



TECHNICAL PAPERS PROGRAM

ART PAPERS PARTICIPANT

Session Chair: Ruth West

- **TRANSFORMING THE COMMONPLACE THROUGH MACHINE PERCEPTION: LIGHT FIELD SYNTHESIS AND MUSIC INFORMATION RETRIEVAL IN THE ROVER PROJECT**
- **AUTOENCODING BLADE RUNNER: RECONSTRUCTING FILMS WITH ARTIFICIAL NEURAL NETWORKS**

ROOM 153

TUESDAY, 1 AUGUST

3:45 PM - 5:55 PM

IMAGINATIVE IMAGING

Session Chair : Sylvain Paris

- **COLUX: MULTI-OBJECT 3D MICRO-MOTION ANALYSIS USING SPECKLE IMAGING**
- **4D IMAGING THROUGH SPRAY-ON OPTICS**
- **RAINBOW PARTICLE IMAGING VELOCIMETRY FOR DENSE 3D FLUID VELOCITY IMAGING**
- **EIPOLAR TIME-OF-FLIGHT IMAGING**

ROOM 150/151

MONDAY, 31 JULY

9:00 AM - 10:30 AM

MAPPINGS AND DEFORMATIONS

Session Chair : Ofir Weber

- **SCALABLE LOCALLY INJECTIVE MAPPINGS**
- **GEOMETRIC OPTIMIZATION VIA COMPOSITE MAJORIZATION**
- **VARIANCE-MINIMIZING TRANSPORT PLANS FOR INTER-SURFACE MAPPING**
- **REGULARIZED KELVINLETS: SCULPTING BRUSHES BASED ON FUNDAMENTAL SOLUTIONS OF**

ELASTICITY

ROOM 152

MONDAY, 31 JULY

9:00 AM - 10:30 AM

**LEARNING TO MOVE****Session Chair : Karan Sing**

- **DEEPLOCO: DYNAMIC LOCOMOTION SKILLS USING HIERARCHICAL DEEP REINFORCEMENT**

LEARNING

- **PHASE-FUNCTIONED NEURAL NETWORKS FOR CHARACTER CONTROL**
- **LEARNING TO SCHEDULE CONTROL FRAGMENTS FOR PHYSICS-BASED CHARACTERS USING DEEP**

Q-LEARNING

- **DISCOVERING AND SYNTHESIZING HUMANOID CLIMBING MOVEMENTS**

ROOM 153**MONDAY, 31 JULY****9:00 AM - 10:30 AM**

GET MORE OUT OF YOUR PHOTO**Session Chair : George Drettakis**

- **VNECT: REAL-TIME 3D HUMAN-POSE ESTIMATION WITH A SINGLE RGB CAMERA**
- **REAL-TIME GEOMETRY, ALBEDO, AND MOTION RECONSTRUCTION USING A SINGLE RGBD CAMERA**
- **MODELING SURFACE APPEARANCE FROM A SINGLE PHOTOGRAPH USING SELF-AUGMENTED**

CONVOLUTIONAL NEURAL NETWORKS

- **VIRTUAL REPHOTOGRAPHY: NOVEL VIEW PREDICTION ERROR FOR 3D RECONSTRUCTION**
- **COMPUTATIONAL ZOOM: A FRAMEWORK FOR POST-CAPTURE IMAGE COMPOSITION**

ROOM 150/151**MONDAY, 31 JULY****3:45 PM - 5:35 PM**

PEOPLE POWER**Session Chair : Eakta Jain**

- **MOVIE EDITING AND COGNITIVE EVENT SEGMENTATION IN VIRTUAL REALITY VIDEO**
- **SEQUENTIAL LINE SEARCH FOR EFFICIENT VISUAL DESIGN OPTIMIZATION BY CROWDS**
- **PERFORM: PERCEPTUAL APPROACH FOR ADDING OCEAN PERSONALITY TO HUMAN MOTION**

