

# NICOGRAPH International 2009 in Kanazawa, Japan

Conference Venue: Kanazawa Kagekiza(<http://www.kagekiza.gr.jp/>)

<b>DayI(6/19) A.M.</b>		
	2nd Floor	3rd Floor
10:30-10:35	Opening	–
10:35-11:35	SessionI Animation	SessionII Visualization
11:35-12:00	Poster Short Presentation	–
<b>DayI P.M.</b>		
13:00-14:15	SessionIII Rendering	SessionIV Interaction
14:15-15:00	Poster with Coffee Break	–
15:00-16:15	SessionV Contents	SessionVI Image Processing
18:30-	Banquet	

<b>DayII(6/20) A.M.</b>	
	2nd Floor
09:30-10:30	SessionVII Modeling
10:40-11:55	SessionVIII Art & VR

## DayI (19th June)

Opening Talk : Seiichi Nishihara(University of Tsukuba, Japan)	
SessionI Animation(10:35-11:35) Chair: Hidekazu Tsujiai(University of Toyama, Japan)	
[I-1]	“An Intuitive Method to Compute the Deformation of Surfaces by Operating Time Varying Stable From –Application to Make Animations of Flowers, Wings, Cloths etc.–” Ippei Takauchi, Masatoshi Ochiai, Hiromu Saito, Ryo Asakura and Motofumi Hattori(Kanagawa Institute of Technology, Japan)
[I-2]	“A Method for Character Animation Generation Based on Karaoke Sound Features” Tao Zheng, Xiaodong Du and Kazunori Miyata (Japan Advanced Institute of Science and Technology, Japan)
[I-3]	“A Study on Abstract Picturesque Expression of Renku with 2DCG Animation and Its Evaluation” Nobuhiko Takada and Ryochi Yanagisawa(Kanazawa Gakuin University, Japan)
[I-4]	“A Non-invasive Visualization System for Shoulder Complex Movements” Manabu Kosaka, Tsuyoshi Taki, Junichi Hasegawa(Chukyo University, Japan) and Toshimasa Yanai(Waseda University, Japan)

SessionII Visualization(10:35-11:35) Chair: Qinglian Guo(Kanazawa Institute of Technology, Japan)	
[II-1]	“Guaranteed Visibility of High-Degree-of-Freedom World Map Software” Katsutsugu Matsuyama and Makoto Okamoto(Future University-Hakodate, Japan)
[II-2]	“A Browser for Summarized Multiple Movies” Saki Kasamatsu and Takayuki Itoh(Ochanomizu University, Japan)
[II-3]	“PhotoSurfing: A 3D Image Browser Assisting Association-Based Photograph Browsing” Hiromi Horibe and Takayuki Itoh(Ochanomizu University, Japan)
[II-4]	“An Efficient Rectangle Packing for Improving the Performance of HeiankyoView” Akira Hayakawa(Kyoto University, Japan), Takayuki Itoh(Ochanomizu University, Japan), Koji Koyamada and Naohisa Sakamoto(Kyoto University, Japan)

