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Tentative Program

5th International Conference and Expo on

Computer Graphics & Animation

September 26-27, 2018 Montreal, Canada

Theme: "Rendering the possibilities with Computer Graphics & Animation techniques"



For Available Speaker Slots

computergraphics@conferenceseries.net

19+ Interactive Sessions	15+ Keynote Lectures	75+ Plenary Lectures	15+ Workshops

Conference Secretariat

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Organizing Committee Member



Kate Edwards
CEO, Gerogrify
Former IGDA Executive Director, USA



Newton Lee
Computer Scientist, Editor-in-Chief
ACM Computers in Entertainment (CiE),
Woodbury University, USA



Edmond C Prakash
Head of Creative Technologies
Professor, University of Westminster, UK



David Xu
Professor, Communication and Arts
Regent University, USA



Petyo Budakov
Professor, DAAD Visiting Researcher
New Bulgarian University, Bulgaria



Nickolas S. Sapidis
Professor, University of Western
Macedonia, Greece



Qingde Li
Lecturer
University of Hull, UK

For further information, kindly visit provided links:

Conference Brochure:
https://computergraphics-animation.conferenceseries.com/conference-brochure.php

Organizing Committee Member:
https://computergraphics-animation.conferenceseries.com/organizing-committee.php

Call for Abstract:
https://computergraphics-animation.conferenceseries.com/call-for-abstracts.php

Online Registration Portal:
https://computergraphics-animation.conferenceseries.com/registration.php

Computer Graphics & Animation 2017 Germany:
https://computergraphics-animation.conferenceseries.com/2017

Previous Notable Keynotes



Tom Sito has been a professional animator since 1975. One of the key players in Disney's animation revival in the 1990s, he animated on such classic films as The Little Mermaid (1989), Beauty and the Beast (1991), and The Lion King (1994). He is Chair of The John C. Hench Division of Animation and Digital Arts at the School of Cinematic Arts at the University of Southern California. President Emeritus of the Animation Guild, Local 839, Hollywood. He is author of several books including Drawing the Line: The Untold Story of the Animation Unions from Bosko to Bart Simpson (Univ Press of Kentucky, 2006), and Moving Innovation, a History of Computer Animation (MIT Press, 2013)

Tom Sito
Chair, The John C. Hench, Division of Animation and Digital Arts at the School of Cinematic Arts University of Southern California, USA



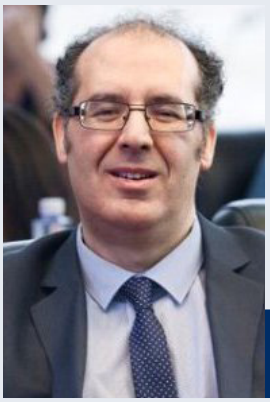
Michael Zyda is the Founding Director of the USC GamePipe Laboratory, and a Professor of Engineering Practice in the USC Department of Computer Science. At USC, he founded the BS in Computer Science (Games), the MS in Computer Science (Game Development) and the USC Games joint Advanced Games course and took that program from no program to the #1 Games program in the world. That program has been rated #1 by the Princeton Review for six straight years. His alums have shipped games played by over 2.5B players, about $100B in revenue. The creation of the America's Army game founded the serious games field. He co-holds two patents that form the basis for the 9-axis sensor in the Nintendo Wii U. He is known at the Indiana Jones of virtual reality and the Raymond Chandler of technical computer science.

