Bickel - Disney Research Zurich;Olga Sorkine-Hornung - ETH Zurich
Lifted Bijections for Low Distortion Surface Mappings	Noam Aigerman - The Weizmann Institute Of Science;Roi Poranne - The Weizmann Institute Of Science;Yaron Lipman - The Weizmann Institute Of Science
Learning 3D Attributes of Images through Shape Collections	Qi-xing Huang - Stanford University;Hao Su - Stanford University;Qixing Huang - Stanford University;Niloy Mitra - Department Of Computer Science, University College London;Yangyan Li - Stanford University Computer Science Department;guibas leonidas - Stanford University
Floating Scale Surface Reconstruction	Simon Fuhrmann - TU Darmstadt;Michael Goesele - TU Darmstadt

Subspace Clothing Simulation Using Adaptive Bases	Fabian Hahn - ETH Zurich, Disney Research Zurich;Bernhard Thomaszewski - Disney Research Zurich;Stelian Coros - Disney Research Zurich;Robert W. Sumner - Disney Research Zurich;Forrester Cole - Pixar Animation Studios;Mark Meyer - Pixar Animation Studios;Tony DeRose - Pixar Animation Studios;Markus Gross - ETH Zurich, Disney Research Zurich
Robust and Accurate Skeletal Rigging from Mesh Sequences	Zhigang Deng - University of Houston;Binh Le - University of Houston Daniel Vlastic
Inverse Procedural Modeling of Facade Layouts	Fuzhang Wu - LIAMA-NLPR, Institute of Automation, CAS;Dongming Yan - KAUST;Weiming Dong - LIAMA-NLPR, Institute of Automation, CAS;Xiaopeng Zhang - LIAMA-NLPR, Institute of Automation, CAS; Peter Wonka - Arizona State University;
Computing layouts with deformable templates	Chi-Han Peng - Arizona State University;Yong-Liang Yang - KAUST - King Abdullah University of Science and Technology;Peter Wonka - Arizona State University
Real-time Non-rigid Reconstruction using an RGB-D Camera	Matthias NieBner - Stanford University;Michael Zollhofer - University of Erlangen-Nuremberg;Shahram Izadi - Microsoft Research Cambridge;Christoph Rehmann - Microsoft Research Cambridge;Christopher Zach - Microsoft Research Cambridge;Matthew Fisher - Stanford University;Chenglei Wu - MPI for Informatics;Andrew Fitzgibbon - Microsoft Research Cambridge;Charles Loop - Microsoft Research;Christian Theobalt - MPI for Informatics;Marc Stamminger - University of Erlangen-Nuremberg
Designing Inflatable Structures	Melina Skouras - ETHZ;Bernhard Thomaszewski - Disney Research Zurich;Peter Kaufmann - Disney Research Zurich;Akash Garg - Columbia University;Bernd Bickel - Disney Research Zurich;Eitan Grinspun - Columbia University;Markus Gross - ETH Zurich / Disney Research Zurich

Detailed Water with Coarse Grids: Combining Surface Meshes and Adaptive Discontinuous Galerkin	Essex Edwards - University of British Columbia; Robert Bridson - UBC	
Build-to-Last: Strength to Weight 3D Printed Objects	Lin Lu - School of Computer Science and Technology, Shandong University; Lin Lu - Shandong University; Andrei Sharf - Ben-Gurion University; Haisen Zhao - Shandong University; Yuan Wei - Shandong University; Qingnan Fan - Shandong University; Xuelin Chen - Shandong University; Yann Savoye - Ben-Gurion University; Changhe Tu - Shandong University; Daniel Cohen-Or - Tel Aviv University; Baoquan Chen - Shandong University	
Vector Graphics Complexes	Boris Dalstein - University of British Columbia; Remi Ronfard - INRIA Rhones-Alpes; Michiel van de Panne - University of British Columbia;	
Interactive Manipulation of Large-Scale Crowd Animation	Jongmin Kim - Seoul National University; Jongmin Kim - Seoul National University; Yeongho Seol - Weta Digital; Taesoo Kwon - Hanyang University; Jehee Lee - Seoul National University	
Smoke Rings from Smoke	Steffen Weißmann, Ulrich Pinkall and Peter Schröder	
Continuous Projection for Fast L1 Reconstruction	Reinhold Preiner - Vienna University of Technology, Institute of Computer Graphics and Algorithms; Oliver Mattausch - University of Zurich; Murat Arikian - Vienna University of Technology, Institute of Computer Graphics and Algorithms; Renato Pajarola - University of Zurich; Michael Wimmer - Vienna University of Technology, Institute of Computer Graphics and Algorithms	The mesh data used in this project was made available by Robert Sumner and Jovan Popovic from the Computer Graphics Group at MIT
Boxelization: Folding 3D Objects Into Boxes	Yahan Zhou - Disney Research Boston; Shinjiro Sueda - Disney Research Boston; Wojciech Matusik - Massachusetts Institute of Technology; Ariel Shamir - The Interdisciplinary Center	N/A

