

CGW 2019 議程

| 6/27 (四) | | 6/28 (五) | |
|-------------|-----------------------------------|-------------|-------------------------------|
| 09:00~09:40 | 註冊 | 09:00~09:50 | 註冊 |
| 09:40~09:50 | 開幕 | 09:50~10:50 | Keynote 3 Dr. Xiaoru Yuan |
| 09:50~10:50 | Keynote 1 Prof. Tien Tsin Wong | 10:50~11:10 | Coffee Break |
| 10:50~11:10 | Coffee Break | 11:10~12:10 | Industry Forum |
| 11:10~12:10 | Keynote 2 Dr. Wan-Chun Ma | 12:10~13:30 | 午餐 |
| 12:10~13:30 | 午餐 | 13:30~15:10 | Session C1/C2 |
| 13:30~15:10 | Session A1/A2 | 15:10~15:30 | Coffee Break |
| 15:10~15:30 | Coffee Break | 15:30~17:10 | Session D1/D2 |
| 15:30~17:10 | Session B1/B2 | 17:10~17:30 | 閉幕/頒獎 |
| 17:50~ | 晚宴 | | |

A1: Image Processing

(6/27 13:30~15:10, 彥公廳)

- ▶ Han Ting Lin, Zhe Yuan Li, and Tung-Ju Hsieh. L-System Winding Stream Pattern Synthesis.
- ▶ Yu-Lin Chao, Yi-Jia Fu and Tung-Ju Hsieh. Interactive Vector Graphics Editing with Interweaving and Penetrating.
- ▶ 馮翊婷 and 楊傳凱. Twitch遊戲平台影片之視頻摘要.
- ▶ 翁瑋辰 and 紀明德. 具樂高平滑化之影像樂高風格化技術.
- ▶ 怡臻 張 and 楊傳凱. 影像構圖之即時評分系統.

A2: Animation & Robotics

(6/27 13:30~15:10, Room 5410)

- ▶ Hsuan Chen and Sai-Keung Wong. 探討於虛擬人群中的方形物體運輸方法.
- ▶ Hsiang-Yu Yang and Sai-Keung Wong. 應用強化學習於產生代理人協同搬運方形物體動畫.
- ▶ Kuan-Yu Liu, Matias Volonte, Yu-Chun Hsu, Sabarish V. Babu, and Sai-Keung Wong. 與主動和被動代理人在虛擬環境中進行方形物體運輸之協作互動.
- ▶ Bing-Jing Hsieh, Ru-Tai Soong, and Ming-Te Chi. 具物理特性的無人機模擬器 - 以強化學習進行無人機避障模型訓練.
- ▶ Min-Heng Tsai and Fu-Che Wu. 平面偵測用於無人機室內導航.

B1: Visualization & Virtual Studio

(6/27 15:30~17:10, 彥公廳)

- ▶ Ping-Hsuan Huang, Li Huang, Yi-Jheng Huang, and Wen-Chieh Lin. 探討使用者交易資料的視覺化分析系統.
- ▶ Ming-Jui Hsu and Chuan-Kai Yang. 視覺化動作學習系統.
- ▶ Po-Ying Li, Chia-Yang Sun, Cheng-Wei Ku, Kuen-Long Tsai, Wan Shan Chang, and Charlie Chang. Medical Image Illustrator & VIML VR Viewer.
- ▶ Chih-Hsuan Kuo and Tsai-Yen Li. Camera Shot Recommendation for Virtual Film Set.
- ▶ Ching-Yu Kang and Tsai-Yen Li. A System to Assist Actor Recording in Virtual Studio.

