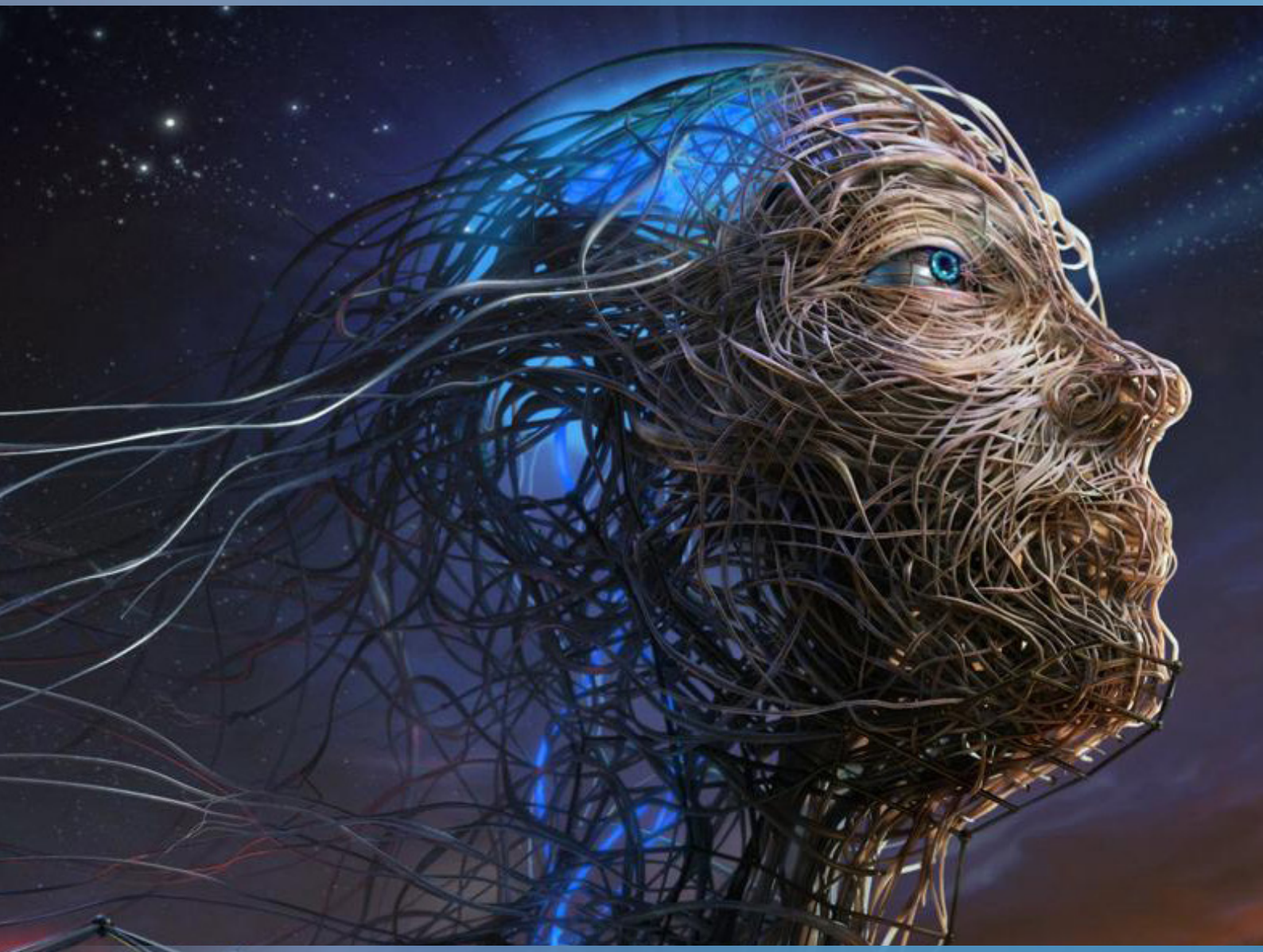
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Scientific Program

2nd International Conference on

Computer Graphics and Animation

September 21-22, 2015 San Antonio, USA



OMICS International Conferences
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Conference Program