Orion: Compiling High-Level Image Processing Code into Hardware Pipelines	James Hegarty - Stanford University; Zachary DeVito - Stanford University; John Brunhaver - Stanford University; Jonathan Ragan-Kelley - MIT CSAIL; Steven Bell - Stanford University; Artem Vasilyev - Stanford University; Noy Cohen - Stanford University; Mark Horowitz - Stanford University; Pat Hanrahan - Stanford University
Earth Mover's Distances on Discrete Surfaces	Justin Solomon - Stanford University; Raif Rustamov - Stanford University; Leonidas Guibas - Stanford University; Adrian Butscher - Max Planck Center for Visual Computing and Communication
Reflectance Scanning: Estimating Shading Frame and BRDF with Generalized Linear Light Sources	Yue Dong - Microsoft Research Asia; Guojun Chen - School of computer science, Tianjin university; Pieter Peers - College Of William & Mary; Jiawan Zhang - School of Computer Software Tianjin University; Xin Tong - Microsoft Research Asia
Eigenmode Compression for Tiny Modal Sound Models	Timothy Langlois - Cornell University (Student); Doug James - Cornell University; Steven An - Cornell University; Kelvin Jin - Cornell University (Student)
Inverse-Foley Animation: Synchronizing rigid-body motions to sound	Timothy Langlois - Cornell University; Doug James - Cornell University
Frame Fields: Anisotropic and Non-Orthogonal Cross Fields	Daniele Panozzo - ETH Zurich; Enrico Puppo - Universita' di Genova; Marco Tarini - Universita' dell'Insubria, Varese, and ISTI-CNR, Pisa; Olga Sorkine-Hornung - ETH Zurich
Simulating Articulated Subspace Self-Contact	Yun Teng - Computer Science, University of California, Santa Barbara; Miguel Otaduy - Computer Science, URJC Madrid; Theodore Kim - Media Arts and Technology, University of California, Santa Barbara
Rigid Stabilization of Facial Expressions	Derek Bradley - Disney Research Zurich; Thabo Beeler - Disney Research Zurich
Look Over Here: Attention-Directing Composition of Manga Elements	Ying CAO - City University of Hong Kong; Rynson LAU - City University of Hong Kong; Antoni CHAN - City University Of Hong Kong
Parametric Wave Field Coding for Precomputed Sound Propagation	Nikunj Raghuvanshi - Microsoft Research; John Snyder - Microsoft Research

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Meta-representation of Shape Families	Noa Fish - School of CS Tel Aviv University; Melinos Averkiou - Department of Computer Science, University College London; Oliver van Kaick - Tel Aviv University; Olga Sorkine-Hornung - ETH Zurich, Computer Science, Computer Graphics Lab; Daniel Cohen-Or - School of CS Tel Aviv University; Niloy J. Mitra - University College London	
Discrete Stochastic Microfacet Models	Wenzel Jakob - ETH Zurich; Steve Marschner - Cornell University; Ling-Qi Yan - University of California, Berkeley; Milos Hasan - University of California, Berkeley; Ravi Ramamoorthi - University of California, Berkeley; Jason Lawrence - University of Virginia	
Fast Multipole Representation of Diffusion Curves and Points	Changxi Zheng - Columbia University; Timothy Sun - Columbia University; Papoj Thamjaroenporn - Columbia University	
Bilateral Texture Filtering	Seungyong Lee - POSTECH; Hojin Cho - POSTECH; Hyunjoon Lee - POSTECH; Henry Kang - University of Missouri, St. Louis	Marvel Comics
An Asymptotic Numerical Method for Inverse Elastic Shape Design	Xiang Chen - Zhejiang University; Changxi Zheng - Columbia University; Weiwei Xu - Hangzhou Normal University; Kun Zhou - Zhejiang University	
DecoBrush: Drawing Structured Decorative Patterns by Example	Jingwan Lu - Princeton University; Connelly Barnes - Dept. of Computer Science, University of Virginia; Connie Wan - Princeton University; Paul Asente - Adobe Systems Inc.; Radomir Mch - Adobe Systems Inc.; Adam Finkelstein - Princeton University	Rud-Volha, (we purchased it)
Proactive 3D Scanning of Inaccessible Parts	Yan Feilong - Shenzhen VisuCA Key Lab / SIAT; Andrei Sharf - Ben-Gurion University; Wenzhen Lin - Shenzhen VisuCA Key Lab / SIAT; Hui Huang - Shenzhen VisuCA Key Lab / SIAT; Baoquan Chen - Shandong University and Shenzhen VisuCA Key Lab / SIAT	
First-person Hyper-lapse Videos	Johannes Kopf - Microsoft Research Redmond; Michael Cohen - Microsoft Research; Richard Szeliski - Microsoft Research	
Generalizing Locomotion Style to New Animals With Inverse Optimal Regression	Kevin Wampler - Adobe Systems Inc. & University of Washington; Zoran Popovic - University Of Washington; Jovan Popovic - Adobe Systems Inc.	