USING LABAN MOVEMENT ANALYSIS

- **UNDERSTANDING THE IMPACT OF ANIMATED GESTURE PERFORMANCE ON PERSONALITY**

PERCEPTIONS

- **SACCADE-LANDING-POSITION PREDICTION FOR GAZE-CONTINGENT RENDERING**

ROOM 152**MONDAY, 31 JULY****3:45 PM - 5:35 PM**



COMPARING 3D SHAPES AND PARTS

Session Chair : Niloy Mitra

- CO-LOCATING STYLE-DEFINING ELEMENTS ON 3D SHAPES
- DEFORMATION-DRIVEN SHAPE CORRESPONDENCE VIA SHAPE RECOGNITION
- GRASS: GENERATIVE RECURSIVE AUTOENCODERS FOR SHAPE STRUCTURES
- RETRIEVAL ON PARAMETRIC SHAPE COLLECTIONS
- UNDERSTANDING AND EXPLOITING OBJECT INTERACTION LANDSCAPES

ROOM 153

MONDAY, 31 JULY

3:45 PM - 5:35 PM

CLEVER SOLIDS

Session Chair : Adam Bargteil

- EXAMPLE-BASED DAMPING DESIGN
- DATA-DRIVEN PHYSICS FOR HUMAN SOFT-TISSUE ANIMATION
- ROBUST EXTENDED FINITE ELEMENTS FOR COMPLEX CUTTING OF DEFORMABLES
- A MULTI-SCALE MODEL FOR SIMULATING LIQUID-HAIR INTERACTIONS

ROOM 150/151

TUESDAY, 1 AUGUST

9:00 AM - 10:30 AM

BEING DISCRETE ABOUT GEOMETRY PROCESSING

Session Chair : Alec Jacobson

- BOUNDING PROXIES FOR SHAPE APPROXIMATION
- SPATIOTEMPORAL ATLAS PARAMETERIZATION FOR EVOLVING MESHES
- FLOWREP: DESCRIPTIVE CURVE NETWORKS FOR FREE-FORM DESIGN SHAPES
- FUNCTIONAL CHARACTERIZATION OF INTRINSIC AND EXTRINSIC GEOMETRY

ROOM 152

TUESDAY, 1 AUGUST

9:00 AM - 10:30 AM



COLOR & COMPOSITING

Session Chair : Ariel Shamir

- **CONSTRAINED PALETTE-SPACE EXPLORATION**
- **PLAYFUL PALETTE: AN INTERACTIVE PARAMETRIC COLOR MIXER FOR ARTISTS**
- **DECOMPOSING IMAGES INTO LAYERS VIA RGB-SPACE GEOMETRY**
- **INTERACTIVE HIGH-QUALITY GREEN-SCREEN KEYING VIA COLOR UNMIXING**
- **UNMIXING-BASED SOFT COLOR SEGMENTATION FOR IMAGE MANIPULATION**

ROOM 150/151

TUESDAY, 1 AUGUST

10:45 AM - 12:35 PM

FABRICATING CURVES, SURFACES & VOLUMES

Session Chair : Dave Levin

- **COMPUTATIONAL DESIGN AND AUTOMATED FABRICATION OF KIRCHHOFF-PLATEAU SURFACES**
- **IMAGE-BASED RECONSTRUCTION OF WIRE ART**
- **CURVEUPS: SHAPING OBJECTS FROM FLAT PLATES WITH TENSION-ACTUATED CURVATURE**
- **STRING-ACTUATED CURVED FOLDED SURFACES**
- **OPTIMAL DISCRETE SLICING**

ROOM 152

TUESDAY, 1 AUGUST

10:45 AM - 12:35 PM

REFLECTANCE & SCATTERING

Session Chair : Matthias Hullin

- **PRACTICAL ACQUISITION AND RENDERING OF DIFFRACTION EFFECTS IN SURFACE REFLECTANCE**
- **A PRACTICAL EXTENSION TO MICROFACET THEORY FOR MODELING VARYING IRIDESCENCE**
- **A TWO-SCALE MICROFACET REFLECTANCE MODEL COMBINING REFLECTION AND DIFFRACTION**
- **AN EFFICIENT AND PRACTICAL NEAR-AND-FAR-FIELD FUR REFLECTANCE MODEL**

ROOM 153

TUESDAY, 1 AUGUST

10:45 AM - 12:35 PM



FLUID CONTROL & SYNTHESIS

Session Chair : Chris Wojtan

- **EFFICIENT SOLVER FOR SPACETIME CONTROL OF SMOKE**
- **INTERPOLATIONS OF SMOKE AND LIQUID SIMULATIONS**
- **DATA-DRIVEN SYNTHESIS OF SMOKE FLOWS WITH CNN-BASED FEATURE DESCRIPTORS**
- **FLUXED ANIMATED BOUNDARY METHOD**