Michael Zyda
Director/Professor, GamePipe Laboratory,
University of Southern California, USA



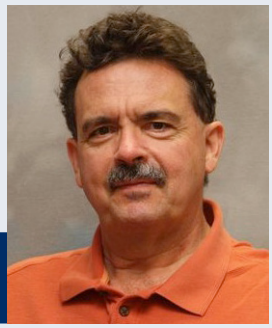
Newton Lee is CEO of Newton Lee Laboratories LLC, president of the Institute for Education, Research, and Scholarships, adjunct professor at Woodbury University's School of Media, Culture & Design, and editor-in-chief of ACM Computers in Entertainment. Previously, he was a computer scientist at AT&T Bell Laboratories, senior producer and engineer at The Walt Disney Company, and research staff member at the Institute for Defense Analyses. He was founder of Disney Online Technology Forum, creator of Bell Labs' first-ever commercial AI tool, and inventor of the world's first annotated multimedia OPAC for the U.S. National Agricultural Library. Lee graduated Summa Cum Laude from Virginia Tech with a B.S. and M.S. degree in Computer Science, and he earned a perfect GPA from Vincennes University with an A.S. degree in Electrical Engineering and an honorary doctorate in Computer Science. He is the co-author of Disney Stories: Getting to Digital; author of the Total Information Awareness book series including Facebook Nation and Counterterrorism and Cybersecurity; coauthor/editor of the Digital Da Vinci book series including Computers in Music and Computers in the Arts and Sciences; and Editor-in-Chief of the Encyclopedia of Computer Graphics and Games.

Newton Lee
Editor-in-Chief of ACM Computers in Entertainment
CEO of Institute for Education, Research, and Scholarships, USA



Abdennour El Rhalibi is Professor of Entertainment Computing and Head of Strategic Projects at Liverpool John Moores University. He is Head of Computer Games Research Lab at the Protect Research Centre. He has over 22 years' experience doing research and teaching in Computer Sciences. Abdennour has worked as lead researcher in three EU projects in France and in UK. His current research involves Game Technologies and Applied Artificial intelligence. Abdennour has been leading for six years several projects in Entertainment Computing funded by the BBC and UK based games companies, involving cross-platform development tools for games, 3D Web-Based Game Middleware Development, State Synchronisation in Multiplayer Online Games, Peer-to-Peer MMOG and 3D Character Animation. Abdennour has published over 150 publications in these areas. Abdennour serves in many journal editorial boards including ACM Computer in Entertainment and the International Journal of Computer Games Technologies. He has served as chair and IPC member in over 100 conferences on Computer Entertainment, AI and VR. Abdennour is member of many International Research Committees in AI and Entertainment Computing, including IEEE MMTC IG: 3D Rendering, Processing and Communications (3DRPCIG), IEEE Task Force on Computational Intelligence in Video Games and IFIP WG 14.4 Games and Entertainment Computing.

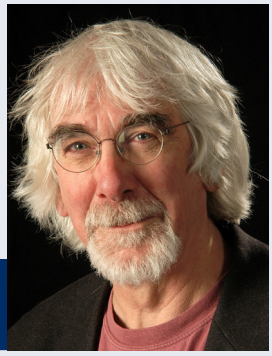
Abdennour El Rhalibi
Professor of Entertainment Computing
Liverpool John Moores University, UK



Paul Fishwick is Distinguished University Chair of Arts and Technology (ATEC), and Professor of Computer Science at UT Dallas . He has six years of industry experience as a systems analyst working at Newport News Shipbuilding and at NASA Langley Research Center in Virginia. He was on the faculty at the University of Florida from 1986 to 2012, and was Director of the Digital Arts and Sciences Programs. His PhD was in Computer and Information Science from the University of Pennsylvania. Fishwick is active in modeling and simulation, as well as in the bridge areas spanning art, science, and engineering. He pioneered the area of aesthetic computing, resulting in an MIT Press edited volume in 2006. He is a Fellow of the Society for Computer Simulation, served as General Chair of the Winter Simulation Conference (WSC), was a WSC Titan Speaker in 2009, and has delivered over 16 keynote addresses at international conferences. He is Chair of the Association for Computing Machinery (ACM) Special Interest Group in Simulation (SIGSIM). Fishwick has over 230 technical papers and has served on all major archival journal editorial boards related to simulation, including ACM Transactions on Modeling and Simulation (TOMACS) where he was a founding area editor of modeling methodology in 1990. He is on the editorial board of ACM Computing Surveys.