genBRDF: Discovering New Analytic BRDFs with Genetic Programming	Jason Lawrence - University of Virginia;Pieter Peers - College Of William & Mary;Adam Brady - University of Virginia;Westley Weimer - University of Virginia	
Robust Hair Capture Using Simulated Examples	Linjie Luo - Adobe Research;Liwen Hu - University of Southern California;Chongyang Ma - University of Southern California;Hao Li - University of Southern California	
Self-Refining Games using Player Analytics	Matt Stanton - Carnegie Mellon University;Ben Humberston - Carnegie Mellon University;Brandon Kase - Carnegie Mellon University;James O'Brien - University of California Berkeley;Kayvon Fatahalian - Carnegie Mellon University;Adrien Treuille - Carnegie Mellon University	
PushPull++	Markus Lipp - Esri R&D Center Zurich;Peter Wonka - KAUST - King Abdullah University of Science and Technology;Pascal Muller - Esri R&D Center Zurich	
Automatic Editing of Footage from Multiple Social Cameras	Ido Arev - The Interdisciplinary Center, Disney Research Pittsburgh;Hyun Soo Park - Carnegie Mellon University;Yaser Sheikh - Carnegie Mellon University, Disney Research Pittsburgh;Jessica Hodgins - Carnegie Mellon University, Disney Research Pittsburgh;Ariel Shamir - The Interdisciplinary Center, Disney Research Pittsburgh	
High-contrast Computational Caustic Design	Yuliy Schwartzburg - EPFL;Romain Testuz - EPFL;Mark Pauly - EPFL;Andrea Tagliasacchi - EPFL	
Codimensional Surface Tension Flow on Simplicial Complexes	Bo Zhu - Stanford University;Ed Quigley - Stanford University;Matthew Cong - Stanford University;Justin Solomon - Stanford University;Ronald Fedkiw - Stanford University	
EZ-Sketching: Three-Level Optimization for Error-Tolerant Image Tracing	Qingkun Su - Hong Kong University of Science and Technology;Wing Ho Andy Li - City University of Hong Kong;Jue Wang - Adobe Research;Hongbo Fu - City University Of Hong Kong	attribution to the creator (CC)

