The 30th Pacific Conference on Computer Graphics and Applications, Pacific Graphics 2022, will take place at Kyoto International Conference Center, Kyoto, Japan on October 5th-8th, 2022.
Pacific Graphics is a flagship conference of the AsiaGraphics Association.
All accepted journal track papers will be published in a special issue of Computer Graphics Forum (CGF), the journal of the Eurographics Association, in print and online in 2022.

This year, Pacific Graphics 2022 is a part of **CG Kyoto 2022** and will be co-located with **Visual Computing 2022**, a largest domestic conference on computer graphics in Japan, at the Kyoto International Conference Center.

VENUE

Kyoto International Conference Center
Takaragaike, Sakyo-ku, Kyoto 606-0001 Japan

<From Airport to Kyoto Station>
Travel from Kansai International Airport (KIX) to Kyoto Station on the Express Haruka train in 75 minutes.

<From Kyoto Station to ICC Kyoto>
Take the Karasuma Subway Line from Kyoto Station to Kokusaikaikan Station in 20 minutes.

Program

This is the current version of the program. This program may subject to further update. If you are an author please check your title and the author information. Contact the program chair "chairs-pg2022@eg.org" if anything is wrong.

Conference Program ver.13(updated on 6th Oct.)

PROGRAMS

5th Oct Wed	6th Oct Thu	7th Oct Fri	8th Oct Sat
8:30	8:30	8:30	8:30
8:45	8:45	8:45	8:45
9:00 Opening	9:00 Video	9:00	9:00 Stylization & Texture
9:15	9:15	9:15	9:15
9:30 Curves & Meshes	9:30	9:30 Image Enhancement	9:30
9:45	9:45 Fast Geometric Computation	9:45	9:45
10:00	10:00	10:00	10:00
10:15	10:15	10:15	10:15 Physics Simulation & Optimization
10:30	10:30	10:30 Image Detection & Understanding	10:30
10:45	10:45	10:45	10:45
11:00 Sketch & Modeling	11:00	11:00	11:00
11:15	11:15 Sponsor Session	11:15	11:15
11:30	11:30	11:30	11:30
11:45	11:45	11:45	11:45
12:00	12:00	12:00	12:00
12:15	12:15	12:15	12:15
12:30	12:30 Rendering - Sampling	12:30	12:30 Perception & Visualization
12:45	12:45	12:45	12:45
13:00	13:00	13:00 Image Synthesis	13:00
13:15	13:15	13:15	13:15
13:30 **Keynote Talk** Hao Li	13:30	13:30	13:30
13:45	13:45	13:45	13:45 Digital Human
14:00	14:00 Rendering - Modeling Nature and Material	14:00	14:00
14:15	14:15	14:15	14:15
14:30	14:30	14:30 Image Restoration	14:30
14:45 Point Cloud Processing & Dataset Generation	14:45	14:45	14:45
15:00	15:00	15:00	15:00
15:15	15:15	15:15	15:15
15:30	15:30	15:30	15:30 **Keynote Talk** Mirela Ben-Chen
15:45	15:45 **Keynote Talk** Rana Hanocka	15:45 **Special Industry Talk** Katsuro Onoue (in Japanese only)	15:45
16:00	16:00	16:00	16:00
16:15 Point Cloud Generation	16:15	16:15	16:15
16:30	16:30	16:30	16:30 Closing & Award
16:45	16:45	16:45	16:45
17:00	17:00	17:00	17:00
17:15	17:15 Sponsor Fast Forward & Sponsor Exhibition (no broadcast) (in Japanese only)	17:15 Sponsor Fast Forward & Sponsor Exhibition (no broadcast) (in Japanese only)	17:15
17:30	17:30	17:30	17:30
17:45	17:45	17:45	17:45
18:00	18:00	18:00	18:00
18:15	18:15	18:15	18:15
18:30	18:30	18:30	18:30
18:45	18:45	18:45 Banquet 18:45-Open 19:00-Start (no broadcast)	18:45
19:00	19:00	19:00	19:00
19:15	19:15	19:15	19:15
19:30	19:30	19:30	19:30

LOCATIONS:

Mirela Ben-Chen

Prof. Ben-Chen is an Associate Professor at the Center for Graphics and Geometric Computing of the CS Department at the Technion. She has received her Ph.D. from the Technion in 2009, was a Fulbright postdoc at Stanford from 2009-2012, and then started as an Assistant Prof. at the Technion in 2012.