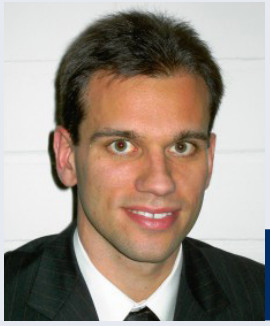
Paul Fishwick
Chair of Arts and Technology
Professor of Computer Science, UT Dallas, USA

Previous Notable Keynotes



Anton Nijholt received his PhD in computer science from the Vrije Universiteit in Amsterdam. He held positions at various universities, both inside and outside the Netherlands. In 1989 he was appointed full professor at the University of Twente in the Netherlands. His main research interests are human-computer interaction with a focus on playful interfaces, entertainment computing, and humor generation. He edited various books, most recently on playful interfaces, social collective intelligence, and brain-computer interaction. A new book on 'Playable Cities' will appear in 2016. Together with many of the more than fifty PhD students he supervised, he wrote numerous journal and conference papers on these topics. Nijholt is chief editor of the specialty section Human-Media Interaction of the journals Frontiers in Psychology, Frontiers in Digital Humanities, and Frontiers in ICT. He is co-editor of the Springer Book Series Gaming Media and Social Effects. Since 2015 he is also Global Research fellow at the Imagineering Institute, Iskandar, Malaysia, where he continues his investigations in playfulness and humor in interfaces and smart environments.

Anton Nijholt
Computer Scientist, University of Twente, Netherlands



Lars Linsen is an Full Professor of Institute of Computer Science, Department of Mathematics and Computer Science at the University of Münster, Germany. He completed his PhD in Computer Science at the University of Karlsruhe, Germany, 2001 year and his diploma in Computer Science at the University of Karlsruhe, Germany in 1997 year. The working group visualization and computer graphics by him deals with the creation of interactive visual representations and analysis systems. His international experience includes various programs, contributions and participation in different countries for diverse fields of study. His research interests in computer graphics and visualization with application in medicine, physics, life science and geo-sciences reflect in his wide range of publications in various national and international journals.

Lars Linsen
Full Professor, University of Münster, Germany



Susan Johnston is President of Select Services Films, Inc. an award winning production company which is also certified DBE, has a casting division and New Media Film Festival division. As a kid, Susan was on the set of the 1st Great Gatsby where she met Robert Redford while her father was handling the antique cars. From there, she worked on every production she could garnering experience in every department of filmmaking. Her first film a 35mm color film noir short Room 32 which won two awards, received distribution and was requested by Spiderman 3 for their production team.

Susan Johnston
Founder/Director, New Media Film Festival, USA



Piotr Didyk is an independent research group leader at the Excellence Cluster for "Multimodal Computing and Interaction" at Saarland University where he is a head of "Perception, Display, and Fabrication Group". Prior to this, he spent two years as a postdoctoral associate at Massachusetts Institute of Technology. In 2012, he obtained his PhD from the Max Planck Institute for Informatics and the Saarland University for his work on perceptual displays. He has published over 20 technical papers in top computer graphics journals, including 16 at Siggraph/Siggraph Asia. His research interests include novel display technologies and computational fabrication.

Piotr Didyk
Head of the Perception, Display, and Fabrication Group
Saarland University, Germany



Yonghuai Liu is a Senior Lecturer at Aberystwyth University since 2011. He started in September 2001 as a lecturer at the same university and obtained his first PhD degree in 1998 from Northwestern Polytechnical University, P.R. China and second PhD degree in 2001 from The University of Hull, United Kingdom. From April to September 1999, he worked as a research assistant at The University of Hull. From March 2000 to September 2001, he worked as a research fellow at Sheffield Hallam University. He is currently associate editor for the international journals: Pattern Recognition Letters and Neurocomputing, an editorial board member for American Journal of Educational Research, the international journal of ISRN Computer Science, ISRN Artificial Intelligence and Journal of Education, Informatics, and Cybernetics, and a guest editor for a number of international journals. He has been serving as programme committee member and referee for more than 70 international conferences and journals. He has published more than 160 papers in leading international conference proceedings and journals.