SessionIII Rendering(13:00-14:15) Chair: Kazunori Miyata(Japan Advanced Institute of Science and Technology, Japan)	
[III-1]	“Visual Simulation of Falling Leaves Which Incorporates Plant Physiological Elements and External Elements” Kenji Abe and Tsukasa Kikuchi(Takushoku University, Japan)
[III-2]	“Snowfall Simulation in Urban Environments” Matti Pouke(University of Oulu, Finland) and Keiji Matsuda(Nara Institute of Science and Technology, Japan)
[III-3]	“Generation of Multiresolution Point Set Surfaces using Multisized Splats” Batchimeg Sosorbaram, Tadahiro Fujimoto and Norishige Chiba(Iwate University, Japan)
[III-4]	“Orientation Dependent Dynamic Geometric Texture Mapping” Paulo Silva, Tsuneya Kurihara and Tomoyuki Nishita(The University of Tokyo, Japan)
[III-5]	“Shape-driven Oriental Brush Stroke Synthesis” Ning Xie, Suguru Saito, Hamid Laga and Masayuki Nakajima(Tokyo Institute of Technology, Japan)
SessionIV Interaction(13:00-14:15) Chair: Hiroki Takahashi(the University of Electro-Communications, Japan)	
[IV-1]	“Interactive High Contrast Hypotrochoidal Generation Using Hybrid Raster-Laser Projection” Osama Halabi and Norishige Chiba(Iwate University, Japan)
[IV-2]	“Face Search: A System Realizing Interaction with Face-like Things” Naoki Miyata, Yoko Matsumoto, Takahiro Tsutsumi, Shinichiro Yabu, Reo Terazawa, Kazunori Miyata(Japan Advanced Institute of Science and Technology, Japan)
[IV-3]	“A System to Display Virtual Shadows Using a Screen with Low Reflectivity and High Transmittance” Koichi Nakahashi and Masahiro Ishii(University of Toyama, Japan)
[IV-4]	“Interactive Contents of Petroglyphs of Central Asia” Ritsuko Izuhara, Takashi Katagiri, Tomoyuki Hirasaki(Kanazawa Institute of Technology, Japan) and Ryuji Takaki(Kobe Design University, Japan)
[IV-5]	“A Virtual Kanji Puzzle Game Based on 3D Graphics and an Intuitive Inputting Device” Junnichi Hirose, Hirokazu Terawake, Qinglian Guo and Toshiyuki Yamamoto(Kanazawa Institute of Technology, Japan)

SessionV Contents(15:00-16:15) Chair: Seiichi Nishihara(University of Tsukuba, Japan)	
[V-1]	“Virtual Wall Painting of Thai Royal Palace Wat Phra Kaeo Corridor” Hidekazu Tsujiai(University of Toyama, Japan)
[V-2]	“A Proposal on a Method of Designing Manga Comic Panels Based on Story Construction” Shouichi Nakashima, Mituru Kaneko, Daisuke Kanno, Kouzi Mikami and Kunio Kondou(Tokyo University of Technology, Japan)
[V-3]	“Camerawork Editor for Automatic Comic Generation from Game Log” Ruck Thawonmas, Ko Oda, and Tomonori Shuda(Ritsumeikan University, Japan)
[V-4]	“Stereoscopic Displays of Articulatory Movements for Non-native Speakers” Shigeki Suzuki(Tokyo University of Social Welfare, Japan), Toshiko Isei-Jaakkola(Chubu Univ, Japan) and Shinya Miyazaki(Chukyo University, Japan)
[V-5]	“Implementation of Communication Robot with Autonomous Movement Control Methods” Minoru Nakazawa, Qinglian Guo, Hiroshi Nagase(Kanazawa Institute of Technology, Japan)
SessionVI Image Processing(15:00-16:15) Chair: Mitsunori Makino(Chuo University, Japan)	
[VI-1]	“Saliency-based Algorithm for Extracting Candidate Inspection Regions in Tape Automated Bonding” Martina Dumcke(The University of Bremen, Germany, The University of Electro-Communications, Japan), Akiko Takakura(The University of Electro-Communications, Japan), Mohammad Ali Akbari(Kokusai Gijutsu Kaihatsu Co., Ltd., Japan) and Hiroki Takahashi(The University of Electro-Communications, Japan)
[VI-2]	“An Efficiency Increment for Vehicles’ Classification in Nighttime Traffic by Analyzing on Thermal Features of Vehicles’ Front Side” Apiwat Sangnoee, Kosin Chamnongthai(King Monkut’s University of Technology Thonburi, Thailand)
[VI-3]	“Prototype-based Intraclass Pose Recognition of Partial 3D Scans” Jacob Montiel, Hamid Laga and Masayuki Nakajima(Tokyo Institute of Technology, Japan)

[VI-4] “Mouth Region Localization based on Gabor Features and Active Appearance Models” Luis Ricardo Sapaico, Hamid Laga and Masayuki Nakajima(Tokyo Institute of Technology, Japan)
[VI-5] “Proposal of New Shape Feature Dimension for Facial Caricaturing in PICASSO-2 System and Its Properties” Takayuki Hoshino, Takuma Funahashi, Takayuki Fujiwara, Hiroyasu Koshimizu and Yasuyo Hatano(Chukyo University, Japan)