Hao Li

Dr. Hao Li is an associate professor of computer vision at MBZUAI and the CEO of Pinscreen. Li's area of expertise lies at the intersection of computer vision, computer graphics, and machine learning, with a focus on virtual humans, reality capture, and AI synthesis. His goal is to enable new AI and immersive technologies that can make the concept of the metaverse possible and enhance our lives with digital experiences that are otherwise not possible in the physical world.

Rana Hanocka

I am an Assistant Professor of Computer Science at the University of Chicago. I founded and direct 3DL (threedle!), a group of enthusiastic researchers passionate about 3D, machine learning, and visual computing. I obtained my Ph.D. in 2021 from Tel Aviv University under the supervision of Daniel Cohen-Or and Raja Giryes.

Paper Presentations

- Online Eurographics Proceedings for Journal Track Papers (CGF 41-Issue 7)
- Online Eurographics Proceedings for Conference Track Papers

Session Name	Session Chair	Paper Title	Authors
Curves & Meshes	Stefan Ohrhallinger	Out-of-core Extraction of Curve Skeletons for Large Volumetric Models	Yiyao Chu, Wencheng Wang
		Point-Augmented bi-cubic subdivision surfaces	Kestutis Karciauskas, Jorg Peters
		SIGDT: 2D Curve Reconstruction	Diana Marin, Stefan Ohrhallinger, Michael Wimmer
		MeshFormer: High-resolution Mesh Segmentation with Graph Transformer	Li Yuan, He Xiangyang, Jiang Yankai, Liu Huan, Yubo Tao, Hai Lin
		WTFM Layer: An Effective Map Extractor for Unsupervised Shape Correspondence	Shengjun Liu, Haojun Xu, Dongming Yan, Qinsong Li, Ling Hu, Xinru Liu

		of Scene Sketches based on Global Reference Mechanism (Short Paper)	Peng Ling, Haoran Mo, Chengying Gao
Sketch & Modeling	Haoran Xie	Human Face Modeling based on Deep Learning through Line-drawing (Poster Paper)	Yuta Kawanaka, Syuhei Sato, Kaisei Sakurai, Shangce Gao, Zheng Tang
		An Interactive Modeling System for Japanese Castles with Decorative Objects (Poster Paper)	Shogo Umeyama, Yoshinori Dobashi
		Interactive Deformable Image Registration with Dual Cursor (Short Paper)	Takeo Igarashi, Tsukasa Koike, Taichi Kin
Point Cloud Processing & Dataset Generation	Tatsuya Yatagawa	MINERVAS: Massive INterior EnviRonments VirtuAl Synthesis	Haocheng Ren, Hao Zhang, Jia Zheng, Jiaxiang Zheng, Rui Tang, Yuchi Huo, Hujun Bao,Rui Wang
		Exploring Contextual Relationships in 3D Cloud Points by Semantic Knowledge Mining	Lianggangxu Chen, Jiale Lu, Cai Yiqing, ChangBo Wang, HE GAOQI
		UTOPIC: Uncertainty-aware Overlap Prediction Network for Partial Point Cloud Registration	Zhilei Chen, HONGHUA Chen, Lina Gong, Yan Xuefeng, Jun Wang, Yanwen Guo, Jing Qin, Mingqiang Wei
		Local offset point cloud transformer based implicit surface reconstruction	Yanxin Yang, Sanguo Zhang
		MODNet: Multi-offset Point Cloud Denoising Network Customized for Multi-scale Patches	Anyi Huang, Qian Xie, Zhoutao Wang, Dening Lu, Mingqiang Wei, Jun Wang,
Point Cloud Generation	Takeo Igarashi	Resolution-switchable 3D Semantic Scene Completion	Shoutong Luo, Zhengxing Sun, Yunhan Sun, Yi Wang,
		DiffPointLabel: Annotated Point Cloud Generation with Diffusion Model	Tingting Li, Yunfei Fu, Xiaoguang Han, Hui Liang, Kavisha Jayathunge, Jian Jun Zhang, Jian Chang
		USTNet: Unsupervised Shape-to-Shape Translation via Disentangled Representations	Haoran Wang, Jiaxin Li, Telea Alexandru, Jiri Kosinka, Zizhao Wu
		SPCNet: Stepwise Point Cloud Completion Network	Fei Hu, Honghua Chen, Xuequan Lu, Zhe Zhu, Jun Wang, Weiming Wang, Mingqiang Wei
Video	Seung-Tak Noh	StylePortraitVideo: Editing Portrait Videos with Expression Optimization	Kwanggyoon Seo, Seoung Wug Oh, Jingwan Lu, Joon-Young Lee, Seonghyeon Kim, Junyong Noh
		Real-Time Video Deblurring via Lightweight Motion Compensation	Hyeongseok Son, Junyong Lee, Sunghyun Cho, Seungyong Lee
		A Drone Video Clip Dataset and its Applications in Automated Cinematography	Amirsaman Ashtari, Raehyuk Jung, Eve Mingxiao Li, Junyong Noh
Fast Geometric Computation	Chun-Fa Chang	Occluder Generation for Buildings in Digital Games	Kui Wu, Xu He, Zherong Pan, Xifeng Gao
		Efficient Direct Isosurface Rasterization of Scalar Volumes	Adrian Kreskowski, Gareth Rendle, Bernd Froehlich
		Fine-Grained Memory Profiling of GPGPU Kernels	Max von Buelow, Stefan Guthe, Dieter Fellner
		Intersection Distance Field Collision for GPU (Short Paper)	Bastian Krayer
		Reconstructing Bounding Volume Hierarchies from Memory Traces of Ray Tracers (Short Paper)	Max von Buelow, Tobias Stensbeck, Volker Knauthe, Stefan Guthe, Dieter Fellner