Yonghuai Liu
Senior Lecturer, Aberystwyth University, UK

Major Scientific Sessions

- Computer Graphics
- Computer Animation
- Animation Industry
- Modeling
- Simulation
- GPU Technology
- Game Design & Development
- Gamification and Social Game Mechanics
- Computer Graphics Applications
- Computer Vision & Pattern Recognition
- Virtual, Augmented and Mixed Reality
- Imaging and Image Processing
- Rendering
- Visualization
- 3D Printing
- Human-Computer Interaction
- 3D Web Technology

Best Poster Award



- You will be given about 5-7 minutes to present your poster including questions and answers. Judges may pose questions during the evaluation of the poster
- Judges will even evaluate the student's enthusiasm towards their study, interest and knowledge in the area of their research
- The winners will be announced at the closing ceremony of the conference. The decision of the winner will be withdrawn if the winner/winners is/are not present at the time of announcement
- Apart from the judging time you may also be present at the poster to share your research with interested delegates



Young Researchers Forum

- Present your research through oral presentations
- Learn about career development and the latest research tools and technologies in your field
- This forum will give pertinent and timely information to those who conduct research and those who use and benefit from research
- Develop a foundation for collaboration among young researchers
- The forum will provide an opportunity for collegial interaction with other young investigators and established senior investigators across the globe
- Interact and share ideas with both peers and mentors

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Hyderabad 500032, INDIA
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Program at a Glance

Day 1 (September 26, Wednesday)

Morning Sessions	**Registration**	**08.00-09.00**		19 Speakers for **Day 1**
	Welcome Session			
		Time	**General Session**	
	Least of 3 Keynote/Plenary Talks	09.00-09.15	Inaugural Address	
		09.15-09.45	Keynote/Plenary Talk 1	
		09.45-10.15	Keynote/Plenary Talk 2	
		10.15-10.45	Keynote/Plenary Talk 3	
	Panel Discussions/Group Photo			
	Coffee/Tea Break 10.45-11.00 (Networking)			
	11.00-12.40		5 Speakers (20 Mins Each)	
Evening Sessions				
	Lunch Break 12.40-13.30			
	13.30-15.30		6 Speakers (20 Mins Each)	
	Coffee/Tea Break 15.30-15.45 (Networking)			
	15.45-17.25		5 Speakers (20 Mins Each)	

Day 2 (September 27, Thursday)

Morning Sessions		**Time**	**Session 1**	**Session 2**	40 Speakers on **Day 2**
	09.00-10.40		5 Speakers (20 Mins Each)	5 Speakers (20 Mins Each)	
	Coffee/Tea Break 10.40-10.55 (Networking)				
	10.55-12.35		5 Speakers (20 Mins Each)	5 Speakers (20 Mins Each)	
Evening Sessions	**Lunch Break 12.35-13.25**				
	13.25-15.05		**5 Speakers (20 Mins Each)**	**5 Speakers (20 Mins Each)**	
	Poster Sessions				
	Coffee/Tea Break 15.05-15.20 (Networking)				
	15.20-17.00		**5 Speakers (20 Mins Each)**	**5 Speakers (20 Mins Each)**	

Day 3 (September 28, Friday)

Morning Sessions		**Time**	**Session 1**	**Session 2**	30 Speakers on **Day 3**
	09.00-10.40		5 Speakers (20 Mins Each)	5 Speakers (20 Mins Each)	
	Coffee/Tea Break 10.40-10.55 (Networking)				
	10.55-12.35		5 Speakers (20 Mins Each)	5 Speakers (20 Mins Each)	
Evening Sessions	**Lunch Break 12.35-13.25**				
	13.25-15.05		5 Speakers (20 Mins Each)	5 Speakers (20 Mins Each)	
	Awards & Closing Ceremony				

Glimpses of Computer Graphics Conferences

























Glimpses of Computer Graphics Conferences

























About Montreal

Montréal is one of the best cities to organize the 5th International Conference and Expo on Computer Graphics & Animation. The research work going on in the field is in a good range when compared to the other cities. Montréal is the fastest growing city in the Canada with an excellent economic growth. Computer Graphics, Animation, Game Design & Developing degree programs are offered at Montréal.

