

Computer Animation 2016

**ACM SIGGRAPH / Eurographics Symposium Proceedings
– Posters –**

**Zurich, Switzerland
July 11 – 13, 2016**

Conference Co-Chairs

Barbara Solenthaler, ETH Zurich, Switzerland
Matthias Teschner, University of Freiburg, Germany

Program Co-Chairs

Ladislav Kavan, University of Utah, USA
Chris Wojtan, IST Austria, Austria

Poster Chair

Jan Bender, RWTH Aachen University, Germany

Proceedings Production Editor

Dieter Fellner (TU Darmstadt & Fraunhofer IGD, Germany)

Cosponsored by EUROGRAPHICS Association and ACM/SIGGRAPH

This work is subject to copyright.

All rights reserved, whether the whole or part of the material is concerned, specifically those of translation, reprinting, re-use of illustrations, broadcasting, reproduction by photocopying machines or similar means, and storage in data banks.

Copyright ©2016 by the Eurographics Association
Postfach 2926, 38629 Goslar, Germany

Published by the Eurographics Association
–Postfach 2926, 38629 Goslar, Germany–
in cooperation with
Institute of Computer Graphics & Knowledge Visualization at Graz University of Technology
and
Fraunhofer IGD (Fraunhofer Institute for Computer Graphics Research), Darmstadt

ISBN 978-3-905674-61-3 (Full Papers)
ISBN 978-3-03868-020-8 (Posters)
ISSN 1727-5288

The electronic version of the proceedings is available from the Eurographics Digital Library at
<http://diglib.eg.org>

Table of Contents

Table of Contents	iii
Sponsors	iv
International Program Committee	v
Author Index	vi
Keynotes	vii

Posters

Efficient Storyboarding in 3D Game Engines	Poster 1
<i>Alexandros Gouvatsos, Zhidong Xiao, Keith Pang, Neil Marsden, Danny Van der Ark, Jerry Hibbert, and Jian J. Zhang</i>	
Creating a Realistic Face Image from a Cartoon Character	Poster 2
<i>Masanori Nakamura, Shugo Yamaguchi, Tsukasa Fukusato, and Shigeo Morishima</i>	
Sketch-Based Per-Frame Inverse Kinematics	Poster 3
<i>Mentar Mahmudi, Pawan Harish, Benoît Le Callennec, and Ronan Boulic</i>	
Data-driven Finger Motion Synthesis with Interactions	Poster 4
<i>Moshe Bitan, Sophie Jörg, and Sarit Kraus</i>	
A Choreographic Authoring System for Character Dance Animation Reflecting a User's Preference	Poster 5
<i>Ryo Kakitsuka, Kosetsu Tsukuda, Satoru Fukayama, Naoya Iwamoto, Masataka Goto, and Shigeo Morishima</i>	
Friction Sound Synthesis of Deformable Objects based on Adhesion Theory	Poster 6
<i>Takayuki Nakatsuka and Shigeo Morishima</i>	

Sponsors



Disney Research



oculus

VIRTAMED⁺
WE SIMULATE REALITY



NVIDIA®



ETH

Eidgenössische Technische Hochschule Zürich
Swiss Federal Institute of Technology Zurich



ACM SIGGRAPH



Eurographics

EUROPEAN ASSOCIATION FOR COMPUTER GRAPHICS

International Program Committee

Ando, Ryoichi, Kyushu University
Barbic, Jernej, USC
Bargteil, Adam, UMBC
Batty, Christopher, University of Waterloo
Beeler, Thabo, Disney Research
Bermano, Amit, Disney Research
Bertails-Descoubes, Florence, INRIA
Bickel, Bernd, IST Austria
Bouaziz, Sofien, EPFL
Boulic, Ronan, EPFL
Bradley, Derek, Disney Research
Bridson, Robert, Autodesk
Carlson, Mark, Dreamworks
Chentanez, Nuttapon, NVIDIA
Choi, Myunggeol, Catholic Univ. of Korea
Christie, Marc, INRIA
Cong, Matthew, Stanford University
Cordier, Frederic, University of Upper Alsace
Coros, Stelian, CMU
Edwards, Essex, University of British Columbia
Erleben, Kenny, University of Copenhagen
Fyffe, Graham, USC
Goes, Fernando de, Pixar
Grinspun, Eitan, Columbia University
Harmon, David, NYU
Hildebrandt, Klaus, MPI
Hodgins, Jessica, CMU
Huang, Jin, Zhejiang University
Jacobson, Alec, Columbia University
Jamriska, Ondrej, CVUT
Joerg, Sophie, Clemson
Kapadia, Mubbasir, Rutgers University
Kaufman, Danny, Adobe
Kim, Theodore, Pixar
Komura, Taku, University of Edinburgh
Kry, Paul, McGill University
Lasa, Martin de, Autodesk
Le, Binh, Disney Research
Lee, Sung-Hee, KAIST
Levin, David, Disney Research
Li, Hao, USC
Liu, Karen, Georgia Tech
Liu, Libin, Disney Research
Ma, Chongyang, Activision
Macklin, Miles, NVIDIA
McDonnell, Rachel, Trinity College Dublin
Michels, Dominik, Stanford University
Mueller-Fischer, Matthias, NVIDIA
Narain, Rahul, University of Minnesota
Negrut, Dan, University of Wisconsin-Madison
O'Sullivan, Carol, Trinity College Dublin
Otaduy, Miguel, URJC
Panne, Michiel van de, University of British Columbia
Pettre, Julien, INRIA
Pollard, Nancy, CMU
Pons-Moll, Gerard, MPI
Raghuvanshi, Nikunj, Microsoft
Schroeder, Craig, UCLA
Shinar, Tamar, University of California, Riverside
Shiratori, Takaaki, Oculus Research
Shum, Hubert, Northumbria University
Sifakis, Eftychios, University of Wisconsin-Madison
Sigal, Leonid, Disney Research
Skouras, Melina, MIT
Sprenger, Christoph, Weta Digital
Sueda, Shinjiro, California Polytechnic
Sykora, Daniel, CVUT
Tan, Jie, Georgia Tech
Teran, Joseph, UCLA
Tessendorf, Jerry, Clemson
Theobalt, Christian, MPI for Informatics
Thomaszewski, Bernhard, Disney Research
Thuerey, Nils, TU Munich
Tong, Yiyang, Michigan State University
Turk, Greg, Georgia Tech
Twigg, Chris, Facebook
Umetani, Nobuyuki, Autodesk
Vouga, Etienne, UT Austin
Wang, Huamin, Ohio State
Yang, Yin, University of New Mexico
Ye, Yuting, ILM
Yuksel, Cem, University of Utah
Zafar, Nafees Bin, Dreamworks
Zheng, Changxi, Columbia University
Zhu, Bo, Stanford University

