3rd International Conference on

Computer Graphics & Animation

November 07-09, 2016   Las Vegas, USA

Scientific Program

Day 1 November 07, 2016

09:00-09:50   Registrations

Riviera

conferenceseries.com 09:50-09:55   **Opening Ceremony**

Keynote Forum

09:55-10:00	**Introduction**
10:00-10:45	**Title: Why the VR you see now is not the real VR** **Michael Zyda**, USC GamePipe Laboratory, USA

Refreshment Break 10:45-11:00 @ Atrium

11:00-11:45	**Title: Playful and artistic smart material interfaces** **Anton Nijholt**, University of Twente, Netherlands
11:45-12:30	**Title: From the world's first computer art to Star Trek's Holodeck** **Newton Lee**, ACM Computers in Entertainment, USA

Session: Computer Graphics and Animation

Session Chair: Matthew Johnson, University of South Alabama, USA
Session Co-chair: Lauren Carr, Montclair State University, USA

Session Introduction

12:30-13:00	**Title: Engaging students while encouraging focus, and time management in the computer arts classroom** **Matthew Johnson**, University of South Alabama, USA

Lunch Break 13:00-13:45 @ Atrium

13:45-14:15	**Title: The synthesis of 3D software in fine art** **Lauren Carr**, Montclair State University, USA
14:15-14:45	**Title: Enhancing the dimensional accuracy of a low-cost 3D printer** **Paolo Minetola**, Polytechnic University of Turin, Italy
14:45-15:15	**Title: Cyber performances, technical and artistic collaboration across Internet** **Jiri Navrátil**, CESNET, Czech Republic
15:15-15:45	**Title: Crowd simulation: Overview and applications.** **Leonel Antonio Toledo Díaz**, Monterrey Institute of Technology and Higher Education, Mexico

Refreshment Break 15:45-16:00 @ Atrium

16:00-16:30	**Title: Designing backwards: Rethinking complex issues in animation** **Farley J Chery**, Worcester Polytechnic Institute, USA
16:30-17:00	**Title: The most important steps and secrets in character creation** **Dmitry Gaborak**, Insomniac Games, USA

Panel Discussion
Day 2 November 08, 2016

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Keynote Forum

10:00-10:45	**Title: The future of media** **Susan Johnston**, New Media Film Festival, USA

Refreshment Break 10:45-11:00 @ Atrium

11:00-11:45	**Title: Support Human-computer interaction to enhance computational engineering design** **Timoleon Kipouros**, Cambridge University, UK

Session: Computer Graphics and Animation
Session Chair: Boaventura I A G, Sao Paulo State University, Brazil
Session Co-Chair: Ramazan S Aygun, University of Alabama in Huntsville, USA

Session Introduction

11:45-12:15	**Title: Query-by-Gaming: Interactive spatio-temporal querying and retrieval using gaming controller** **Ramazan S Aygun,** University of Alabama in Huntsville, USA
12:15-12:45	**Title: Texture recognition using a multi-scale local mapped pattern** **Boaventura I A G,** Sao Paulo State University, Brazil

Lunch Break 12:45-13:30 @ Atrium

13:30-14:30	**Title: Preserving the collective memory and re-creating identity through animation** **Inma Carpe,** VIA University College, Denmark
14:30-15:00	**Title: Sketch-to-Box: A new character modelling technique** **Ismail Khalid Kazmi,** Bournemouth University, UK
15:30-16:00	**Title: From print design to virtual reality** **Linh Dao,** University of Texas at Arlington, USA

Refreshment Break 16:00-16:15 @ Atrium

16:15-16:30	**Title: Scanned human body model realistic pose deformation** **Shuaiyin Zhu,** The Hong Kong Polytechnic University, Hong Kong
16:30-16:45	**Title: A part-detection based and CRFs embedded deep neural network for human parsing** **Yanghong Zhou,** The Hong Kong Polytechnic University, Hong Kong

Poster Presentations   16:45-17:00

CGA-01	**Title: Machine learning in videogames** **Esteban Gil Martínez,** Monterrey Institute of Technology and Higher Education, México
CGA-02	**Title: Use of sprites for 3D enviroments and actor´s simulation** **Yamile Zahoul,** Monterrey Institute of Technology and Higher Education, México
CGA-03	**Title: Virtual Reality as a means for storytelling in animation and its practical uses in therapeutic medicine** **Marlene Palafox Bello,** Monterrey Institute of Technology and Higher Education, México

Day 3 November 09, 2016

Riviera

Session: Computer Graphics and Animation

10:00-10:30	**Title: Nested Cages** **Leonardo Sacht,** Federal University of Santa Catarina, Brazil
10:30-10:45	**Title: On some possibilities of studing characteristics of periodic signals based on cluster analysis** **V Znak,** The Institute of Computational Mathematics and Mathematical Geophysics, Russia
10:45-11:00	**Title: Image based rendering - A walkthrough** **Vishal Verma,** MLN College, India

Refreshment Break 11:00-11:15 @ Atrium

11:15-11:30	**Title: Representing 3D binary objects by means of relative chain codes** **Hermilo Sánchez-Cruz,** Autonomous University of Aguascalientes, México
11:30-11:45	**Title: Web design for school management system in Ethiopia** **Yonas Abebaw,** PLC company, Ethiopia

Networking & Closing Ceremony 11:45-12:30

Lunch Break 12:30-13:15 @ Atrium