Montréal is the largest city in Quebec with a population of 1.6 million people and is one of the most diverse cities in North America with a fascinating mixture of English and French Canadian. It's set on an island in the Saint Lawrence River and named after Mt. Royal, the triple-peaked hill at its heart. Its boroughs, many of which were once independent cities, include neighborhoods ranging from cobblestoned, French colonial Vieux-Montréal – with the Gothic Revival Notre-Dame Basilica at its center – to bohemian Plateau.

The city has a distinct in four-season continental climate, with warm-to-hot summers and cold, and snowy winters. Montréal is the second-largest primarily French-speaking city in the world after Paris. In which, 60.5% of Montrealers speak French at home, 21.2% speak English and 19.8% speak neither. Montréal remains an important center of commerce, finance, aerospace, education, technology, pharmaceuticals, design, culture, tourism, gaming, film and world affairs.

Montréal was also named a UNESCO City of Design. In 2017, edition of their Best Student Cities ranking, Quacquarelli Symonds (QS) ranked Montréal as the world's best city to study abroad. Montréal also hosted the multiple international conferences and events throughout its history. At present, Montréal hosts the Canadian Grand Prix of Formula One, the Just for Laughs Festival and the Montréal International Jazz Festival.



Past Affiliates

Lars Linsen
Westfälische Wilhelms-Universität Münster, Germany
Title: Visual analysis of spatio-temporal simulation ensembles

Susan Johnston
New Media Film Festival, USA
Title: The future of media

Piotr Didyk
Saarland University, Germany
Title: Perceptually-driven inputs for new display devices

Yonghuai Liu
Aberystwyth University, UK
Title: 3D Shape matching for object modelling

Juan Carlos Torres
Granada University, Spain
Title: Adding semantic information to geometric models

Boaventura I A G
Sao Paulo State University, Brazil
Title: Face recognition based on multi-scale local mapped pattern

Petyo Budakov
New Bulgarian University, Bulgaria
Title: 3D rendered images and their application in the interior design

William Hoff
Colorado School of Mines, USA
Title: Real-time gymnast detection and performance analysis with a portable 3D camera

Jingtian Li
University of the Incarnate Word, USA
Title: Simplify anatomy for character modeling

Matthew Tovar
University of the Incarnate Word, USA
Title: Production planning workshop for 3D animation.

Kariem Saleh
Rise Visual Effects, Germany
Title: Bringing handcrafted elements into computer animated movies

Chieh-Ju Huang
Chienkuo Technology University, Taiwan
Title: The sound of geothermal: Animation and board game design

Jiri Navrátil
CESNET, Czech Republic
Title: Cyber performance new experiences on technical and artistic collaboration across internet

Anna Yankovskaya
Tomsk State University of Architecture and Building, Russia
Title: 2-Simplex prism as a cognitive graphic tool for decision-making and its justification in intelligent dynamic and geoinformation systems

Sheng-Ming Wang
National Taipei University of Technology, Taiwan
Title: Design thinking for developing a case-based reasoning emotional robot.

Alexandr Y Petukhov
Lobachevsky Nizhny Novgorod State University, Russia
Title: The theory of information images: An approach to modeling the cognitive activity of the human brain

Chieh-Ju Huang
Chienkuo Technology University, Taiwan
Title: Green energy animation and hologram projection: Methane ice formation and mining techniques learning system

M Ali Mirzaei
CERN, Switzerland
Title: Heterogeneous multi-processor system for image processing acceleration

Biju Dhanapalan
Nanyang Technological University, Singapore
Title: Kathakali and motion capture: an experimental dialogue between indian classical dance and technology

Masuod Akbarzadeh
University of Pennsylvania, USA
Title: On geometry and equilibrium of forces in 3D

