



Thursday, July 15th

07:00am – 7:20am

Opening Session

Conference Chairs: WonSook Lee, Chris Joslin

07:20am – 8:20am

Keynote

Chair: Sunghee Lee

- Keynote: Empathic Computing and Social Agents
 - *Mark Billinghurst*

08:50am – 10:30am

Session # 1 – Avatars & Agents

Chair: Daniel Thalmann

- Generation of Multiagent Animation for Object Transportation Using Deep Reinforcement Learning and Blend-Trees
 - *Shao-Chein Chieh, Guan Ting Liu and Sai-Keung Wong*

- Toward Understanding Embodied Human-Virtual Character Interaction Through Virtual and Tactile Hugging
 - *Dixuan Cui, Dominic Kao and Christos Mousas*
- Synthesizing Affective Virtual Reality Multi-Character Experiences
 - *Angshuman Mazumdar and Christos Mousas*
- Interacting with Virtual Instructors: The Effect of Gender and Years of Study on the Perception of In-Game Instructors
 - *Dixuan Cui and Christos Mousas*

11:20am – 1:00pm

Session # 2 – Recognition & Modeling

Chair: Feng Tian

- Single-View Procedural Braided Hair Modeling through Braid Unit Identification
 - *Chao Sun, Srinivasan Ramachandran, Eric Paquette and Won-Sook Lee*
- FaceCaps for Facial Expression Recognition
 - *Fangyu Wu, Chaoyi Pang and Bailing Zhang*
- Iris Recognition Based on Few-Shot Learning
 - *Songze Lei, Baihua Dong, Yonggang Li, Feng Xiao and Feng Tian*
- Bas-relief Layout Arrangement via Automatic Method Optimization
 - *Jiahui Mao, Tingting Li, Feiyu Zhang, Xuequan Lu, Jian Chang and Meili Wang*

Friday, July 16th

07:00am – 8:40am

Session # 3 – Character Motion

Chair: Jian Chang

- Unsupervised Motion Capture Data Segmentation Based on Topic Model
 - *Xiaoyan Hu, Xizhao Bao, Shunbo Xie and Guoli We*
- Learning a Deep Motion Interpolation Network for Human Skeleton Animations
 - *Chi Zhou, Zhangjiong Lai, Suzhen Wang, Lincheng Li, Xiaohan Sun and Yu Ding*

- Learning-based Pose Edition for Efficient and Interactive Design
 - *Léon Victor, Alexandre Meyer and Saïda Bouakaz*
- Interactive Multi-Character Motion Editing
 - *Jongmin Kim, Yeongho Seol and Taesoo Kwon*

09:10am – 10:50am

Session # 4 – Rendering & Simulation

Chair: Eric Paquette

- Multi-level Tetrahedralization-based Accelerator for Ray-tracing Animated Scenes
 - *Aytek Aman, Serkan Demirci, Ugur Gudukbay and Ingo Wald*
- Render-based Factorization for Additive Light Field Display
 - *Nianchen Deng, Zhenyi He and Xubo Yang*
- Improved Divergence-Free SPH via Priority of Divergence-free Solver and SOR
 - *Maolin Wu, Shiguang Liu and Qing Xu*
- Parallel Realistic Visualization of Particle-based Fluid
 - *Qiaorui Chen, Shuai Zhang and Yao Zheng*

11:30am – 12:30pm

Keynote

Chair: WonSook Lee

- Keynote: Reinforcement Learning for Realistic Human Movement
 - *Michiel van de Panne*

Saturday, July 17th

07:00am – 08:00am

Keynote

Chair: Nadia Magnenat-Thalmann

- Keynote: Embodiment, Presence, and Spatial Perception in Immersive Architectural Environments

- *Victoria Interrante*

08:30am – 10:10am

Session # 5 – Semantics & Image Processing

Chair: Guo Shihui

- Deep Boundary-aware Semantic Image Segmentation
 - *Huisi Wu, Yifan Li, Le Chen, Xueting Liu and Ping Li*
- ASFNet: Adaptive Multi-scale Segmentation Fusion Network for Real-Time Semantic Segmentation
 - *Hengfeng Zha, Rui Liu, Xin Yang, Dongsheng Zhou, Qiang Zhang and Xiaopeng Wei*
- Spatial Semantic Graph Enhanced Monocular SLAM system
 - *Zezi Xu and Shuangjiu Xiao*
- AFF-Dehazing: Attention-Based Feature Fusion Network for Low Light Image Dehazing
 - *Yu Zhou, Zhihua Chen, Bin Sheng, Ping Li, Jinman Kim and Enhua Wu*

10:40am – 12:20pm

Session # 6 – VR/AR Systems

Chair: Chris Joslin

- Enhancing Emotional Experience by Building Emotional Virtual Characters in VR Volleyball Games
 - *Zeichen Bai, Naiming Yao, Nidhi Mishra, Hui Chen, Hongan Wang and Nadia Thalmann*
- ExpressGesture: Expressive Gesture Generation from Speech through Database Matching
 - *Ylva Ferstl, Michael Neff and Rachel McDonnell*
- Exploring Evolution of Augmented and Virtual Reality Education Space in 2020 Through Systematic Literature Review
 - *Naheem Noah and Sanchari Das*
- BIM Indoor Path Planning: A Lightweight Approach for Complex BIM Building
 - *Xiaojun Liu, Changyan He, Chang Liu and Jinyuan Jia*

12:30am – 1:00pm



Closing Session / CASA2022 / Awards

Conference Chairs: WonSook Lee, Chris Joslin