

SCA 2017 Program

	Friday July 28	Saturday July 29	Sunday July 30
8:00-9:00am	Registration		
9:00-9:20am	Opening		
9:20-10:20am	Keynote I (Hod Lipson)	Keynote II (Karen Liu)	9:20-11:00am
10:20-10:40am	Break	Break	Papers VI: Cloth (2) + Papers VII: Eyes, Elasticity & Time Series (3)
10:40-12:00am	Papers I: SPH Fluids (4)	Papers III: Kinematic Characters (4)	11:00-11:20am Awards and Wrap-up
12:00-1:30pm	Lunch	Lunch	
1:30-2:30pm	Papers II: Fluids (3)	Papers IV: Physics-based Characters (3)	
2:30-2:45pm	Break	Break	
2:45-4:15pm	Invited Talks (3): Nils Thuerey, Hao Li, Andy Nealen	Invited Talks (2): Sergey Levine, Simon Clavet	
4:15-4:30pm	Break	Break	
4:30-5:00pm	Poster Fastforward	4:30-5:50pm	
5:00-7:00pm	Poster & Reception	Papers V: Rigid Bodies, Chains, Trees (4)	
		(6:30-8:30pm) Dinner Banquet	

Papers I: SPH Fluids (4):

papers_0003 Density Maps for Improved SPH Boundary Handling
papers_0015 Fully Asynchronous SPH Simulation
papers_0031 Evaporation and Condensation of SPH-based Fluids
papers_0028 A Micropolar Material Model for Turbulent SPH Fluids

Papers II: Fluids (3):

papers_0019 Physically-Based Droplet Interaction
papers_0010 Hierarchical Vorticity Skeletons

papers_0016 A Positive-Definite Cut-Cell Method for Strong Two-Way Coupling Between Fluids and Deformable Bodies

Papers III: Kinematic Characters (4):

papers_0012 Authoring Motion Cycles

papers_0004 Emotion Control of Unstructured Dance Movements

papers_0044 Production-Level Facial Performance Capture Using Deep Convolutional Neural Networks

CGF: ARAPLBS: Robust and efficient elasticity-based optimization of Weights and Skeleton Joints for Linear Blend Skinning with Parameterized Bones

Papers IV: Physics-based Characters (3)

papers_0030 Augmenting sampling based controllers with machine learners

papers_0007 Learning Locomotion Skills Using DeepRL: Does the Choice of Action Space Matter?

CGF: Tunable Robustness: An Artificial Contact Strategy with Virtual Actuator Control for Balance

Papers V: Rigid Bodies, Chains & Trees (4)

papers_0024 Rigid Body Contact Problems using Proximal Operators

papers_0023 Long Range Constraints for Rigid Body Simulations

papers_0025 Designing Cable-Driven Actuation Networks for Kinematic Chains and Trees

TVCG: Real-Time Interactive Tree Animation

Papers VI: Cloth (2):

papers_0008 Inequality Cloth

papers_0026 Modeling and Data-Driven Parameter Estimation for Woven Fabrics

Papers VII: Eyes, Elasticity & Time Series (3)

TVCG: Real-time 3D Eye Performance Reconstruction for RGBD Cameras

TVCG: MaterialCloning: Acquiring Elasticity Parameters from Images for Medical Applications

TVCG: The Discriminative Power of Shape: An Empirical Study in Time Series Matching