J J Joshua Davis
The Embassy of Peace, New Zealand
The art of encephalography and cinematic spatio-temporal pattern visualization togain insight into brain dynamics associated with different cognitive states

Tatjana Burzanović
University of Donja Gorica, Montenegro
Title: Universal design-design for all

Past Affiliates

Michael Zyda
USC GamePipe Laboratory, USA
Title: Why the VR you see now is not the real VR

Anton Nijholt
University of Twente, Netherlands
Title: Playful and Artistic Smart Material Interfaces

Newton Lee
ACM Computers in Entertainment, USA
Title: From the World's First Computer Art to Star Trek's Holodeck

Susan Johnston
New Media Film Festival, USA
Title: The Future of Media

Timoleon Kipouros
University of Cambridge, UK
Title: Support human-computer interaction to enhance computational engineering design

Matthew Johnson
University of South Alabama, USA
Title: Engaging students while encouraging focus and time management in the computer arts classroom

Lauren Carr
Montclair State University, USA
Title: The synthesis of 3D software in fine art

Paolo Minetola
Polytechnic University of Turin, Italy
Title: Enhancing the dimensional accuracy of a low-cost 3D printer

Jiri Navrátil
CESNET, Czech Republic
Title: Cyber performances, technical and artistic collaboration across Internet

Leonel Antonio Toledo Díaz
Instituto Tecnológico de Estudios Superiores de Monterrey, México
Title: Crowd simulation: Overview and applications.

Farley J. Chery
Worcester Polytechnic Institute, USA
Title: Designing Backwards: Rethinking complex issues in Animation

Dmitry Gaborak
Insomniac Games, USA
Title: The most important steps and secrets in character creation

Ramazan S. Aygun
University of Alabama in Huntsville, USA
Title: Query-by-Gaming: Interactive spatio-temporal querying and retrieval using gaming controller

Ines Aparecida Gasparotto Boaventura
Sao Paulo State University, Brazil
Title: Texture recognition using a multi-scale local mapped pattern

Inma Carpe
VIA University College, Denmark
Title: Preserving the collective memory and re-creating identity through animation.

Ismail Khalid Kazmi
Bournemouth University, UK
Title: Sketch-to-box: A new character modelling technique

Linh Dao
University of Texas at Arlington, USA
Title: From print design to virtual reality

Shuaiyin Zhu
The Hong Kong Polytechnic University, Hong Kong.
Title: Scanned human body model realistic pose deformation

Yanghong Zhou
The Hong Kong Polytechnic University, Hong Kong.
Title: A part-detection based and CRFs embedded deep neural network for human parsing

Leonardo Sacht
Federal University of Santa Catarina, Brazil
Title: Nested Cages

V. Znak
The Institute of Computational Mathematics and Mathematical Geophysics, Russia
Title: On some possibilities of studing characteristics of periodic signals based on cluster analysis

Vishal Verma
M.L.N College, India
Title: Image based rendering - A walkthrough

Past Affiliates

Benjamin J Rosales
Terra State Community College, USA
Title: Virtual instruction: A new approach to educating the 3D artist

Sean McComber, Eric Farrar, Todd Fechter, and Kyoung Lee Swearingen
University of Texas at Dallas, USA
Title: Building an animation production course for university animation students

Lauren Carr
Montclair State University, USA
Title: Connecting 3D animation and fine art

Carol Luckhardt Redfield
St. Mary's University, USA
Title: Teaching computer graphics by application

Jennifer Coleman Dowling
Framingham State University, USA
Title: Exploring innovative technology: 2D image based animation with the iPad

David Xu
Regent University, USA
Title: Maya special effects for films and commercials

Will Kim
Riverside City College, USA
Title: Animation as art in motion

Inma Carpe, Ed Hooks, Susana Rams
The Animation Workshop, Denmark
Title: Animation & neurocinematics: The visible language of E-motion-S and its magical science