B2: Geometry & Modeling

(6/27 15:30~17:10, Room 5410)

- ▶ 宋正倫, 洪俊銘, and 謝東儒. 幾何遞迴圖樣生成系統.
- ▶ 傅雲飛, 于洪川, 葉智國, 張建軍, and 李同益. 從單張筆刷繪畫建立2.5D 浮雕模型.
- ▶ 陳品陵, 來國彥, 董奎谷, 王丞真, 楊晉復, and 戴文凱. Procedural Level Content Generation of Action Games Using Tactic.
- ▶ Yi-Chin Wu, Liwei Chan, Wen-Chieh Lin, and Yi-Chien Shih. 可觸視的三維物件重建.
- ▶ 陳昱文 and 楊傳凱. 動作學習之3D人體建模和變形.

C1: Deep Graphics Learning

(6/28 13:30~15:10, 彥公廳)

- ▶ 宋玉, 唐帆, 董未名, 張曉鵬, Oliver Deussen, and 李同益. 基於深度學習多算子圖像重定位的照片方形化.
- ▶ 陳彥嘉, 張至妤, 陳子琳, 孫正宇, and 陳履恒. 使用CNN對漫畫人物臉譜進行作者分類.
- ▶ Tzu Yu Yang, Mei-Yun Chen, Neng-Hsien Chiu, and Ming Ouhyoung. Transforming Color Style Between Monitors under different OS with DNN-predicted Emission Spectrums.
- ▶ 盧天麒, 黃俊毓, 林宏保, and 張耀元. 虛擬實境應用中以卷積神經網路進行手部精細動作追蹤.
- ▶ 張舒婷, 鐘偉豪, 徐永棚, and 葉奕成. 針對魚眼鏡頭影像之車輛辨識與追蹤方法.

C2: VR Applications

(6/28 13:30~15:10, Room 5410)

- ▶ 黃怡錚, 劉康宜, and 葉奕成. 混搭控制器與手勢輸入於沉浸式應用的操作效益探討.
- ▶ Bo-Jyun Wu, Sai-Keung Wong, and Ta-Wei Li. 虛擬化學實驗室之差異化教學探討.
- ▶ Sheng Kai Lin, Ping Hung Chen, Hsiao Kuang Wu, Shih Ching Yeh, Shuai Zheng, and Meng Chang Tsai. 基於虛擬現實與多模態神經行為感測的藥物成癮治療與評估系統研究.
- ▶ Wen Hsuan Wang and Tsai-Yen Li. 3D互動敘事中以穿戴式裝置與虛擬角色互動之機制設計.
- ▶ 鄭元楛, 楊傳凱, and 張登文. Google街景導覽動畫與3D虛擬實境顯示.

D1: Medical Imaging & VR

(6/28 15:30~17:10, 彥公廳)

- ▶ Ming-Dar Tsai, Ming-Xuan Zhuang, and Ming-Shium Hsieh. 使用三維磁共振影像之關節功能評估和手術模擬。
- ▶ Hsaun-De Huang and Yu-Chen Hsu. A Preliminary Study on Feasibility of Improving Visual Health Awareness and Behavior Using Visual Impairment Simulation.
- ▶ Ming-Dar Tsai, Yuan-Hsiang Chang, Shao Tang Hong, and Tsung-Ting Huang. 使用三維共軛焦顯微鏡影像之細胞核分割方法。
- ▶ Yuxiang Wang, Tse-Han Lin, and Ming Ouhyoung. Building an Active Cybersickness Detector by using Videonystagmography.
- ▶ Chung Lian, I-Chao Shen, and Bing-Yu Chen. Accurate Anatomy Transfer using Medical Imaging.

D2: Vision & Pattern Recognition

(6/28 15:30~17:10, Room 5410)

- ▶ Xiang-Zh Yeh and Shing-Min Liu. 基於感測器資料集的動作辨識.
- ▶ Yun-Ya Gao and Shing-Min Liu. 以MetaWear基於Dynamic Time Warping的手勢辨識.
- ▶ 晉萱 and 楊傳凱. 室內定位用於物品搜尋之研究.
- ▶ Yulia and Chuan-Kai Yang. Transition Motion Synthesis for Video-Based Text to ASL.