ROOM 150/151

TUESDAY, 1 AUGUST

2:00 PM - 3:30 PM

LEARNING & ANALYSIS FOR GEOMETRY

Session Chair : Justin Solomon

- **LEARNING HIERARCHICAL SHAPE SEGMENTATION AND LABELING FROM ONLINE REPOSITORIES**
- **CONVOLUTIONAL NEURAL NETWORKS ON SURFACES VIA SEAMLESS TORIC COVERS**
- **O-CNN: OCTREE-BASED CONVOLUTIONAL NEURAL NETWORKS FOR 3D SHAPE ANALYSIS**
- **CLOTHCAP: SEAMLESS 4D CLOTHING CAPTURE AND RETARGETING**

ROOM 152

TUESDAY, 1 AUGUST

2:00 PM - 3:30 PM

RENDERING IN PATH SPACE

Session Chair: Jaakko Lehtinen

- **FUSING STATE SPACES FOR MARKOV CHAIN MONTE CARLO RENDERING**
- **CHARTED METROPOLIS LIGHT TRANSPORT**
- **A SPATIAL TARGET FUNCTION FOR METROPOLIS PHOTON TRACING**
- **ANTI_ALIASING COMPLEX GLOBAL ILLUMINATION EFFECTS IN PATH-SPACE**

ROOM 153

TUESDAY, 1 AUGUST

2:00 PM - 3:30 PM



RECONSTRUCTING 3D SURFACES FROM POINTS, LINES, IMAGES & WATER

Session Chair : Alla Sheffer

- **FIELD-ALIGNED ONLINE SURFACE RECONSTRUCTION**
- **TOPOLOGY-CONTROLLED RECONSTRUCTION OF MULTI-LABELLED DOMAINS FROM CROSS-SECTIONS**
- **BUNDLEFUSION: REAL-TIME GLOBALLY CONSISTENT 3D RECONSTRUCTION USING ON-THE-FLY SURFACE RE-INTEGRATION**
- **TANKS AND TEMPLES: BENCHMARKING LARGE-SCALE SCENE RECONSTRUCTION**
- **DIP TRANSFORM FOR 3D SHAPE RECONSTRUCTION**

ROOM 150/151
TUESDAY, 1 AUGUST
3:45 PM - 5:35 PM

DYNAMIC FABRICATION

Session Chair : Takeo Igarashi

- **INTERACTIVE DESIGN OF ANIMATED PLUSHIES**
- **FUNCTIONALITY AWARE RETARGETING OF MECHANISMS TO 3D SHAPES**
- **A COMPUTATIONAL DESIGN TOOL FOR COMPLIANT MECHANISMS**
- **COMPUTATIONAL DESIGN OF TELESCOPING STRUCTURES**
- **DYNAMICS-AWARE COARSENING FOR FABRICATION DESIGN**

ROOM 152
TUESDAY, 1 AUGUST
3:45 PM - 5:35 PM

TIME TO FOCUS

Session Chair : Elmar Eisemann

- **HOLOGRAPHIC NEAR-EYE DISPLAYS FOR VIRTUAL AND AUGMENTED REALITY**
- **FOCAL SURFACE DISPLAYS**
- **ACCOMMODATION AND COMFORT IN HEAD-MOUNTED DISPLAYS**
- **ACCOMMODATION-INVARIANT COMPUTATIONAL NEAR-EYE DISPLAYS**

ROOM 150/151
WEDNESDAY, 2 AUGUST
9:00 AM - 10:30 AM



GLOBAL PARAMETERIZATION

Session Chair : Fernando de Goes

- HARMONIC GLOBAL PARAMETRIZATION WITH RATIONAL HOLONOMY
- SPHERICAL ORBIFOLD TUTTE EMBEDDINGS
- SIMILARITY MAPS AND FIELD-GUIDED T-SPLINES: A PERFECT COUPLE
- CONSISTENT FUNCTIONAL CROSS-FIELD DESIGN FOR MESH QUADRANGULATION

ROOM 152

WEDNESDAY, 2 AUGUST

9:00 AM - 10:30 AM

SPEECH AND FACIAL ANIMATION

Session Chair : Nikunj Raghuvanshi

- A DEEP LEARNING APPROACH FOR GENERALIZED SPEECH ANIMATION
- AUDIO-DRIVEN FACIAL ANIMATION BY JOINT END-TO-END LEARNING OF POSE AND EMOTION
- SYNTHESIZING OBAMA: LEARNING LIP SYNC FROM AUDIO
- VOCO: TEXT-BASED INSERTION AND REPLACEMENT IN AUDIO NARRATION