Rendering - Sampling	Rex West	Specular Manifold Bisection Sampling for Caustics Rendering	Jia-Wun Jhang, Chun-Fa Chang
		Multirate Shading with Piecewise Interpolatory Approximation	Yiwei Hu, Yazhen Yuan, Rui Wang, Zhuo Yang, Hujun Bao
		Improving View Independent Rendering for Multiview Effects (Short Paper)	Ajinkya Gavane, Benjamin Watson
Rendering - Modeling Nature and Material	TBD	Neural Reflectance Capture in the View-Illumination Domain (TVCG Paper)	Kaizhang Kang, Minyi Gu, Cihui Xie, Xuanda Yang, Hongzhi Wu, Kun Zhou
		Real-time Deep Radiance Reconstruction from Imperfect Caches	Tao Huang, Yadong Song, Jie Guo, Chengzhi Tao, Zijing Zong, Xihao Fu, Hongshan Li, Yanwen Guo
		Real-Time Rendering of Eclipses without Incorporation of Atmospheric Effects	Simon Schneegans, Jonas Gilg, Volker Ahlers, Andreas Gerndt
		A Wide Spectral Range Sky Radiance Model	Petr Vevoda, Tom Bashford-Rogers, Monika Kolářová, Alexander Wilkie,
		Targeting Shape and Material in Lighting Design	Baran Usta, Sylvia Pont, Elmar Eisemann
Image Enhancement	TBD	Ref-ZSSR: Zero-Shot Single Image Superresolution with Reference Image	Xianjun Han, Xue Wang, Huabin Wang, Xuejun Li, Hongyu Yang
		Learning Multi-Scale Deep Image Prior for High-Quality Unsupervised Image Denoising	Hao Jiang, Qing Zhang, Yongwei Nie, Lei Zhu, Wei-Shi Zheng
		Contrastive Semantic-Guided Image Smoothing Network	Jie Wang, Yongzhen Wang, Yidan Feng, Lina Gong, Yan Xuefeng, Haoran Xie, Fu Lee Wang, Mingqiang Wei
		Adaptive and Dynamic Regularization for Rolling Guidance Image Filtering (Short Paper)	Miku Fukatsu, Shin Yoshizawa, Hiroshi Takemura, Hideo Yokota
Image Detection & Understanding	Xiaoming Liu	Effective Eyebrow Matting with Domain Adaptation	Luyuan Wang, Hanyuan Zhang, Qinjie Xiao, Hao Xu, Chunhua Shen, Xiaogang Jin
		Fine-Grained Scene Graph Generation with Overlap Region and Geometrical Center	Yongqiang Zhao, Zhi Jin, Haiyan Zhao, Feng Zhang, Zhengwei Tao, Chengfeng Dou, Xinhai Xu, Donghong Liu
		SO(3)-Pose: SO(3)-Equivariance Learning for 6D Object Pose Estimation	Haoran Pan, Jun Zhou, Yuanpeng Liu, Xuequan Lu, Weiming Wang, Yan Xuefeng, Mingqiang Wei
		Joint Hand and Object Pose Estimation from a Single RGB Image using High-level 2D Constraints	Hao-Xuan Song, Tai-Jiang Mu, Ralph Martin
Image Synthesis	Yoshihiro Kanamori	User-Controllable Latent Transformer for StyleGAN Image Layout Editing	Yuki Endo
		EL-GAN: Edge-Enhanced Generative Adversarial Network for Layout-to-Image Generation	Lin Gao, Lei Wu, Xiangxu Meng
		Abstract Painting Synthesis via Decremental optimization	Ming Yan, Yuanyuan Pu, Zhengpeng Zhao, Dan Xu, Hao Wu, Qiuxia Yang, Ruxin Wang
		Generative Deformable Radiance Fields for Disentangled Image Synthesis of Topology-Varying Objects	Ziyu Wang, Yu Deng, Jiaolong Yang, Jingyi Yu, Tong Xin

