Wednesday 2 July

1000 Opening
1015 KEYNOTE: Chris Williams
1115 Coffee
1130 TETRAHEDRA
1230 Lunch
1330 SHAPE PROPERTIES: LOCAL AND GLOBAL
1500 Coffee
1530 SMOOTH SURFACES
1700 Posters
1830 Reception at the Scroll Bar

Thursday 3 July

0915 KEYNOTE: Michael Floater
1015 Coffee
1030 SAMPLING AND RECONSTRUCTING SURFACES
1200 Lunch
1300 REGISTERING DEFORMING SURFACES I
1430 Coffee
1500 REGISTERING DEFORMING SURFACES II
1630 End of sessions
1900 Exhibition at the Danish Design Center
2000 Dinner at the Danish Design Center

Friday 4 July

0915 THE INDUSTRY SPEAKS: Charles Loop, Rasmus Tamstorf, Rune Fisker, Raphaël Marc
1045 Coffee
1100 PARAMETERIZATION AND QUAD TILING
1230 Lunch
1330 BASES AND COORDINATES
1500 Closing
1530 Conference ends
**PAPERS**

**Tetrahedra**
Hierarchical Convex Approximation of 3D Shapes for Fast Region Selection
Marco Attene, Michela Mortara, Michela Spagnuolo, and Bianca Falcidieno

Discrete Distortion in Triangulated 3-Manifolds
Mohammed Mostefa Mesmoudi, Leila De Floriani, and Umberto Port

**Shape Properties: Local and Global**

Global Intrinsic Symmetries of Shapes
Maks Ovsjanikov, Jian Sun, and Leonidas Guibas

A Hierarchical Segmentation of Articulated Bodies
Fernando de Goes, Siome Goldenstein, and Luiz Velho

A Smart Stochastic Approach for Manifolds Smoothing
Ahmed Fouad El Ouafdi, Djemel Ziou, and Hamid Krim

**Smooth Surfaces**

Fast Parallel Construction of Smooth Surfaces from Meshes with Tri/Quad/Pent Facets
Ashish Myles, Tianyun Ni, and Jorg Peters

G2 Tensor Product Splines over Extraordinary Vertices
Charles Loop and Scott Schaefer

Fitting Sharp Features with Loop Subdivision Surfaces
Ruotian Ling, Wenping Wang, and Dongming Yan

**Sampling and Reconstructing Surfaces**

Surface Sampling and the Intrinsic Voronoi Diagram
Ramsay Dyer, Hao Zhang, and Torsten Möller

Provably Good 2D Shape Reconstruction from Unorganized Cross-Sections
Pooran Memari and Jean-Daniel Boissonnat

Streaming Surface Reconstruction Using Wavelets
Josiah Manson, Guergana Petrova, and Scott Schaefer

**Registering Deforming Surfaces I**

Global Correspondence Optimization for Non-Rigid Registration of Depth Scans
Hao Li, Robert W. Sumner, and Mark Pauly

Deformation-Driven Shape Correspondence
Hao Zhang, Alla Sheffer, Daniel Cohen-Or, Qingnan Zhou, Oliver van Kaick, and Andrea Tagliasacchi

**Dental Inlay and Onlay Construction by Iterative Laplacian Surface Editing**
Tillmann Steinbrecher and Maik Gerth

**Registering Deforming Surfaces II**

Non-Rigid Registration Under Isometric Deformations
Qixing Huang, Bart Adams, Martin Wicke, and Leonidas J. Guibas

Automatic Registration for Articulated Shapes
Will Chang and Matthias Zwicker

Reconstructing Animated Meshes from Time-Varying Point Clouds
Jochen Süssmuth, Marco Winter, and Günther Greiner

**Parameterization and Quad Tiling**

Motorcycle Graphs: Canonical Quad Mesh Partitioning
David Eppstein, Michael T. Goodrich, Ethan Kim, and Rasmus Tamstorf

Spectral Conformal Parameterization
Patrick Mullen, Yiyeng Tong, Pierre Alliez, and Mathieu Desbrun

A Local/Global Approach to Mesh Parameterization
Ligang Liu, Lei Zhang, Yin Xu, Craig Gotsman, and Steven J. Gortler

**Bases and Coordinates**

Pointwise Radial Minimization: Hermite Interpolation on Arbitrary Domains
Michael S. Floater and Christian Schulz

Maximum Entropy Coordinates for Arbitrary Polytopes
Kai Hormann and N. Sukumar

Polyhedral Finite Elements Using Harmonic Basis Functions
Sebastian Martin, Peter Kaufmann, Maria Botsch, Martin Wicke, and Markus Gross

**POSTERS**

1. Segmentation of Articulated Models from a Single Pose
Qi-xing Huang, Martin Wicke, Bart Adams and Leonidas J. Guibas

2. On a connection between the use of Persistent Topology for Shape Matching and the Gromov-Hausdorff distance
Facundo Memoli

3. Editing the LOD of Meshes with Interpolatory Adaptive Subdivisions
Enrico Puppo, Daniele Panozzo

4. Aligned Characteristic Curves for Surface Fairing
J. Martinez Esturo, C. Rössl, and H. Theisel

5. Discrete Curvature Flow for Hyperbolic 3-Manifolds with Complete Geodesic Boundaries
Xiaotian Yin, Miao Jin, Feng Luo, Xianfeng Gu

6. Slippage Features
Martin Bokeloh, Alexander Berner, Michael Wand, Hans-Peter Seidel, Andreas Schilling

7. Patch Layout from Feature Graph
M. Nieser, K. Polthier, C. Schulz

8. GPU-assisted Surface Reconstruction on Locally-uniform Samples
Yong Joo Kil and Nina Amenta.

9. On Manifold Learning and Mesh Editing
Raif M. Rustamov

10. Markov Random Field Surface Reconstruction
Rasmus R. Paulsen, Jakob Andreas Bærentzen, and Rasmus Larsen

11. Harmonic Volumetric Parameterization Using Green’s Functions on Star Shapes
Ying He, Xiaotian Yin, Feng Luo, Xianfeng Gu

12. Online Triangulation of Laserscan Data
Lehner, Burkhard, Klaus Denker, Georg Umlauf

13. Out-of-Core Progressive Compression and Selective Decompression of Large Triangle Meshes
Zhiyan Du, Pavel Jaromersky, Yi-Jen Chiang, Nasir Memon