ROOM 153

WEDNESDAY, 2 AUGUST

9:00 AM - 10:30 AM

RENDERING SYSTEMS

Session Chair : Toshiya Hachisuka

- KERNEL-PREDICTING CONVOLUTIONAL NETWORKS FOR DENOISING MONTE CARLO RENDERINGS
- INTERACTIVE RECONSTRUCTION OF MONTE CARLO IMAGE SEQUENCES USING A RECURRENT

DENOISING AUTOENCODER

- A DOMAIN-SPECIFIC LANGUAGE FOR MONTE CARLO SAMPLING
- SHADER COMPONENTS: MODULAR AND HIGH-PERFORMANCE SHADER DEVELOPMENT
- A COMPRESSED REPRESENTATION FOR RAY TRACING PARAMETRIC SURFACES

ROOM 150/151

WEDNESDAY, 2 AUGUST

10:45 AM - 12:35 PM



FLUIDS II

Session Chair : Tamar Shinar

- **VARIATIONAL STOKES: A UNIFIED PRESSURE-VISCOSITY SOLVER FOR ACCURATE VISCOUS**

LIQUIDS

- **INFINITE CONTINUOUS ADAPTIVITY FOR INCOMPRESSIBLE SPH**
- **WATER WAVE PACKETS**
- **MULTI-SCALE VORTICLE FLUIDS**
- **MULTI-SPECIES SIMULATION OF POROUS SAND AND WATER MIXTURES**

ROOM 152

WEDNESDAY, 2 AUGUST

10:45 AM - 12:35 PM

IMAGE TEXTURE & COMPLETION

Session Chair : Maneesh Agrawala

- **PROGRAMMABLE 2D ARRANGEMENTS FOR ELEMENT TEXTURE DESIGN**
- **DEEP CORRELATIONS FOR TEXTURE SYNTHESIS**
- **PATCH-BASED OPTIMIZATION FOR IMAGE-BASED TEXTURE MAPPING**
- **GLOBALLY AND LOCALLY CONSISTENT IMAGE COMPLETION**
- **NAUTILUS: RECOVERING REGIONAL SYMMETRY TRANSFORMATIONS FOR IMAGE EDITING**

ROOM 153

WEDNESDAY, 2 AUGUST

10:45 AM - 12:35 PM

RENDERING VOLUMES

Session Chair : Holly Rushmeier

- **A FORWARD-SCATTERING DIPOLE MODEL FROM A FUNCTIONAL INTEGRAL APPROXIMATION**
- **LIGHTING GRID HIERARCHY FOR SELF-ILLUMINATING EXPLOSIONS**
- **SPECTRAL AND DECOMPOSITION TRACKING FOR RENDERING HETEROGENEOUS VOLUMES**
- **BEYOND POINTS AND BEAMS: HIGHER-DIMENSIONAL PHOTON SAMPLES FOR VOLUMETRIC LIGHT**

TRANSPORT

ROOM 150/151

WEDNESDAY, 2 AUGUST

2:00 PM - 3:30 PM



MESHING

Session Chair : Mirela Ben-Chen

- **REGULAR MESHES FROM POLYGONAL PATTERNS**
- **HEXAHEDRAL-DOMINANT MESHING**
- **ROBUST HEX-DOMINANT MESH GENERATION USING FIELD-GUIDED POLYHEDRAL**

AGGLOMERATION

- **BOUNDARY ELEMENT OCTAHEDRAL FIELDS IN VOLUMES**

ROOM 152

WEDNESDAY, 2 AUGUST

2:00 PM - 3:30 PM

SOUND & ELASTICS

Session Chair : Ming Lin

- **INTERACTIVE SOUND PROPAGATION AND RENDERING FOR LARGE MULTI-SOURCE SCENES**
- **ANIMATING ELASTIC RODS WITH SOUND**
- **A STIFFLY ACCURATE INTEGRATOR FOR ELASTODYNAMIC PROBLEMS**
- **QUASI-NEWTON METHODS FOR REAL-TIME SIMULATION OF HYPERELASTIC MATERIALS**