Author Index

Ark, Danny Van der	Poster 1	Kakitsuka, Ryo	Poster 5
Bitan, Moshe	Poster 4	Kraus, Sarit	Poster 4
Boulic, Ronan	Poster 3	Mahmudi, Mentar	Poster 3
Calennec, Benoît Le	Poster 3	Marsden, Neil	Poster 1
Fukayama, Satoru	Poster 5	Morishima, Shigeo	Poster 2, 5, 6
Fukusato, Tsukasa	Poster 2	Nakamura, Masanori	Poster 2
Goto, Masataka	Poster 5	Nakatsuka, Takayuki	Poster 6
Gouvatsos, Alexandros	Poster 1	Pang, Keith	Poster 1
Harish, Pawan	Poster 3	Tsukuda, Kosetsu	Poster 5
Hibbert, Jerry	Poster 1	Xiao, Zhidong	Poster 1
Iwamoto, Naoya	Poster 5	Yamaguchi, Shugo	Poster 2
Jörg, Sophie	Poster 4	Zhang, Jian J.	Poster 1

Keynote

Star Wars The Force Awakens: Character Performance, Capture and Development for the New Stars in the Galaxy

Ian Comley, CG Supervisor, Industrial Light & Magic, London

Biographical Note

Ian Comley is a Computer Graphics Supervisor at Industrial Light & Magic (ILM), London. His most recent film work is on the visual effects for 'Star Wars: The Force Awakens', and previous projects includes 'Paddington', 'Guardians of the Galaxy', the multi-award winning 'Gravity' and 'Harry Potter'. He is also actively involved in next-generation technology development at ILM.

His CG supervision and a previous focus on character 'look development' and CG technology stem from a mixed art / science background, including BEng Computer Engineering from Southampton University and MSc Computer Animation at the National Centre for Computer Animation.

Ian has contributed to the UK Science, Technology Engineering and Maths programme encouraging students to pursue careers involving these disciplines, has been speaker at SIGGRAPH, run a Master Class at the National Centre for Computer Animation and been a Juror for the CG Student Awards.

Keynote

Capturing, Perturbing and Assisting Movement in Neurorehabilitation using Wearable Sensors and Robotics

Roger Gassert, Rehabilitation Engineering Lab, ETH Zurich

Biographical Note

Roger Gassert is Associate Professor of Rehabilitation Engineering at ETH Zurich. He received an M.Sc. degree in microengineering and a PhD degree in neuroscience robotics from the Ecole Polytechnique Fédérale de Lausanne (EPFL), Switzerland, in 2002 and 2006, respectively. During his PhD, partially carried out at the ATR Computational Neuroscience Labs in Kyoto, Japan, he developed an MRI-compatible robot technology that led to the first haptic interfaces allowing well-controlled and reproducible interaction with human motion during functional whole-brain neuroimaging. These systems are being used to investigate the neural mechanisms of sensorimotor control and recovery following neurological injury. He subsequently participated in the development and evaluation of pioneering robotic rehabilitation systems to train hand function after stroke as a postdoctoral fellow at Imperial College London and Simon Fraser University in Vancouver, Canada, supported by the Swiss National Science Foundation. From December 2007 to November 2008, at the Robotic Systems Lab at EPFL, he directed the joint robotics lab between EPFL and the University of Tokyo, Japan. He joined ETH Zurich in 2008, where he was an Assistant Professor of Rehabilitation Engineering until 2014. He is member of the foundation board of the Swiss Foundation for Rehabilitation Technology and the Swiss foundation Access for all. His research is concerned with the development and application robotics/haptics, wearable sensor technologies and non-invasive neuroimaging to the exploration, assessment and restoration of human sensorimotor function.