

GRAPHITE TUTORIAL PROGRAM, Tuesday 11th February 2003

Workshop Room 1

Workshop Room 2

Workshop Room 3

Workshop Room 4

Workshop Room 5

8:30am	registrations				
9-11am	Seeing in 3D Geoff Wyvill, University of Otago ACMI Boardroom	RenderMan for Artists and Designers Malcolm Kesson, Savannah College of Art and Design RMIT Lab	Next-generation virtual worlds with VRML, X3D and MPEG4 Viveka Weiley, Karmanaut; Chris Thorne, Systemic; Damian Hills, Assimilate; Miriam English, Independent Virtual Reality Artist Cinema 2	Augmented Reality Interfaces Mark Billingham, HITLabNZ (University of Canterbury) Function Space	Implicit Modelling Alexander Pasko, Hosei University, Brian Wyvill, University of Calgary Cinema 1
11:00am	morning tea				
11:30am-12:30pm	Seeing in 3D - ctd	RenderMan for Artists and Designers - ctd	Next-generation virtual worlds with VRML, X3D and MPEG4 - ctd	Augmented Reality Interfaces - ctd	Implicit Modelling - ctd
12:30 - 1pm	lunch				
1:30-3:30pm	Seeing in 3D - ctd ACMI Boardroom	RenderMan for Artists and Designers - ctd RMIT Lab	Next-generation virtual worlds with VRML, X3D and MPEG4 - ctd Cinema 2	Performance OpenGL: Platform Independent Techniques Dave Shreiner, SGI Cinema 1	An introduction to colour in computer graphics Graeme Gill, Colorbus Function Space
3:30pm	afternoon tea				
4-5pm	Seeing in 3D - ctd	RenderMan for Artists and Designers - ctd	Next-generation virtual worlds with VRML, X3D and MPEG4 - ctd	Performance OpenGL: Platform Independent Techniques - ctd	An introduction to colour in computer graphics - ctd
5:30-6:30pm	Span Gallery Function - viewing of GRAPHITE Digital Art Show and ACM SIGGRAPH Traveling Art Show				

Wednesday 12th February 2003

	<i>cinema 2</i>	<i>cinema 1</i>
8:30am	registrations	
9:15am	Welcome, including presentation by Marsha Thompson, Minister for Information and Communication Technology	
10-11am	Keynote - Mark Billinghurst, Director of the Human Interface Technology Lab (New Zealand) <i>Chair: Matt Adcock</i>	
11am	morning tea - in exhibition display area	
11:30am - 1pm	ANIMATION <i>Papers, Chair: David Arnold</i> Ji Lu, Computer-Assisted Cel Animation: Post-processing After Inbetweening Fabian Di Fiore, Mimicing 3D Transformations of Emotional Stylised Animation with Minimal 2D Input Zhiyong Huang, Interactive Visual Method for Motion and Model Reuse <i>Sketches</i> Matt Aitken, Grove: A Production-Optimised Foliage Generator for "The Lord of the Rings: The Two Towers"	
1pm	lunch - in exhibition display area / Metraform "Ecstasis" @ I-Cubed RMIT	
2-3:30pm	LEVEL of DETAIL <i>Papers, Chair: Mark Billinghurst</i> Kirsten Cater, Varying Rendering Fidelity by Exploiting Human Change Blindness Nigel Stewart, Improved CSG Rendering using Overlap Graph Subtraction Sequences Ross Andrew Brown, Visual Attention-based Polygon Level of Detail Management Ross Brown, Visual Importance-biased Image Synthesis Animation	VISUALISATION <i>Sketches, Chair: Geoff Leach</i> Peter Stephenson, StudyDesk – Semi-Immersive Volumetric Data Analysis Lidan Shou, Performance Guaranteed Rendering Using The HDoV Tree Richard Lobb, Evolving Controllers for Virtual Creature Locomotion Niklas Bakos, Simplistic Dynamic Image Based Rendering Jim Hanan, Simulating and visualising spray deposition on plant canopies Birgit Loch (John Belward and Jim Hanan): Boundary Treatment for Virtual Plant Surfaces
3:30pm	afternoon tea - in exhibition display area	
4-5:30pm	MODELLING <i>Papers, Chair: Geoff Wyvill</i> Aster Wardhani, Modelling Fish Behaviour Xiaoyang Mao, AtelierM - A Physically Based Interactive System for Creating Traditional Marbling Textures Stefan Greuter, Real-time Procedural Generation of 'Pseudo Infinite' Cities Michael Renton, The Inside Story: Including Physiology in Structural Plant Models	PANEL: Lag, interruption and collapse - sustainable communications – 1 hr <i>Chair: Ross Gibson</i> <i>Panel members: Kelli Dipple, Project Manager, Australia/UK</i> <i>Keith Armstrong, QUT Faculty of Creative Industries;</i> <i>John McCormick, Company in Space;</i> <i>Johannes Birringer, Ohio State University;</i>
5:30-6:30pm	welcome function - in exhibition display area	
6:30-8pm	Graphite2003 Electronic Theatre 6.30-6.45pm VJ – Aqueous 6.45 - 7.50pm Graphite 2003 Electronic Theatre	8-9:30pm HDTV version of "The Story of Computer Graphics" (Duration 1.33.05)