Image Restoration	Yuki Endo		Shan, Yang Wu, Jin Tang
		TogetherNet: Bridging Image Restoration and Object Detection Together via Dynamic Enhancement Learning	Yongzhen Wang,Yan Xuefeng, Kaiwen Zhang, Lina Gong, Haoran Xie, Fu Lee Wang, Mingqiang Wei
		Shadow Removal via Cascade Large Mask Inpainting (Poster Paper)	Juwan Kim, Seung-Heon Kim, Insung Jang
Stylization & Texture	Maria Larsson	Color-mapped noise vector fields for generating procedural micro-patterns	Charline Grenier, Basile Sauvage, Jean-Michel Dischler, Sylvain Thery,
		Pixel Art Adaptation for Handicraft Fabrication	Yuki Igarashi, Takeo Igarashi
		Shape-Guided Mixed Metro Map Layout	Tobias Batik, Soeren Nickel, Yu-Shuen Wang, Martin Nöllenburg, Hsiang-Yun Wu
		Efficient Texture Parameterization Driven by Perceptual-Loss-on-Screen	Haoran Sun, Shiyi Wang, Wenhai Wu, Yao Jin, Hujun Bao, Jin Huang
		MoMaS: Mold Manifold Simulation for real-time procedural texturing	Filippo Maggioli, Riccardo Marin, Simone Melzi, EMANUELE RODOLÀ
Physics Simulation & Optimization	Tao Du	Large-Scale Worst-Case Topology Optimization	Di Zhang, Xiaoya Zhai, Xiaoming Fu, Heming Wang, Ligang Liu
		Spatio-temporal Keyframe Control of Traffic Simulation using Coarse-to-Fine Optimization	Yi Han, He Wang, Xiaogang Jin
		NSTO: Neural Synthesizing Topology Optimization for Modulated Structure Generation	Shengze Zhong, Parinya Punpongsanon, Daisuke Iwai, Kosuke Sato
		Efficient and Stable Simulation of Inextensible Cosserat Rods by a Compact Representation	Chongyao Zhao, Jinkeng Lin, Tianyu Wang, Hujun Bao, Jin Huang
Perception & Visualization	Yuki Igarashi	Learning 3D Shape Aesthetics Globally and Locally	Minchan Chen, Manfred Lau
		Aesthetic Enhancement via Color Area and Location Awareness (Short Paper)	Bailin Yang, Qingxu Wang, Frederick W. B. Li, Xiaohui Liang, Tianxiang Wei,Changrui Zhu
		DARC: A Visual Analytics System for Multivariate Applicant Data Aggregation, Reasoning and Comparison (Short Paper)	Yihan Hou, Yu Liu, He Wang, Zhichao Zhang, Yue Li, Hai-Ning Liang, Lingyun Yu
		Eye-Tracking-Based Prediction of User Experience in VR Locomotion Using Machine Learning	Hong Gao

