NICOGRAPH International(2001.5.30)

- **Timetable**

	FERRITE conference room		1st conference room	
A.M.	10:00-11:05	Session I Rendering	10:00-11:20	Session II Modeling & Web I
	11:20-12:00	Invited Talk	11:20-12:25	Session III Modeling & Web II
Lunch				
P.M.	13:20-13:40	CG-Japan Award	—	
	13:40-15:00	Special Talk	—	
	15:20-17:20	Organized Session on Volume Graphics	15:25-16:15	Session IV Video & VR I
			16:15-17:20	Session V Video & VR I

- **Best Paper Award**
  - "Facial Age Declination Animation Based on Medical Anthropometry", A.Bastanfard, H.Takahashi and M.Nakajima (Tokyo Institute of Technology)
  - "Compression of NURBS Surfaces with Error Evaluation", Y.Furukawa and H.Masuda(The University of Tokyo)
  - ""Penguin Hockey": A Tangible Playroom for Children", A.Shirai, S.Hasegawa, Y.Koike and M.Sato(Tokyo Institute of Technology)

1 5/30 FERRITE conference room A.M.

FERRITE conference room

Session I Rendering (10:00-11:05)
Chair: Kouji Koyamada(Kyoto University)

Parallel Algorithms for Collision Detection with a PC Cluster
N.Hashimoto, T.Shimbo and M.Nakajima(Tokyo Institute of Technology)

Simulation of Scattered Light Based on Particle Shapes
M.Nakayama and Y.Ohno(Keio University)

Facial Age Declination Animation Based on Medical Anthropometry*
A.Bastanfard, H.Takahashi and M.Nakajima (Tokyo Institute of Technology)

Invited Talk (11:20-12:20)
Chair: Sakae Uno(IBM Japan)

3D Solid Modeler for Education of Descriptive Geometry
Y.Niitsu and H.Koyama(Tokyo Denki University)

Emerging Virtual Heritage Technology
Y.Kwon, I.Kim, S.C.Ahn, H.Ko and H.Kim(Korea Institute of Science & Technology)

$*$: **Best Paper Award**

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FERRITE conference room

CG-Japan Award(13:20-13:40)
Chair: Masayuki Nakajima(Tokyo Institute of Technology)

Recipient:
Tosiyasu L Kunii

Special Talk (13:40-15:00)
Chair: Masayuki Nakajima(Tokyo Institute of Technology)

JAVA+VRML: The future of interactive 3D worlds
K.Matsuda, T.Miyake and H.Kawai(Sony Corporation)

The Synthesis of Chinese Ink Paintings
Z.Shih(National Chiao Tung University)

Organized Session on Volume Graphics(15:20-17:20)
Organizer: Issei Fujishiro(Ochanomizu University)

VG Cluster: A Low-cost Solution for the Large-scale Volume Visualization
S.Muraki(National Institute of Advanced Industrial Science and Technology), M.Ogata(Mitsubishi Precision, Co., Ltd), E.Lum(University of California, Davis), X.Liu(Mitsubishi Precision, Co., Ltd) and K.Ma(University of California, Davis)

A boundary projected volume rendering
T.Sawazaki, K.Koyamada, K.Okamoto and M.Kanazawa(Kyoto University)

A method of rendering scenes including volumetric objects using ray-volume buffers
K.Kajihara, H.Takahashi and M.Nakajima(Tokyo Institute of Technology)

Volume Modeling of Gas Dispersion Systems – Exploiting Visual Deliciousness for Chiffon –
Y.Abe and I.Fujishiro(Ochanomizu University)

Volume Graphics Approach to Stone Weathering With Moss Effects
Y.Miyake and I.Fujishiro(Ochanomizu University)

3 5/30 1st conference room A.M.

1st conference room

Session II Modeling & Web I (10:00-11:20)
Chair: Hiroshi Masuda(The University of Tokyo)

Modeling Leaf Shapes Using L-systems and Genetic Algorithms
Y.Rodkaew, S.Siripant, C.Lursinsap, P.Chongstitvatana(Chulalongkorn University), T.Fujimoto and N.Chiba(Iwate University)

Fractal Deformation Based on Extended Iterated Shuffle Transformation
T.Fujimoto(Iwate University), Y.Ohno(Keio University), K.Muraoka and N.Chiba(Iwate University)

Shape Transformation between Objects with Different Topologies
K.Morooka, K.Sugisawa and H.Nagahashi(Tokyo Institute of Technology)

A Research of Information Architecture and Desing Methods for Academic Society's Website
M.Matsumoto(Nagoya City University), T.Yasuda and S.Yokoi(Nagoya University)

Session III Modeling & Web II (11:20-12:25)
Chair: Yoshio Ohno(Keio University)

G^1 Surface Interpolation Using Gregory Patches Over Irregular Meshes
K.Murotani and K.Sugihara(The University of Tokyo)

Web-based Design Databases
N.Kitani and T.L Kunii(Hosei University)

Compression of NURBS Surfaces with Error Evaluation*
Y.Furukawa and H.Masuda(The University of Tokyo)

∗ : **Best Paper Award**

4 5/30 1st conference room P.M.

CG-Japan Award(FERRITE conference room 13:20-13:40)

Special Talk(FERRITE conference room 13:40-15:00)

Session IV Video & VR I (15:15-16:15)
Chair: Shigeki Yokoi(Nagoya University)

A Video Summarization Algorithm Using the Semantic Score Method, and Its Applications
Y.Takahashi(Sony Corporation)

The Augmented Composer – Manipulating Musical Space –
R.Berry and M.Tadenuma(ATR Media Information Science Laboratories)

A Method for Shape Extraction of Facial Parts from A Facial Image with Low Resolution
K.Watanabe, Y.Fujita, H.Hasegawa, M.Kasuga(Utsunomiya University), K.Hashima, S.Sotoda, S.Ueda and M.Ohsuga(Mitsubishi Electric Corporation)

Session V Video & VR II (16:15-17:20)
Chair: Norishige Chiba(Iwate University)

Automatic Gesture Generation of Virtual Actor
M.Yoneoka(Tokyo Institute of Technology) and M.Hayashi(NHK Science and Technical Research Lab.)

PanoVi: A Scalably Extensible Panoramic Movie System for a PC-Centered Environment
M.Doi and T.Yamamoto(Hokkaido University)

"Penguin Hockey": A Tangible Playroom for Children*
A.Shirai, S.Hasegawa, Y.Koike and M.Sato(Tokyo Institute of Technology)

∗ : **Best Paper Award**