On-line Learning of Parametric Mixture Models for Light Transport Simulation	JiYi Vorba - Charles University in Prague; Ondřej Karlík - Charles University in Prague; Martin Šik - Charles University in Prague; Tobias Ritschel - MPI Informatik; Jaroslav Kyvánek - Charles University in Prague	
Displaced Dynamic Expression Regression for Real-time Facial Tracking and Animation	Chen Cao - Zhejiang University; Qiming Hou - Zhejiang University; Kun Zhou - Zhejiang University	
Image Completion using Planar Structure Guidance	Jia-Bin Huang - University of Illinois at Urbana-Champaign; Sing Bing Kang - Microsoft Research; Narendra Ahuja - University Of Illinois, Urbana-Champaign; Johannes Kopf - Microsoft Research	Flickr user Pixoeil
Intrinsic Images in the Wild	Sean Bell - Cornell University (Student); Kavita Bala - Cornell University; Noah Snavely - Cornell University	
Compressive Epsilon Photography for Post-Capture Control in Digital Imaging	Atsushi Ito - SONY Corporation; Salil Tambe - Rice University; Kaushik Mitra - Rice University; Aswin Sankaranarayanan - CMU; Ashok Veeraraghavan - Rice University	
VideoSnapping: Interactive Synchronization of Multiple Videos	Oliver Wang - Disney Research Zurich; Christopher Schroers - Disney Research Zurich; Henning Zimmer - Disney Research Zurich; Markus Gross - Disney Research Zurich / ETH Zurich; Alexander Sorkine-Hornung - Disney Research Zurich	Victoria Bloom
3D Object Manipulation in a Single Photograph using Stock 3D Models	Natasha Kholgade - Carnegie Mellon University; Tomas Simon - Carnegie Mellon University; Alexei Efros - Department of EECS, UC Berkeley; Yaser Sheikh - Carnegie Mellon University	N/A
Controllable High-fidelity Facial Performance Transfer	Feng Xu - Microsoft Research Asia; Yilong Liu - Center for Advanced Study, Tsinghua University; Jinxiang Chai - TAMU; Xin Tong - Microsoft Research Asia	
A Reduced Model for Interactive Hairs	Menglei Chai - Zhejiang University; Changxi Zheng - Columbia University; Kun Zhou - Zhejiang University	
Active Volumetric Musculoskeletal Systems	Ye Fan - University of British Columbia; Joshua Litven - University of British Columbia; Dinesh K. Pai - University of British Columbia	Joseph L. Demer
Learning a Manifold of Fonts	Neill DF Campbell - University College London; Jan Kautz - University College London	

Form-finding with Polyhedral Meshes Made Simple	Johannes Wallner - TU Graz;Chengcheng Tang - GMSV KAUST;Xiang Sun - KAUST;Alexandra Gomes - Instituto Superior Tecnico, Lisboa;Helmut Pottmann - KAUST, TU Wien	
AMFS: Adaptive Multi-Frequency Shading for Future Graphics Processors	Petrik Clarberg - Intel Corporation;Robert Toth - Intel Corporation;Jon Hasselgren - Intel Corporation;Jim Nilsson - Intel Corporation;Tomas Akenine-Moller - Intel Corporation And Lund University	Media courtesy of Microsoft Corporation
High-Order Diffraction and Diffuse Reflections for Interactive Sound Propagation in Large Environments	Carl Schissler - University of North Carolina at Chapel Hill; Ravish Mehra - University of North Carolina at Chapel Hill; Dinesh Manocha - University of North Carolina at Chapel Hill	
Space-Time Editing of Elastic Motion through Material Optimization and Reduction	Siwang Li - State Key Lab Of CAD&CG, Zhejiang University;Jin Huang - State Key Lab of CAD&CG, Zhejiang University;Fernando de Goes - Caltech;Xiaogang Jin - State Key Lab Of CAD&CG, Zhejiang University;Hujun Bao - State Key Lab Of CAD&CG, Zhejiang University;Mathieu Desbrun - Caltech	
Online Motion Synthesis using Sequential Monte Carlo	Perttu Hamalainen - Aalto University, Dept. Of Media Technology;Sebastian Eriksson - Aalto University, Dept. Of Media Technology;Esa Tanskanen - Aalto University, Dept. Of Media Technology;Ville Kyrki - Aalto University;Jaakko Lehtinen - Aalto University / NVIDIA Research	n/a
Unifying points, beams and paths in volumetric light transport simulation	Jaroslav Krivanek - Charles University in Prague;Iliyan Georgiev - Light Transportation Ltd.;Toshiya Hachisuka - Aarhus University;Petr Vevoda - Charles University in Prague;Martin Sik - Charles University in Prague;Derek Nowrouzezahrai - Universite de Montreal;Wojciech Jarosz - Disney Research Zurich	
Relating Shapes via Geometric Symmetries and Regularities	Art Tevs - MPI Informatics;Qi-Xing Huang - Stanford University;Michael Wand - Utrecht University;Hans-Peter Seidel - MPI Informatics;Leonidas Guibas - Stanford University	Trimble