Thursday 13th February 2003

	<i>cinema 2</i>	<i>cinema 1</i>
8:30am	registrations	
9 - 10:30am	INTERACTION AND VR <i>Papers, Chair: Xiaoyang Mao</i> Elias Thomas, Interacting with the Virtually Recreated Peranakans Lars Erik Holmquist, Tobias Skog, Informative Art: Information Visualization in Everyday Environments Patrick Ledda, A Wide Field, High Dynamic Range, Stereographic Viewer Dan Popescu, A Model for Efficient and Accurate Interaction with Elastic Objects in Haptic Virtual Environments	
10:30am	morning tea - in exhibition display area	
11am- noon	Keynote - Stelarc, Honorary Professor of Art and Robotics at Carnegie Mellon University, Pittsburgh, USA; <i>Chair: Charles Green</i>	
noon-1pm	lunch - in exhibition display area Demonstration of the Swinburne Centre for Astrophysics and Supercomputing Portable Stereoscopic projection system (Paul Bourke, Visualisation Research Fellow, Swinburne)	
1-2:30pm	REPRESENTATION <i>Papers, Chair: Hock Soon Seah</i> Maxim Kazakov, Interactive Metamorphosis and Carving in a Multi-Volume Scene Patrick Reuter, Point-based Modelling and Rendering using Radial Basis Functions Jonathan Carr, Smooth surface reconstruction from noisy range data Benjamin Schmitt, Shape-driven deformations of functionally defined heterogeneous volumetric objects	RENDERING <i>Sketches, Chair: Alan Chalmers</i> Jonas Unger, Real-time Image Based Lighting in Software Using HDR Panoramas Paul Mason, Calculating Thermal Radiation Fields from 3D Flame Reconstruction Ron Balsys, Huw Jones Point Based Rendering of Non Manifold Surfaces Ee-Chien Chang, A 3D Shape Matching Framework Sam Bucolo, Transit Oriented Sustainable Urban Developments - Enhancing Community Consultation through Web Based Virtual Environments Erik Champion, Apply Game Design Theory to Virtual Heritage Environments
2:30pm	afternoon tea - in exhibition display area	
3-4:15pm	SKETCH <i>Papers, Chair: Graham Reynolds</i> Zhiyong Huang, A Method of Feature-Based Pencil Drawing Peter Agar, Polygon Recognition in Sketch-Based Interfaces with Immediate and Continuous Feedback	PANEL: Besides Graphics – 1 hr <i>Chair: Stephen Barrass., CSIRO Mathematics and Information Sciences</i> <i>Panelists</i> Chris Gunn, CSIRO Mathematics and Information Sciences Paul Doornbusch, RMIT Interactive Information Institute Alan Dorin, Monash University, Centre for Electronic Media Drew Whitehouse, ANU Vizlab
4:30- 5:15pm	MESHES <i>Papers, Chair: Peter Morse</i> Jung-Hong, Consistent Parametrization by Quinary Subdivision for Remeshing and Mesh Metamorphosis Frutosos Gomes Mendes da Silva, Adjacency and Incidence Framework - A data structure for efficient and fast management of multiresolution meshes	6-7:30pm – SIGGRAPH 2002 electronic theatre - DigiBeta
7:30 for 8 pm	conference dinner - Hilton on the Park, Melbourne	

Friday 14th February 2003

	<i>cinema 2</i>	<i>cinema 1</i>
8:30am	registrations	
9-10:30am	VISUALIZATION <i>Papers, Chair: Richard Lobb</i> Burkhard C. Wuensche, A Toolkit for Visualizing Biomedical Data Sets Yinghui Wu, Feature Extraction of Volume Data Based on Multi-Scale Representation Binh Pham, Ross Brown, Analysis of Visualisation Requirements for Fuzzy Systems Frederic Triquet, Realtime Visualization of Implicit Objects with Contact Control	PANEL: The impact of digital cultural interaction in our daily lives. Analysis, criticism and practice – 1 hr <i>Chair: Saoirse Higgins, MIT Boston</i> <i>Panel: Catriona Macaulay, Centre for Interactive Media Design, University of Dundee; Richard Brown, Victoria College of Art; Melinda Rackham, University of New South Wales-College of Fine Arts</i>
10:30am	morning tea - in exhibition display area	
11am-noon	Keynote - David Kirk, Chief Scientist and Vice President of Architecture at NVIDIA, Chair: Yong Tsui Lee	
noon-1pm	lunch - in exhibition display area	
1-2:30pm	RENDERING <i>Papers, Chair: David Kirk</i> Jarno van der Linden, Multi-Light Field Rendering Fabien Lavignotte, Scalable photon splatting for global illumination David Charles Thompson, Rendering Higher Order Finite Element Surfaces in Hardware Scott Vallance, Inward Looking Projections	INTERACTION <i>Sketches, Chair: Yusuf Pisan</i> Tomoki Saso, Beyond Me Site: Two-handed Interface for 3D Drawing in MR Timothy Dunn, A 3D Robot Simulation for Education Asuka Tohda, SS-3d:A Collaborative tool for Shooting-preproduction with Web3D Saeko Takagi, A Learning Support System for Beginners in Pencil Drawing Arron Walker, A framework for a dynamic interactive 3D GIS for non-expert users Eric Woods, MagicMouse: an Inexpensive 6-Degree-of-Freedom Mouse
2:30-3pm	CONFERENCE CLOSE	Metraform "Ecstasis", Session at 3.30-5.30pm @ i-Cubed (The Interactive Information Institute, RMIT)