		Video Face Swapping	Gaspard Zoss, Christopher Schroers, Markus Gross, Paulo Gotardo, Derek Bradley, Romann Weber
Digital Human	Takayama Kenshi	BareSkinNet: De-makeup and De-lighting via 3D Face Reconstruction	Xingchao Yang, Takafumi Taketomi
		ShadowPatch: Shadow Based Segmentation for Reliable Depth Discontinuities in Photometric Stereo	Moritz Heep, Eduard Zell
		DFGA: Digital Human Faces Generation and Animation from the RGB Video using Modern Deep Learning Technology (Work-In-Progress Paper)	Diqiong Jiang, Lihua You, Jian Chang, Ruofeng Tong

PAPER AWARD

- Best Paper Award:
  - **Classifier guided supersampling for real-time rendering**
    Yu-Xiao Guo, Guojun Chen, Yue Dong, Tong Xin
- Best Paper Honorable Mention:
  - **User-Controllable Latent Transformer for StyleGAN Image Layout Editing**
    Yuki Endo
- Best Student Presentation
  - **Color-mapped noise vector fields for generating procedural micro-patterns**
    Charline Grenier, Basile Sauvage, Jean-Michel Dischler, Sylvain Thery

CALL FOR PAPERS

The 30th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2022) will be held in Kyoto, Japan. Pacific Graphics is an annual flagship conference of the Asia Graphics Association. As a highly successful conference series, Pacific Graphics provides a premium forum for researchers, developers, practitioners in the Pacific Rim and around the world to present and discuss new problems, solutions, and technologies in computer graphics and related areas.

We welcome original unpublished submissions in all areas of computer graphics and its applications. The topics include (but are not limited to) modeling, rendering, animation, imaging, visualization, human-computer interaction, and graphics systems. Papers should be submitted through the SRM system. Each submission should be 7-12 pages in length for the regular papers or 4-6 pages for the short papers, and will be reviewed by an international program committee for technical quality, novelty, significance, and clarity. All of the accepted papers will be archived in the EG digital libraries and all regular papers will be published in a special issue of Computer Graphics Forum.

https://srmv2.eg.org/COMFy/Conference/PG_2022

In addition, the conference will also include poster and work-in-progress sessions. The poster and work-in-progress papers should be no more than 2 pages. The submission will be reviewed by the committee members and need to be anonymised.

https://srmv2.eg.org/COMFy/Conference/PG_2022C

As a premier forum for exchanging recent research ideas and practical achievements – Pacific Graphics is of exceptional value for students, academics and industry researchers.

July 6, 2022 Updated

- review to authors: July 18, 2022
- decision notification: July 29, 2022
- revision submission due: August 17, 2022
- final acceptance notification: August 24, 2022

Important dates for short papers, work-in-progress papers, and posters:

- submission due: July 15, 2022
- decision notification: August 18, 2022

REGISTRATION

Registration is now open for Pacific Graphics 2022 !

Register Now !

Visa Information

Be careful that **all foreign nationals currently require a visa to travel to Japan** (as of Aug. 10th, 2022).
Please confirm [**Visa Information**] and the official announcement from [**the Ministry of Foreign Affairs of Japan**].

Registration fees

You can choose a payment method from credit card (VISA, MasterCard, JCB, and AMEX) and PayPal.

The early bird rate until 23:59 JST, Sep. 4th.

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75,000 JPY

AG Member (Regular)
85,000 JPY

Non AG Member
(Regular)

90,000 JPY

VIRTUAL

regardless of membership
(Early bird)

15,000 JPY

regardless of membership
(Regular)

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CONTRIBUTOR (Full, TVCG, short, poster, and WIP)

AG Senior/Student Member

75,000 JPY

Non AG Member

80,000 JPY

*** Be careful that the official language in VC 2022 is Japanese.**

Registration categories

The **"Onsite"** registration covers the eligibility to participate in the Pacific Graphics 2022 at the Kyoto International Conference Center in person. If you register as an **"Onsite"** participant, you are eligible not only for physical participation but also for virtual participation. Therefore, the onsite participants can also get the URL for live streaming the conference. On the other hand, if you register as a **"Virtual"** participant, you are not allowed to participate in the conference in person but will get the URL for live streaming. If you are a **"Student,"** you can join the conference free of charge regardless of whether you participate physically or virtually. However, even students must register with this form.

