

# EURASIA GRAPHICS 2012

## International Workshop on Computer Graphics, Animation & Gaming Technologies



**Program** @ Işık University Maslak Campus Auditorium, Maslak, Istanbul

Friday, 4 <sup>th</sup> May 2012		Saturday, 5 <sup>th</sup> May 2012	
8:30 - 9:15	Registration		
9:15 - 9:30	Opening		
<b>Session 1</b> 9:30 - 10:30	<ul style="list-style-type: none"> <li><b>Invited Talk:</b> "Bakery Relight: A New Approach to Production," Belisaire Earl; Dwarf Labs, France</li> <li>"Using Voronoi Diagrams for Realistic Dry Soil Modeling and Rendering," L. Gamze Bozgeyikli, Evren C. Bozgeyikli, Erdal Yılmaz; Middle East Technical University, Ankara</li> </ul>	<b>Session 5</b> 9:00 - 10:30	<ul style="list-style-type: none"> <li><b>Invited Talk:</b> "Volume Rendering in 3D Production," Erdem Taylan; CAVE, Istanbul</li> <li>"Physical Communication of Intent in Human-Robot Interaction," Ayşe Küçükylmaz, T. Metin Sezgin, Çağatay Başdoğan; Koç University, Istanbul</li> <li>"Turkish Sign Language Converter via Microsoft Kinect," M. Faruk Ongun, Tolga Dışınar, Hasan Balci, Tolga Çekiç, Ali Özer; Bilkent University, Ankara</li> </ul>
10:30 - 11:00	Break	10:30 - 11:00	Break
<b>Session 2</b> 11:00 - 12:30	<ul style="list-style-type: none"> <li><b>Invited Talk:</b> "Yogurt3D Graphics Engine: A New Alternative for Browser and Mobile Apps/Games," Cemil Türün; Yogurt Technologies, Istanbul</li> <li>"Shadow Height Maps for Terrain Shadowing," Ufuk C. Biçici, Lale Akarun; Boğaziçi University, Istanbul</li> <li>"A Novel Approach on Deferred Crowd Shadows," Ş. Serdar Koçdemir; Middle East Technical University, Ankara</li> </ul>	<b>Session 6</b> 11:00 - 12:30	<ul style="list-style-type: none"> <li><b>Invited Talk:</b> "Simulation of a Flowing Snow Avalanche Using Molecular Dynamics," Denizhan Gücer, Bülent Özgüç; Bilkent University, Ankara</li> <li>"Efficient Rendering of Complex Scenes on Heterogeneous Parallel Architectures," Gökçe Yıldırım, Veysi İşler; Middle East Technical University, Ankara</li> <li>"Stereoscopic Raytracing using GPU," Alper Daş, Veysi İşler, A. Oğuz Akyüz; Middle East Technical University, Ankara</li> </ul>
12:30 - 13:30	Lunch break	12:30 - 13:30	Lunch break
13:30 - 14:30	<b>Keynote:</b> "Latest Trends in 3D Rendering and 3D Software Development," Erwan Maigret; The Bakery, France		
14:30 - 15:00	Break		
<b>Session 3</b> 15:00 - 16:30	<ul style="list-style-type: none"> <li><b>Invited Talk:</b> "Games: Past, Present and Future," Mevlüt Dinç; Sobee Studios, Istanbul</li> <li>"Simulation of an Autonomous Vehicle," B. Tevfik Akgün; Okan University, Istanbul</li> <li>"Modeling of Human Faces through Incremental Customization," H. Pasindu Abeysondera, Kristin S. Benli, M. Taner Eskil; Işık University, Istanbul</li> </ul>	<b>Session 7</b> 13:30 - 15:00	<ul style="list-style-type: none"> <li>"Looking Underground: A Multi View Outdoor Augmented Reality Approach," M. Tolga Eren, Murat Cansoy, Selim Balcısoy; Sabancı University, Istanbul</li> <li>"HeatCube: A Framework for Spatio-Temporal Data Visualization," Serdar Adalı, Tolga Eren, Alican Türk, Selim Balcısoy; Sabancı University, Istanbul</li> <li>"Towards A New Approach for Evaluating Software Visualization Tools in Software Comprehension," H. Ali Duru; Turkish Military Academy; Murat P. Çakır, Veysi İşler; Middle East Technical University, Ankara</li> </ul>
16:30 - 17:00	Break	15:00 - 15:30	Break
<b>Session 4</b> 17:00 - 18:30	<ul style="list-style-type: none"> <li>"Survey on the Estimation of Hard Shadows for Real-time Rendering," Gürkan Koldaş; Turkish Naval Academy, Istanbul</li> <li>"An Evaluation Study of Tone Mapping Operators on Small Camera Screens," M. Levent Eksert, A. Oğuz Akyüz; Middle East Technical University, Ankara</li> <li>"3-D Mesh Geometry Compression with Set Partitioning in the Spectral Domain," Uluğ Bayazıt; Istanbul Technical University, Umut Konur; Boğaziçi University, Hasan F. Ateş; Işık University, Istanbul</li> </ul>	<b>Session 8</b> 15:30 - 17:00	<ul style="list-style-type: none"> <li><b>Invited Talk:</b> "Use of Virtual World To Teach Collaborative Learning Techniques Through Role-Playing Sessions," Tuğba Tokel, Veysi İşler; Middle East Technical University, Ankara</li> <li>"A Research on Players Who Have Been Playing Violent Video Games More Than 5 Years: Prosocial Behavior and Long Term Effects of Violence in Video Games," Oğuz Konya; Middle East Technical University, Ankara</li> <li>"Mocap Driven Full Body Control," Semih Kekül, Umut Durak; Middle East Technical University, Ankara</li> </ul>
18:30 - 20:00	Conference Cocktail	17:00 - 20:00	Boat Trip on Bosphorus