Poster Session(11:35-15:00) Chair: Shinya Miyazaki(Chukyo University, Japan)
[P-01] “Extracting Human Pose Data for Controlling a Rehabilitation Robot” Qinglian Guo, Hiroshi Nagase, Masashi Tani, Shinmei Kobayashi and Takumi Sakamoto(Kanazawa Institute of Technology)
[P-02] “A Similarity-Based 3D Time-Varying Data Visualization Technique” Maiko Imoto, Takayuki Itoh(Ochanomizu University)
[P-03] “Journal Visualization by a Dual Hierarchical Data Visualization Technique” Kana Shiratori, Takayuki Itoh(Ochanomizu University)
[P-04] “Sign Language Animation using Human Modeling Software” Makoto J. Hirayama(Kanazawa Institute of Technology)
[P-05] “Avatar Motion Extraction in the 3D Virtual Space from USB Camera Image” Akio Fukano and Masayuki Nakajima(Tokyo Institute of Technology)
[P-06] “Digital Foggy Window Glasses” Qinglian Guo(Kanazawa Institute of Technology)
[P-07] “Modeling the Personal Space of Virtual Agents for Behavior Simulation” Toshitaka Amaoka(Meisei University), Hamid Laga and Masayuki Nakajima(Tokyo Institute of Technology)
[P-08] “『Ballerina』 The form using expression” Yayoi Yokoyama(Daido University)
[P-09] “Changing Food Preferences via an Interactive System” Takuya Iwamoto, Yusuke Sasayama, Takayuki Kosaka(Kanazawa Technical College)

Short presentation(11:35-12:00), Core-time(14:15-15:00)

## DayII (20th June)

SessionVII Modeling(09:30-10:30) Chair: Takayuki Itoh(Ochanomizu University, Japan)
[VII-1] “Local Modification of Subdivision Surfaces Based on Curved Mesh” Yoshimasa Tokuyama(Tokyo Polytechnic University, Japan), Kouichi Konno(Iwate University, Japan), Junji Sone and R.P.C. Janaka Rajapakse(Tokyo Polytechnic University, Japan)
[VII-2] “3D Virtual Foot Modeling from Multiple Camera Image Data Based on the GFFD Deformation Method” Satoshi Kondo, Yasuhiro Akagi and Katsuhiro Kitajima(Tokyo University of Agriculture and Technology, Japan)
[VII-3] “Automatic Generation of 3-D Building Models Based on a Digital Map” Kenichi Sugihara(Gifu Keizai University, Japan) and Yan Liu(Nanyang Technological University)
[VII-4] “Analysis for Balloon Modeling Structure based on Graph Theory” Masahiro Ura(Nagoya University, Japan), Masashi Yamada, Mamoru Endo, Shinya Miyazaki(Chukyo University, Japan) and Takami Yasuda(Nagoya University, Japan)
SessionVIII Art & VR(10:40-11:55) Chair: Masayuki Nakajima(Tokyo Institute of Technology, Japan)
[VIII-1] “Japanese Artwork Using Visualization of Weblog Articles” Yushi Tajima(Keio University, Japan)
[VIII-2] “Sound Applications with the Desk TouchPanelDisplay System” Takaaki Yabu, Tsuyoshi Araya, Hiroki Nagai and Tomoyuki Takami(Osaka ElectroCommunication University, Japan)
[VIII-3] “An Oriental Calligraphy System by Using Augmented Reality” Ji-Joon Kim(Nanzan University, Japan)

[VIII-4] “A Non-haptic Input Interface for Immersive Systems”

Yusuke Suga and Mitsunori Makino(Chuo University, Japan)

[VIII-5] “Urban Traffic Flow Simulation with Traffic Accidents in Virtual City Spaces”

Kazunori Mizuno, Cen Gao, Yoshitaka Nagasawa(Takushoku University, Japan), Yukio Fukui and Seiichi Nishihara(University of Tsukuba, Japan)

Closing

Masayuki Nakajima(Tokyo Institute of Technology, Japan)