Please be aware that you can get a ticket with the early bird rate until 23:59 JST, Sep. 4thh.

Terms and conditions for registration

Please be aware that the conference does not run any cancelation policy. Therefore, **no refund is possible**.

If Pacific Graphics 2022 has to be canceled due to reasons that are beyond the power and control of the organizers (for example, outbreak of infectious diseases or acts of terrorism), participants are entitled to a partial refund of the registration fee only. In this case, the amount remaining after payment of all financial liabilities for Pacific Graphics 2022 will be refunded proportionally to the registered participants.

Important notice for paper contributors

For each paper contribution (full paper, TVCG paper, short paper, poster, and WIP), **one "Contributor" registration is required (please do not register more than two "Contributor" registrations for a single paper). You need the corresponding number of "Contributor" registrations if you are an author of two or more papers**. For example, when a paper is written jointly by a student and two seniors, and only the student participates in the conference, the student must register as a contributor. If one of the seniors participates in the conference and registers as a contributor, the student can participate free of charge. The "Contributor" registration covers the same eligibility as the "Onsite" registration.

If you are not a paper contributor, you will be expected to choose an appropriate registration category.

Visa Information

If you need a visa to travel to Japan, please answer "Yes" to the question "Do you need a visa to travel to Japan?" in the registration form. Be careful that **all foreign nationals currently require a visa to travel to Japan** (as of Aug. 10th, 2022). For more details, please confirm the page for the visa information on [**the Pacific Graphics website**] and the official announcement from [**the Ministry of Foreign Affairs of Japan**].

Co-located event

On the first day of the conference (Oct. 5th), we have a co-located event, "Digital Human Workshop at CG Kyoto," at the same venue, the Kyoto International Conference Center. Please notify us of your interest in the event in the registration form. Visit the special website to check the details (coming soon).

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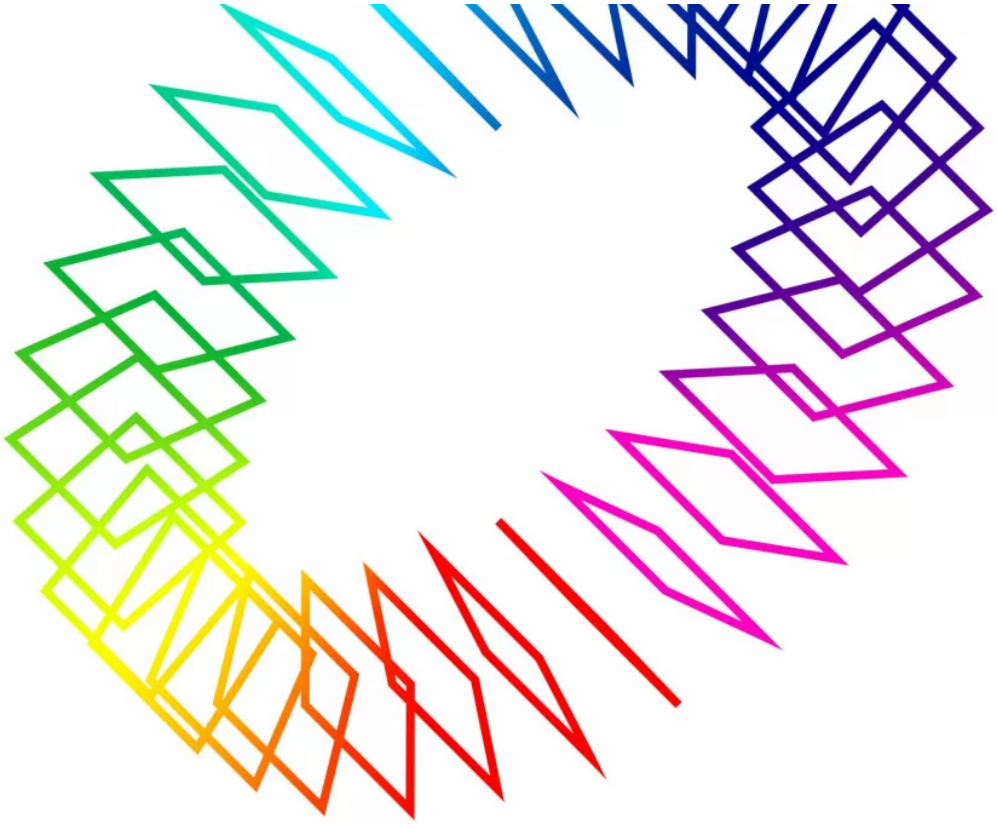