Compact Precomputed Voxelized Shadows	Ola Olsson - Chalmers University of Technology;Erik Sintorn - Chalmers University of Technology;Viktor Kampe - Chalmers University of Technology;Ulf Assarsson - Chalmers University of Technology
Dynamic Ray Stream Traversal	Rasmus Barringer - Lund University;Tomas Akenine-Möller - Lund University and Intel Corporation
Learning to be a Depth Camera for Close-Range Human Capture and Interaction	Sean Ryan Fanello - Microsoft Research, Istituto Italiano di Tecnologia;Cem Keskin - Microsoft Research;Shahram Izadi - Microsoft Research;Pushmeet Kohli - Microsoft Research;David Kim - Microsoft Research;David Sweeney - Microsoft Research;Antonio Criminisi - Microsoft Research;Jamie Shotton - Microsoft Research;Sing Bing Kang - Microsoft Research;Tim Paek - Microsoft Research
The Connect-the-Dots Family of Puzzles: Design and Automatic Generation	Frank Staals - Utrecht University;Maarten Loffler - Utrecht University;Mira Kaiser - Utrecht University;Tim van Kapel - Utrecht University;Gerwin Klappe - Utrecht University;Marc van Kreveld - Utrecht University
Breathing Life into Shape: Capturing, Modeling and Animating 3D Human Breathing	Aggeliki Tsoli - Max Planck Institute for Intelligent Systems;Naureen Mahmood - Max Planck Institute for Intelligent Systems;Michael Black - Max Planck Institute for Intelligent Systems http://en.wikipedia.org/wiki/File:Diaphragmatic_breathing.gif
Interactive Shape Modeling using a Skeleton-Mesh Co-Representation	Jakob Andreas Bærentzen - Technical University of Denmark;Rinat Abdrashitov - DGP, University of Toronto;Karan Singh - DGP, University of Toronto
Locally Injective Parametrization with Arbitrary Fixed Boundaries	Ofir Weber - Bar Ilan University;Denis Zorin - Courant Institute, New York University
Geometry and Context for Semantic Correspondences and Functionality Recognition in Manmade 3D Shapes	Hamid Laga - University of South Australia;Michela Mortara - CNR IMATI-Genova, Italy;Michela Spagnuolo - CNR IMATI-Genova, Italy

Data-driven Control of Flapping Flight	Eunjung Ju - SAMSUNG Electronics Co. Ltd.;Jungdam Won - Seoul National University;Jehee Lee - Seoul National University;Byungkuk Choi - KAIST(Korea Advanced Institute of Science and Technology);Junyong Noh - KAIST(Korea Advanced Institute of Science and Technology);Min Gyu Choi - Kwangwoon University
Context-based Coherent Surface Completion	Gur Harary - Technion;Ayellet Tal - Technion;Eitan Grinspun - Columbia University
Instant Convolution Shadows for Volumetric Detail Mapping	Daniel Patel - Christian Michelsen Research (CMR) ;VERONIKA SOLTESZOVA - University of Bergen, JAN MARTIN NORDBOTTEN - University of Bergen, STEFAN BRUCKNER - University of Bergen
Diffusion Pruning for Rapidly and Robustly Selecting Global Correspondences using Local Isometry	Gary Kwok-Leung Tam - Computer Science, Swansea Univ;Ralph R. Martin - Cardiff University;Paul L. Rosin - Cardiff University;Yukun Lai - Cardiff University
Focus 3D: Compressive Accommodation Display	Andrew Maimone - University of North Carolina at Chapel Hill;Gordon Wetzstein - MIT Media Lab;Matthew Hirsch - MIT Media Lab;Douglas Lanman - NVIDIA Research;Ramesh Raskar - MIT Media Lab;Henry Fuchs - University Of North Carolina At Chapel Hill
Coupled Structure-from-Motion and 3D Symmetry Detection for Urban Facades	Duygu Ceylan - EPFL;Niloy J. Mitra - University College London;Youyi Zheng - Yale University;Mark Pauly - EPFL
Exponential Integrators for Stiff Elastodynamic Problems	Dominik L. Michels - Computing and Mathematical Sciences @ Caltech; Gerrit A. Sobottka - Institute of Computer Science II, University of Bonn; Andreas G. Weber - Institute of Computer Science II, University of Bonn
Boosting Monte-Carlo Rendering by Ray Histogram Fusion	Mauricio Delbracio - ENS-Cachan, France and Duke University;Pablo Muse - Universidad de la Republica, Uruguay;Antoni Buades - ENS-Cachan, France and Universitat de les Illes Balears, Spain;Julien Chauvier - e-on software;Nicholas Phelps - e-on software;Jean-Michel Morel - ENS Cachan, France
Parallel Chen-Han (PCH) Algorithm for Discrete Geodesics	Xiang Ying - Nanyang Technological University

