Dagstuhl Seminar on Computational Video

7:30-8:45am	breakfast	**Monday**	morning	organizers	*welcome*
10:15am	coffee			Marc Levoy	*Why is Sports Photography Hard? (and what we can do about it)*
12:15pm	lunch			Reinhard Koch	*Effcient Depth-Compensated Interpolation for Full Parallax Displays*
3:15pm	coffee & cake			Christian Theobalt	*Model-based Editing of 2D and 3D Video*
				Ramesh Raskar	*Looking Around Corners: New Opportunities in Ultra-fast Computational Photography*
6pm	dinner			Anita Sellent	*Robust motion fields for alternate exposure and multi-view video*
			afternoon	Kyros Kutulakos	*Automatic construction of non-rigid 3D scene models from video*
				Peter Eisert	*Deformable Surface Estimation*
				Bastian Goldluecke	*Convex Relaxations for Multi-Label Problems*
				Thomas Pock	*A first-order primal-dual algorithm for convex problems with applications to imaging*
				Bodo Rosenhahn	*Tracking and Motion Classification of Swimming Microorganisms in 4D Digital in-line Holography Data*
			evening		*tbd*
		Tuesday	morning	Adrian Hilton	*Stereo Production from Wide-baseline Views*
				Shohei Nobuhara	*3D Shape Reconstruction with Connectivity*
				Bastian Leibe	*Efficient Monocular Object Detection and Tracking - Gearing up for HDTV*
				Lihi Zelnik-Manor	*Posing to the camera: Automatic viewpoint selection for Human Actions*
				Hendrik Lensch	*Online Video Processing*
			afternoon	all	*breakout sessions*
				all	*discussion*
			evening		*tbd*
		Wednesday	morning	Ivo Ihrke	*A Mathematical Model for Plenoptic Imaging*
				Martin Eisemann	*Free-Viewpoint Video with approximate and no geometry*
				Claudia Nieuwenhuis	*Space Varying Parameter Distributions for Interactive Segmentation*
				Eli Shechtman	*Video Tapestries with Continuous Temporal Zoom*
				Paolo Favaro	*A Subspace Approach to Depth of Field Extension in Coded-Aperture Cameras*
			afternoon	all	*excursion*
			evening		*tbd*
		Thursday	morning	Andrew Fitzgibbon	*Modelling non-rigid 3D shapes*
				Andreas Kolb	*Time-of-Flight Camera Data Processing and Accumulation*
				Pradeep Sen	*Exploiting the Sparsity of Video Sequences to Efficiently Capture Them*
				Michael Goesele	*Ambient Point Clouds for View Interpolation*
				Felix Klose	*Extensions to Free-Viewpoint Video with Special Effects and Dynamic Scene Reconstruction*
			afternoon	Jan Kautz	*Video-Based Environments*
				Derek Bradley	*High Resolution Passive Facial Performance Capture*
				Eno Toeppe	*Image-based 3D Modeling via Cheeger Sets*
				Sylvain Paris	*Mid-Level Representations for Videos*
				Tony Tung	*3D Video Understanding using a Topology Dictionary*
			evening		*tbd*
		Friday	morning	Philipp Slusallek	*XML3D, XFlow, and AnySL: Making Computational Media and Interactive 3D Available to Everyone via the Web*
				Oliver Grau	*Multi-camera 3D applications with broadcast cameras*
				Yael Pritch	*Non-Chronological Video Manipulations*
				Vittorrio Ferrari	*What's going on? Discovering Spatio-Temporal Dependencies in Dynamic Scenes*
				Daniel Cremers	*tba*