Day 1 September 21, 2015

08:00-08:30 **Registrations**

Hall - Texas D

08:30-08:50 **Opening Ceremony**

Keynote Forum

08:50-09:00 **Introduction**

09:00-09:25 **Coarticulation and speech synchronization in MPEG-4 based facial animation**
Abdennour El Rhalibi, Liverpool John Moores University, UK

09:25-09:50 **Leveraging the arts for modeling & simulation**
Paul Fishwick, The University of Texas at Dallas, USA

09:50-10:15 **Computer animation at the half-century: How did we get here?**
Tom Sito. The University of Southern California. USA

Group Photo

Networking and Refreshment 10:15-10:35 @ Texas Foyer

Day 1 - Session 1

Tracks: Animation; Prospects and Challenges of the Animation Industry

Session Chair: Tom Sito, The University of Southern California, USA
Session Co-Chair: Abdennour El Rhalibi, Liverpool John Moores University, UK

Session Introduction

10:35-10:55	**Title: Virtual instruction: A new approach to educating the 3D artist**
	Benjamin J Rosales, Terra State Community College, USA
10:55-11:15	**Title: Building an animation production course for university animation students**
	Sean McComber, Eric Farrar, Todd Fechter, and **Kyoung Lee Swearingen** University of Texas at Dallas, USA
11:15-11:35	**Title: Connecting 3D animation and fine art**
	Lauren Carr, Montclair State University, USA
11:35-11:55	**Title: Teaching computer graphics by application**
	Carol Luckhardt Redfield, St. Mary's University, USA
11:55-12:15	**Title: Exploring innovative technology: 2D image based animation with the iPad**
	Jennifer Coleman Dowling, Framingham State University, USA
12:15-12:35	**Title: Maya special effects for films and commercials**
	David Xu, Regent University, USA
12:35-12:55	**Title: Animation as art in motion**
	Will Kim, Riverside City College, USA

12:55-13:15	**Title: Animation & neurocinematics: The visible language of E-motion-S and its magical science**
	Inma Carpe, Ed Hooks, Susana Rams, The Animation Workshop, Denmark
Lunch Break 13:15-14:00 @ Texas A	
14:00-14:20	**Title: Character animation using genetic algorithms**
	Benjamin Kenwright, Edinburgh Napier University, United Kingdom
14:20-14:40	**Title: The challenges faced by the Arab animation cinema**
	Tariq Alrimawi, University of Petra, Jordan
14:40-15:00	**Title: Abstraction and stylized design in 3D animated films: An extrapolation of 2D animation design**
	Daniel N. Boulos, The University of Hawaii at Manoa, USA
15:00-15:20	**Title: Robust animation instruction for the "Uneducated" freshman**
	Matthew A. Tovar, University of the Incarnate World, USA
15:20-15:40	**Title: Criteria to define animation, a review of the definition in the advent of digital moving images**
	Omar Linares, Emily Carr University of Art and Design, Canada
Networking and Refreshment: 15:40-16:00 @ Texas Foyer	
Day 1 - Session 2	
Tracks: **Rendering; Simulation & Modeling; Visualization**	
Session Chair: Paul Fishwick, The University of Texas at Dallas, USA	
Session Introduction	
16:00-16:20	**Title: Level of detail for crowd simulation**
	Leonel Toledo, Instituto Tecnológico de Estudios Superiores de Monterrey Campus, Estado de México
16:20-16:40	**Title: Starting at the simulation: Learning from digital tools and hybrid processes**
	McArthur Freeman, University of South Florida, USA
16:40-17:00	**Title: Tactile visualization**
	Howard Kaplan, University of South Florida, USA
17:00-17:20	**Title: Artistic data visualization in the making**
	Rebecca Ruige Xu, Syracuse University, USA
17:20-17:40	**Title: Pushing the physical arts deeper into real-time rendering**
	Scott Swearingen and **Kyoung Lee Swearingen,** University of Texas at Dallas, USA
17:40-18:00	**Title: Render passes: Taking control in CG compositing**
	Tom Bremer, The DAVE School, USA
18:00-18:20	**Title: Virtual reality based safety system for helicopters**
	Omar Khan and **Paul Huang,** Trident Associates, USA
Panel Discussion	