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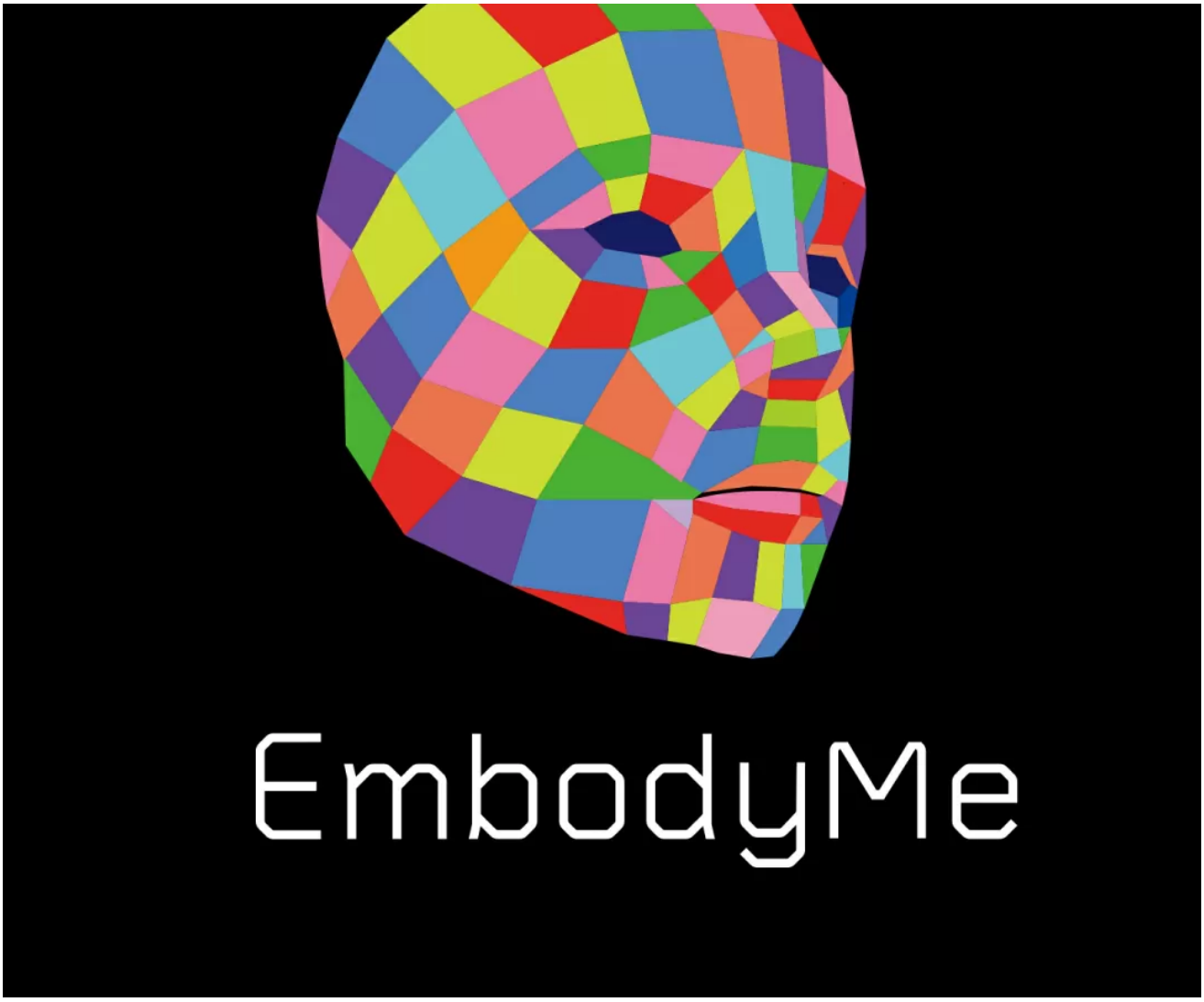

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