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k-d Darts: Sampling by k-Dimensional Flat Searches	Mohamed Ebeida - Sandia National Laboratories	
A Practical Algorithm for Rendering Interreflections with All-Frequency BRDFs	Kun Xu - Tsinghua University; Yan-Pei Cao - Tsinghua University; Li-Qian Ma - Tsinghua University; Zhao Dong - Cornell University; Rui Wang - University of Massachusetts; Shi-Min Hu - Tsinghua University	
Harmonic Parameterization by Electrostatics	He Wang - Edinburgh University; Kirill Sidorov - Cardiff University; Peter Sandilands - Edinburgh University; Taku Komura - Edinburgh University	
Exploring Quadrangulations	Chi-Han Peng - Arizona State University; Michael Barton - Kaust - King Abdullah University Of Science And Technology; Caigui Jiang - KAUST - King Abdullah University of Science and Technology; Peter Wonka - Arizona State University	
Painting-to-3D Model Alignment via Discriminative Visual Elements	Mathieu Aubry - INRIA - TU Munich; Bryan Russell - Intel; Josef Sivic - INRIA-ENS	Antonio Grasso Cristaudo
Decoupling Noise and Features via Weighted ℓ_1 -analysis Compressed Sensing	Ruimin Wang - University of Science and Technology of China; Zhouwang Yang - University of Science and Technology of China; Ligang Liu - University of Science and Technology of China; Jiansong Deng - University of Science and Technology of China; Falai Chen - University of Science and Technology of China	
Ink-and-Ray: Bas-Relief Meshes for Adding Global Illumination Effects to Hand-Drawn Characters	Daniel Sykora - CTU in Prague, FEE; Ladislav Kavan - University of Pennsylvania; Martin Cadik - Brno University of Technology; Ondrej Jamriska - CTU in Prague, FEE; Alec Jacobson - ETH Zurich; Brian Whited - Walt Disney Animation Studios; Maryann Simmons - Walt Disney Animation Studios; Olga Sorkine-Hornung - ETH Zurich	
Computing Smooth Surface Contours with Accurate Topology	Pierre Benard - University of Toronto; Pierre Benard - Universite de Bordeaux, LaBRI, CNRS, Inria; Aaron Hertzmann - Adobe Systems, Inc.; Michael Kass - Pixar Animation Studios	Red © Disney/Pixar

I1-based Construction of Polycube Maps from Complex Shapes	Jin Huang - Zhejiang University;Tengfei Jiang - Zhejiang University;Zeyun Shi - Zhejiang University;Yiyong Tong - Michigan State University;Hujun Bao - Zhejiang University;Mathieu Desbrun - Caltech	no
Feature Matching with Bounded Distortion	Yaron Lipman - Weizmann Institute of Science;Stav Yagev - Weizmann Institute of Science;Roi Poranne - Weizmann Institute of Science;David W. Jacobs - University of Maryland;Ronen Basri - Weizmann Institute of Science	
Deformation Embedded for Point-Based Elastoplastic Simulation	Ben Jones - Ben Jones	
Computational Light Routing: 3D Printed Optical Fibers for Sensing and Display	Thiago Pereira - Princeton University;Wojciech Matusik - MIT CSAIL;Szymon Rusinkiewicz - Princeton University	
Indexing 3D Scenes Using the Interaction Bisector Surface	Xi Zhao - Edinburgh University;He Wang - Edinburgh University;Taku Komura - Edinburgh University	princeton shape benchmark
Animation of Deformable Bodies with Quadratic Bezier Finite Elements	Adam Bargteil - University of Utah	none
Weighted Triangulations for Geometry Processing	Fernando de Goes - Caltech;Pooran Memari - CNRS-LTCI Telecom ParisTech;Patrick Mullen - Caltech;Mathieu Desbrun - Caltech	
Automatic Scene Inference for 3D Object Compositing	Kevin Karsch - UIUC;Kalyan Sunkavalli - Adobe Research;Sunil Hadap - Adobe Research;Nathan Carr - Adobe Research;Hailin Jin - Adobe Research;Rafael Fonte - UIUC;Michael Sittig - UIUC;David Forsyth - UIUC	Salvadonica Borgo
Fast Local Laplacian Filters: Theory and Applications	Mathieu AUBRY - INRIA- TU Munich;Sylvain Paris - Adobe;Sam Hasinoff - Google;Jan Kautz - Department Of Computer Science, University College London;Fredo Durand - MIT CSAIL	Mark Fairchild's HDR Photographic Survey
Progressive Light Transport Simulation on the GPU: Survey and Improvements	Tomas Davidovic - Saarland University;Jaroslav Krivanek - Charles University in Prague, Faculty of Mathematics and Physics;Milos Hasan - Autodesk, Inc.;Philipp Slusallek - Saarland University, DFKI	
Robust Polyline Tracing for N-Symmetry Direction Field on Triangulated Surfaces	nicolas ray - INRIA;Dmitry Sokolov - universite de lorraine	