Benjamin Kenwright
Edinburgh Napier University, United Kingdom
Title: Character animation using genetic algorithms

Tariq Alrimawi
University of Petra, Jordan
Title: The challenges faced by the Arab animation cinema

Daniel N. Boulos
The University of Hawaii at Manoa, USA
Title: Abstraction and stylized design in 3D animated films: An extrapolation of 2D animation design

Matthew A. Tovar
University of the Incarnate World, USA
Title: Robust animation instruction for the "Uneducated" freshman

Omar Linares
Emily Carr University of Art and Design, Canada
Title: Criteria to define animation, a review of the definition in the advent of digital moving images

Leonel Toledo
Instituto Tecnológico de Estudios Superiores de Monterrey Campus, Estado de México
Title: Level of detail for crowd simulation

McArthur Freeman
University of South Florida, USA
Title: Starting at the simulation: Learning from digital tools and hybrid processes

Howard Kaplan
University of South Florida, USA
Title: Tactile visualization

Rebecca Ruige Xu
Syracuse University, USA
Title: Artistic data visualization in the making

Scott Swearingen and Kyoung Lee Swearingen
University of Texas at Dallas, USA
Title: Pushing the physical arts deeper into real-time rendering

Tom Bremer
The DAVE School, USA
Title: Render passes: Taking control in CG compositing

Omar Khan and Paul Huang
Trident Associates, USA
Title: Virtual reality based safety system for helicopters

Ching Y. Suen
Concordia University, Canada
Title: Judging female facial beauty by computer

Fouad Bousetouane
University of Nevada, USA
Title: Uncertainty quantification in computer vision problem: Application to transportation

Past Affiliates

Ines Aparecida
Sao Paulo State University, Brazil
Title: Multi-scale local mapped pattern for spoof fingerprint detection

John Quarles
University of Texas at San Antonio, USA
Title: Virtual reality for persons with disabilities: Current research and future challenges

Russell Pensyl
Northeastern University, USA
Title: Facial recognition and emotion detection in environmental installation and social media applications

Sunil Thankamushy
Mount San Antonio College, USA
Title: Building my educational augmented reality game app

Adam Watkins
University of the Incarnate World, USA
Title: Participatory museum experiences…augmented

David Mesple
Rocky Mountain College of Art and Design, USA
Title: The virtual normative body, fact or fiction?

Waqas Hussain
Air University, Pakistan
Title: Automated morphological analysis of human sperms cells according to WHO standards using computer graphics and computer vision algorithms

Noel Lopes
Polytechnic of Guarda, Portugal
Title: GPUMLib framework: Using the GPU to empower machine learning research

Masasuke Yasumoto
Kanagawa Institute of Technology, Japan
Title: Shadow shooter - All-around shooter game with E-Yumi 3D

Jingtian Li
University of the Incarnate World, USA
Title: Creative texturing and evolutionary tools

Matt Dombrowski
University of Central Florida, USA
Title: The gamification of modern society: Digital media's influence on current social practices

Kyoung Lee Swearingen
University of Texas at Dallas, USA
Title: Story telling through lighting in animated films

Yvonne Cao
Texas Christian University, USA
Title: Visual translation

Matthew Johnson
University of South Alabama, USA
Title: Graphic design in the classroom: Adjusting to educate the new digital generation

David Mesple
Rocky Mountain College of Art and Design, USA
Title: Haptic real-time interactive animation, sound, and more

John Carter
Booz Allen Hamilton, USA
Title: Core Theory: From chalkboard to full immersion

Meng-Dar Shieh and Wu Ssu Yi
National Cheng Kung University, Taiwan
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

Zoila Donnesy
Lone Star College, USA
Title: 3D projects perceived in commerce

Sumedh Ojha
Rajasthan Technical University, India
Title: One on One – A completely new individual cricketing style and game design

Tom Sito
The University of Southern California, USA
Title: Computer animation at the half-century: How did we get here?

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

Paul Fishwick
The University of Texas at Dallas, USA
Title: Leveraging the arts for modeling & simulation