ROOM 153

WEDNESDAY, 2 AUGUST

2:00 PM - 3:30 PM

DEEP IMAGE PROCESSING

Session Chair : Aaron Hertzmann

- **DEEP EXTRACTION OF MANGA STRUCTURAL LINES**
- **DEEP BILATERAL LEARNING FOR REAL-TIME IMAGE ENHANCEMENT**
- **REAL-TIME USER-GUIDED IMAGE COLORIZATION WITH LEARNED DEEP PRIORS**
- **VISUAL ATTRIBUTE TRANSFER THROUGH DEEP IMAGE ANALOGY**
- **DEEP COMPOSITING USING LIE ALGEBRAS**

ROOM 150/151

WEDNESDAY, 2 AUGUST

3:45 PM - 5:35 PM

**FABRICATING LOOK & FEEL****Session Chair : Bernhard Thomaszewski**

- **TWO-SCALE TOPOLOGY OPTIMIZATION WITH MICROSTRUCTURES**
- **ORTHOTROPIC K-NEAREST FOAMS FOR ADDITIVE MANUFACTURING**
- **WORST-CASE STRESS RELIEF FOR MICROSTRUCTURES**
- **PRINTING ANISOTROPIC APPEARANCE WITH MAGNETIC FLAKES**
- **COLOR CONTONING FOR 3D PRINTING**

ROOM 152**WEDNESDAY, 2 AUGUST****3:45 PM - 5:35 PM**

SKETCHING & CURVES**Session Chair : Yotam Gingold**

- **BENDESKETCH: MODELING FREEFORM SURFACES THROUGH 2D SKETCHING**
- **DEEPSKETCH2FACE: A DEEP-LEARNING-BASED SKETCHING SYSTEM FOR 3D FACE AND**

CARICATURE MODELING

- **EXAMPLE-BASED EXPRESSIVE ANIMATION OF 2D RIGID BODIES**
- **SKIPPY: SINGLE-VIEW 3D CURVE INTERACTIVE MODELING**
- **K-CURVES: INTERPOLATION AT LOCAL MAXIMUM CURVATURE**

ROOM 153**WEDNESDAY, 2 AUGUST****3:45 PM - 5:35 PM**

VIDEO**Session Chair : Kayvon Fatahalian**

- **TIME-SLICE VIDEO SYNTHESIS BY ROBUST VIDEO ALIGNMENT**
- **COMPUTATIONAL VIDEO EDITING FOR DIALOGUE-DRIVEN SCENES**
- **REAL-TIME PLANNING FOR AUTOMATED MULTI-VIEW DRONE CINEMATOGRAPHY**
- **LIGHT-FIELD VIDEO CAPTURE USING A LEARNING-BASED HYBRID-IMAGING SYSTEM**

ROOM 150/151**THURSDAY, 3 AUGUST****9:00 AM - 10:30 AM**



SIMULATION FOR VIRTUAL WORLDS

Session Chair : Ken Anjyo

- **FAST WEATHER SIMULATION FOR INVERSE PROCEDURAL DESIGN OF 3D URBAN MODELS**
- **AUTHORING LANDSCAPES BY COMBINING ECOSYSTEM AND TERRAIN-EROSION SIMULATION**
- **BOTANICAL MATERIALS BASED ON BIOMECHANICS**
- **IMPLICIT INTEGRATION FOR ROBUST COLLISION-FREE CROWD SIMULATION**

ROOM 152

THURSDAY, 3 AUGUST

9:00 AM - 10:30 AM

RANDOM SAMPLING

Session Chair : LiYi Wei

- **CONVERGENCE ANALYSIS FOR ANISOTROPIC MONTE CARLO SAMPLING SPECTRA**
- **WASSERSTEIN BLUE-NOISE SAMPLING**
- **AN ADAPTIVE POINT SAMPLER ON A REGULAR LATTICE**
- **A SPHERICAL-CAP-PRESERVING PARAMETERIZATION FOR SPHERICAL DISTRIBUTIONS**

ROOM 153

THURSDAY, 3 AUGUST

9:00 AM - 10:30 AM

FLUIDS III

Session Chair : Rahul Narain

- **A SCHUR COMPLEMENT PRECONDITIONER FOR SCALABLE PARALLEL FLUID SIMULATION**
- **POWER DIAGRAMS AND SPARSE PAGED GRIDS FOR HIGH-RESOLUTION ADAPTIVE LIQUIDS**
- **GENERIC OBJECTIVE VORTICES FOR FLOW VISUALIZATION**
- **INSIDE FLUIDS: CLEBSCH MAPS FOR VISUALIZATION AND PROCESSING**
- **PERCEPTUAL EVALUATION OF LIQUID SIMULATION METHODS**