Day 2 September 22, 2015	
Hall - Texas D	
Day 2 - Session 1 Tracks: Imaging and Image Proceesing; Virtual and Augmented Reality; Computer Vision	
Session Chair: Ching Y. Suen, Concordia University, Canada	
	Session Introduction
09:00-09:20	**Title: Judging female facial beauty by computer**
	Ching Y. Suen, Concordia University, Canada
09:20-09:40	**Title: Uncertainty quantification in computer vision problem: Application to transportation**
	Fouad Bousetouane, University of Nevada, USA
09:40-10:00	**Title: Multi-scale local mapped pattern for spoof fingerprint detection**
	Ines Aparecida, Sao Paulo State University, Brazil
	Networking and Refreshment: 10:00-10:15 @ Texas Foyer
10:15-10:35	**Title: Virtual reality for persons with disabilities: Current research and future challenges**
	John Quarles, University of Texas at San Antonio, USA
10:35-10:55	**Title: Facial recognition and emotion detection in environmental installation and social media applications**
	Russell Pensyl, Northeastern University, USA
10:55-11:15	**Title: Building my educational augmented reality game app**
	Sunil Thankamushy, Mount San Antonio College, USA
11:15-11:35	**Title: Participatory museum experiences…augmented**
	Adam Watkins, University of the Incarnate World, USA
11:35-11:55	**Title: The virtual normative body, fact or fiction?**
	David Mesple, Rocky Mountain College of Art and Design, USA
11:55-12:15	**Title: Automated morphological analysis of human sperms cells according to WHO standards using computer graphics and computer vision algorithms**
	Waqas Hussain, Air University, Pakistan
Day 2 - Session 2 Tracks: Game Design and Development; Computer Graphics Apllications	
Session Chair: Noel Lopes, Polytechnic of Guarda, Portugal	
	Session Introduction
12:15-12:35	**Title: GPUMLib framework: Using the GPU to empower machine learning research**
	Noel Lopes, Polytechnic of Guarda, Portugal
12:35-12:55	**Title: Shadow shooter - All-around shooter game with E-Yumi 3D**
	Masasuke Yasumoto, Kanagawa Institute of Technology, Japan
12:55-13:15	**Title: Creative texturing and evolutionary tools**
	Jingtian Li, University of the Incarnate World, USA

	Lunch Break 13:15-13:45 @ Texas A
13:45-14:05	**Title: The gamification of modern society: Digital media's influence on current social practices**
	Matt Dombrowski, University of Central Florida, USA
14:05-14:25	**Title: Story telling through lighting in animated films**
	Kyoung Lee Swearingen, University of Texas at Dallas, USA
14:25-14:45	**Title: Visual translation**
	Yvonne Cao, Texas Christian University, USA
14:45-15:05	**Title: Graphic design in the classroom: Adjusting to educate the new digital generation**
	Matthew Johnson, University of South Alabama, USA
15:05-15:25	**Title: Haptic real-time interactive animation, sound, and more**
	David Mesple, Rocky Mountain College of Art and Design, USA
15:25-15:45	**Title: Core Theory: From chalkboard to full immersion**
	John Carter, Booz Allen Hamilton, USA
15:45-16:05	**Title: The research of the correlation between camp board game character mechanic and the players' emotional responses - using the lupus of tabula as an example**
	Meng-Dar Shieh and **Wu Ssu Yi,** National Cheng Kung University, Taiwan
16:05-16:25	**Title: 3D projects perceived in commerce**
	Zoila Donnesy, Lone Star College, USA
16:25-16:45	**Title: One on One – A completely new individual cricketing style and game design**
	Sumedh Ojha, Rajasthan Technical University, India
	Networking and Refreshment: 16:45-17:00 @ Texas Foyer
17:00-17:40	**Poster Sessions followed by Awards & Closing Ceremony**



Hope you enjoy the program....