# Real-World Visual Computing, Dagstuhl Seminar Oct. 20-25, 2013

| | Monday Oct. 21 | | Tuesday Oct. 22 | | Wednesday Oct. 23 | | Thursday Oct. 24 | | Friday Oct. 25 | |
|---|---|---|---|---|---|---|---|---|---|---|
| 09:00 - 10:30 | **Welcome & Getting to know each other** Marcus Magnor | | **Rendering** Jean-Michel Dischler Peter Eisert Hendrik Lensch Christian Lipski | Texturing from Images | **Editing & Interaction** Sylvain Paris Anna Hilsmann Felix Klose Adrian Hilton | Photographic Time Machines: Taking Control over the Time of Day in Photos | **Acquisition II** Bernd Eberhardt Alexander Sorkine-Hornung Adreas Kolb Martin Fuchs | Structured surfaces from an industrial perspective | **Applications II** Shohei Nobuhara Fabrizio Pece Philippe Bekaert Philipp Slusallek | 3D Shape from Silhouettes in Water for Online Novel-View Synthesis |
| | | | | Image-based Modelling and Rendering of Deformable Objects | | Image-based approaches for photo-realistic rendering of complex objects | | Challenges of high spatio-angular-temporal resolution image data | | Videos in Panoramic Context |
| | | | | Emphasizing Depth and Motion | | Garment Replacement in Monocular Video Sequences | | Online Scene Reconstruction using point-based data fusion | | Experiences using omni-directional video for TV broadcast and immersive performances |
| | | | | Correspondence and Depth Image-based rendering for free viewpoint video | | 4D Animation from Multiple View Performance Capture | | Applications of rapid manufacturing tools to real-world visual computing | | Accessing and Interacting with the Real World via the 3D-Web with XML3D |
| 10:30 - 11:00 | Coffee break | | Coffee break | | Coffee break | | Coffee break | | Coffee break | |
| 11:00 - 12:15 | **Applications I** Robert Dawes Kari Pulli Volker Helzle | BBC R&D Immersive and Interactive Content Team | **Book Organization & Meeting I** Marcus Magnor Olga Sorkine-Hornung Oliver Grau Christian Theobalt | Book Outline Organization | **Modeling II** Bodo Rosenhahn Tamy Boubekeur Ruigang Yang | A statistical model for coupled human shape and motion | **Book Meeting II** Marcus Magnor Olga Sorkine-Hornung Oliver Grau Christian Theobalt | Acquisition Reconstruction Modeling Editing & Interaction Rendering Applications | **Summary, Feedback, Plenary Discussion** all | Book - Status Report |
| | | Mobile Visual Computing | | Acquisition Reconstruction Modeling Editing & Interaction Rendering Applications | | Automatic Structures for Shape Modelling, Processing and Analysis | | | | What was good ? What was not so good ? What do we do from here ? What's the plan ? |
| | | R&D at Filmakademie BW | | | | 3D modeling of Urban houses and Dynamic Objects | | | | "When shall we three meet again ? In thunder, lightning, or in rain ?" |
| 12:15 - 14:00 | Lunch | | Lunch | | Lunch | | Lunch | | Lunch & Departure | |
| 14:00 - 15:30 | Special Session / free time | | Special Session / free time | | **Excursion** | | Special Session / free time | | | |
| 15:30 - 15:45 | Coffee Break | | Coffee Break | | | | Coffee Break | | | |
| 15:45 - 17:45 | **Modeling I** Holly Rushmeier Ayellet Tal Stefanie Wuhrer Alla Sheffer Edmond Boyer | Recent work in material models from captured data | **Acquisition I** Celine Loscos Oliver Klehm Martin Jagersand Gabriel Brostow Jan-Michael Frahm | Multiview HDR systems | | | **Performance Capture** Paolo Favaro Yebin Liu Darren Cosker Christian Theobalt Marcus Magnor | New Perspectives on Uncalibrated Photometric Stereo | | |
| | | On the Visibility of Point Clouds | | A reconfigurable camera add-on for HDR, Multispectral, polarization, and light-field imaging | | | | Markerless Motion Capture of Multiple Close Interacting Targets | | |
| | | Finite Element based Tracking of Deforming Surfaces | | Monocular real-time incremental geometry acquisition on low-power UAVs | | | | Dynamic Facial Processing and Capture: Basic Research to VFX | | |
| | | Game Level Layout from Design Specification | | Getting By with Poor Camera Pose Estimates | | | | Performance Capture in Unconstrained Environments | | |
| | | Multi-View Object Segmentation | | Large Scale Reconstruction | | | | Towards Perfect Rendering of an Imperfect World | | |
| 18:00 | Dinner | | Dinner | | (Dinner) | | Dinner | | | |