A Local Frequency Analysis of Light Scattering and Absorption	Laurent Belcour - Universite de Montreal;Kavita Bala - Cornell University;Cyril Soler - Inria Rhone-Alpes	
Facial Performance Enhancement using Dynamic Shape Space Analysis	Amit Bermano - Disney research Zurich / ETH Zurich - Eidgenossische Technische Hochschule;Derek Bradley - Disney Research Zurich;Thabo Beeler - Disney Research Zurich;Fabio Zund - Disney Research Zurich / ETH Zurich;Derek Nowrouzezahra - Universite De Montreal;Ilya Baran - Disney Research Zurich;Olga Sorkine-Hornung - ETH Zurich;Hanspeter Pfister - Harvard University;Robert W. Sumner - Disney Research Zurich;Bernd Bickel - Disney Research Zurich;Markus Gross - Disney Research Zurich / ETH Zurich	
Edit Propagation using Geometric Relationship Functions	Paul Guerrero - Insititute for Computer Graphics,Vienna University of Technology;Stefan Jeschke - IST Austria;Michael Wimmer - Vienna University Of Technology;Peter Wonka - KAUST	
RayCore: A Ray-Tracing Hardware Architecture for Mobile Devices	Jae-Ho Nah - Sejong University;Hyuck-Joo Kwon - Sejong University;Dong-Seok Kim - Sejong University;Cheol-Ho Jeong - Siliconarts, Inc.;Jinhong Park - LG Electronics;Tack-Don Han - Yonsei University;Dinesh Manocha - University of North Carolina at Chapel Hill;Woo-Chan Park - Sejong University	Marko Dabrovic, Anat Grynberg and Greg Ward
Continuity Transition with a Single Regular Curved-Knot Spline Surface	Kan-Le Shi - School of Software, Tsinghua University.;Kan-Le Shi - School of Software, Tsinghua University;Jun-Hai Yong - School of Software, Tsinghua University;Jia-Guang Sun - School Of Software, Tsinghua University;Jean-Claude Paul - School of Software, Tsinghua University	
Exposing Photo Manipulation from Shading and Shadows	Eric Kee - Columbia University; James F. O'Brien - University Of California, Berkeley; Hany Farid - Dartmouth College	
Near-Regular Structure Discovery Using Linear Programming	Qi-xing Huang - Stanford University	

Mesh Saliency via Spectral Processing	Ran Song - University of Lincoln;Yonghuai Liu - Aberystwyth University;Ralph Martin - Cardiff University;Paul Rosin - Cardiff University	
Interactive Generalized Penetration Depth Computation for Rigid and Articulate Models using Object Norm	Young J. Kim - Ewha Womans University;Tang Min - EWHA WOMANS UNIVERSITY;Young Kim - EWHA WOMANS UNIVERSITY	
Refractive Radiative Transfer Equation	Marco Ament - University of Stuttgart/Karlsruhe Institute of Technology	https://graphics.stanford.edu/data/3Dscanrep/
Flow Complex Based Shape Reconstruction from 3D Curve Sketches	Bardia Sadri - Side Effects Software	
Real-Time Continuous Pose Recovery of Human Hands Using Convolutional Networks	Jonathan Tompson - Courant Institute of Mathematical Sciences/NYU	3Gear Systems
Poisson-based Continuous Surface Generation for Goal-Based Caustics	Yonghao Yue - Columbia University / JSPS;Kei Iwasaki - Wakayama University / UEI Research;Bing-Yu Chen - National Taiwan University / UEI Research;Yoshinori Dobashi - Hokkaido University / UEI Research;Tomoyuki Nishita - UEI Research / Hiroshima Shudo University	John Wiley and Sons