ROOM 150/151

THURSDAY, 3 AUGUST

10:45 AM - 12:35 PM



IMAGE AND LIGHT FIELD MANIPULATION

Session Chair : Diego Gutierrez

- **INTERACTIVE RELIGHTING IN SINGLE LOW-DYNAMIC-RANGE IMAGES**
- **NON-UNIFORM SPATIAL DEFORMATION OF LIGHT FIELDS BY LOCALLY LINEAR**

TRANSFORMATIONS

- **DEEP HIGH-DYNAMIC-RANGE IMAGING OF DYNAMIC SCENES**
- **SPECTRAL REMAPPING FOR IMAGE DOWNSCALING**
- **PORTRAIT-LIGHTING TRANSFER USING A MASS-TRANSPORT APPROACH**

ROOM 152

THURSDAY, 3 AUGUST

10:45 AM - 12:35 PM

HUMAN MOTION

Session Chair : Jehee Lee

- **MULTI-CONTACT LOCOMOTION USING A CONTACT GRAPH WITH FEASIBILITY PREDICTORS**
- **DOMAIN OF ATTRACTION EXPANSION FOR PHYSICS-BASED CHARACTER CONTROL**
- **MOMENTUM-MAPPED INVERTED PENDULUM MODELS FOR CONTROLLING DYNAMIC HUMAN**

MOTIONS

ROOM 153

THURSDAY, 3 AUGUST

10:45 AM - 11:55 PM

COMPUTATIONAL CAMERAS & DISPLAYS

Session Chair : Gordon Wetzstein

- **3DTV AT HOME: EULERIAN-LAGRANGIAN STEREO-TO-MULTIVIEW CONVERSION**
- **HIDING OF PHASE-BASED STEREO DISPARITY FOR GHOST-FREE VIEWING WITHOUT GLASSES**
- **LOW-COST 360 STEREO PHOTOGRAPHY AND VIDEO CAPTURE**
- **MIXED-PRIMARY FACTORIZATION FOR DUAL-FRAME COMPUTATIONAL DISPLAYS**

ROOM 150/151

THURSDAY, 3 AUGUST

2:00 PM - 3:30 PM



LET'S GET IN CONTACT

Session Chair : Paul Kry

- **BOUNCE MAPS: AN IMPROVED RESTITUTION MODEL FOR REAL-TIME RIGID-BODY IMPACT**
- **ALL'S WELL THAT ENDS WELL: GUARANTEED RESOLUTION OF SIMULTANEOUS RIGID-BODY IMPACT**
- **ANISOTROPIC ELASTOPLASTICITY FOR CLOTH, KNIT, AND HAIR FRICTIONAL CONTACT**

ROOM 152

THURSDAY, 3 AUGUST

2:00 PM - 3:30 PM

FACES & HAIR

Session Chair : Ira Kemelmacher-Shlizerman

- **PHACE: PHYSICS-BASED FACE MODELING AND ANIMATION**
- **FACIAL RETARGETING WITH AUTOMATIC RANGE-OF-MOTION ALIGNMENT**
- **EXAMPLE-BASED SYNTHESIS OF STYLIZED FACIAL ANIMATIONS**
- **A DATA-DRIVEN APPROACH TO FOUR-VIEW IMAGE-BASED HAIR MODELING**

ROOM 153

THURSDAY, 3 AUGUST

2:00 PM - 3:30 PM

WORK IT, MAKE IT BETTER, STRONGER

Session Chair : Stelian Coros

- **INTERACTIVE DESIGN-SPACE EXPLORATION AND OPTIMIZATION FOR CAD MODELS**
- **INTERACTIVE DESIGN AND STABILITY ANALYSIS OF DECORATIVE JOINERY FOR FURNITURE**
- **LIGHTWEIGHT STRUCTURE DESIGN UNDER FORCE-LOCATION UNCERTAINTY**
- **DESIGN AND VOLUME OPTIMIZATION OF SPACE STRUCTURES**

ROOM 150/151

THURSDAY, 3 AUGUST

3:45 PM - 5:15 PM



WE WANT TO HEAR FROM YOU.



A survey for each session will be available in the app throughout the week. Please take a few minutes to fill it out. This feedback is so important in helping us build future years' programming! Thank You.

