

Labs Demo Schedule *(updated 1 August)*

Labs Demos are an opportunity for contributors across many SIGGRAPH programs to augment their primary submission with a hands-on demo of their work's best features.

All Labs Demos will take place on the Labs Demo stage unless otherwise noted.

Monday, 8 August

1:40-2 pm

Iterative Poisson Surface Reconstruction (iPSR) for Unoriented Points
(Technical Paper)

2-2:30 pm

Procedural Texturing of Solid Wood with Knots
(Technical Paper)

2:40-3:40 pm

An Interactive Introduction to Computer Graphics Techniques Using WebGL (Course)

3:50-4:50 pm

Artemis: Articulated Neural Pets with Appearance and Motion synthesis (Technical Paper)

Tuesday, 9 August

11-11:20 am

Compatible Intrinsic Triangulations
(Technical Paper)

11:30-11:50 am

Face Extrusion Quad Meshes
(Technical Paper)

12-12:20 pm

Advances in Spatial Hashing: A Pragmatic Approach Towards Robust Real-time Light Transport Simulation
(Talk)

12:30-1 pm

Rewriting Geometric Rules of a GAN
(Technical Paper)

1:10-1:40 pm

CLIPasso: Semantically-Aware Abstract Object Sketching
(Technical Paper)

1:50-2:20 pm

A Unified Newton Barrier Method for Multibody Dynamics
(Technical Paper)

2:30-2:50 pm

StyleGAN-NADA: CLIP-Guided Domain Adaptation of Image Generators
(Technical Paper)

3-3:20 pm

Adaptive Rigidification of Elastic Solids
(Technical Paper)

3:30-3:50 pm

Shape Dithering for 3D Printing
(Technical Paper)

4:30-5 pm

Generative GaitNet
(Technical Paper)

4:45-5:05 pm

A GPU-Based Multilevel Additive Schwarz Preconditioner for Cloth and Deformable Body Simulation
(Technical Paper)

[Location: Labs Hands-On Classroom]

5-5:30 pm

Three Stage Drawing Transfer
(Art Gallery)

Wednesday, 10 August

10:30-11 am

Instant Neural Graphics Primitives with a Multiresolution Hash Encoding (Technical Paper)

11:10-11:40 am

Scalable Neural Indoor Scene Rendering
(Technical Paper)

11:50 am-12:10 pm

Learning Smooth Neural Functions via Lipschitz Regularization
(Technical Paper)

1:30-1:50 pm

NeuralSound: Learning-based Modal Sound Synthesis with Acoustic Transfer (Technical Paper)

2-3 pm

My Data Body
(Art Gallery)

3:10-3:40 pm

High-Fidelity Facial Reconstruction From a Single Photo Using Photo-Realistic Rendering
(Talk)

[Location: Labs Hands-On Classroom]

3:10-4:10 pm

Computational Design of High-level Interlocking Puzzles
(Technical Paper)

3:50-4:20 pm

NIMBLE: A Non-rigid Hand Model with Bones and Muscles
(Technical Paper)

[Location: Labs Hands-On Classroom]

4:30-4:50 pm

Editorial Pipeline Conversion: Animal Logic's Transition to OpenTimelineIO
(Talk)

4:30-4:50 pm

Designing Perceptual Puzzles by Differentiating Probabilistic Programs
(Technical Paper)

[Location: Labs Hands-On Classroom]

5-5:30 pm

Text2Human: Text-driven Controllable Human Image Generation
(Technical Paper)

5-5:30 pm

$A\delta$: Autodiff for Discontinuous Programs -- Applied to Shaders
(Technical Paper)

[Location: Labs Hands-On Classroom]

Thursday, 11 August

10:30-11 am

Authentic Volumetric Avatars from a Phone Scan
(Technical Paper)

11:10 am-12:10 pm

Alpha Wrapping with an Offset
(Technical Paper)

11:40 am-12:10 pm

Compact Poisson Filters for Fast and Accurate Fluid Simulation
(Technical Paper)

[Location: Labs Hands-On Classroom]

12:20-12:50 pm

DeepPhase: Periodic Autoencoders for Learning Motion Phase Manifolds (Technical Paper)

12:20-12:50 pm

ADOP: Approximate Differentiable One-Pixel Point Rendering
(Technical Paper)

[Location: Labs Hands-On Classroom]

1-1:30 pm

Computational Design of Robots
(Course)

1:40-2:10 pm

Creating Life-like Autonomous Agents for Real-time Interactive Installations
(Talk)

2:10-2:30 pm

How Ron's Gone Wrong Went Right With Procedurally Generated Vector Graphics
(Talk)

[Location: Labs Hands-On Classroom]

2:20-2:50 pm

Umbrella Meshes: Elastic Mechanisms for Freeform Shape Deployment (Technical Paper)

2:40-3 pm

Stroke Transfer: Example-based Synthesis of Animatable Stroke Styles
(Technical Paper)

[Location: Labs Hands-On Classroom]

3:10-3:30 pm

CLIP2StyleGAN: Unsupervised Extraction of StyleGAN Edit Directions
(Technical Paper)

[Location: Labs Hands-On Classroom]

3-3:30 pm

A Moving Eulerian-Lagrangian Particle Method for Thin Films and Foam Simulation
(Technical Paper)