

## NICOGRAPH International 2011 Program

10 June

**12:00- Registration**

**12:55- Opening** (Mitsunori Makino, Chuo University)

**13:00-14:40 Oral #1: Advanced Computer Graphics** (Chair: Takayuki Itoh, Ochanomizu University)

**<1-1> Visual Simulation of Wet Hair by Multi Layering of Polygon Boards**

Kouki Itoh and Tsukasa Kikuchi (Takushoku University)

**<1-2> Method for Creating Nighttime Textures that Considers The Uses of Buildings**

Toru Isohata, Kouki Itoh and Tsukasa Kikuchi (Takushoku University)

**<1-3> Controllable Lightning Shape and Impression Evaluation**

Junya Tanaka, Kouki Itoh and Tsukasa Kikuchi (Takushoku University)

**<1-4> Example-Based Hairstyle Adviser**

Wei Yang, Masahiro Toyoura and Xiaoyang Mao (University of Yamanashi)

**15:00-16:20 Oral #2: Games and Toys** (Chair: Kazunori Miyata, Japan Advanced Institute of Science and Technology)

**<2-1> A scale-aware gestural interface for video games**

Woosuk Kim and Hideaki Kuzuoka (University of Tsukuba)

**<2-2> PhysX-based Framework for Developing Games with Haptic Feedback**

R.P.C. Janaka Rajapakse (Graduate Institute of Animation and Film Art, Tainan National University of the Arts) , Yoshimasa Tokuyama (Tokyo Polytechnic University) and Kouichi Konno (Iwate University)

**<2-3> From Brain Waves to Game Design: A Study on Analyzing and Manipulating Player Interest Levels**

Kenneth Chan, Koji Mikami and Kunio Kondo (Tokyo University of Technology)

**<2-4> Experimental methods and natural player analysis for sensory-motor interaction using pressure sensors**

Taisuke Yamashita, Akihiko Shirai and Motofumi Hattori (Kanagawa Institute of Technology)

**16:40-17:10 Poster Fast Forward Session** (Chair: Hiroki Takahashi, University of Electro-Communications)

**<P01>For Whom the painting application is made**

Kengo Watanabe(KengoLab) and Shinichiro Miyaoka (Tokyo University of Technology)

**<P02>Envelopment Surface Rendering of Falling Water for Particle and Volume Based Virtual Liquid Manipulation Model**

Shunsuke Miyashita and Kenji Funahashi (Nagoya Institute of Technology)

**<P03>An Automatic Generation System for Logo Design Drafting**

Anna Otake (Chukyo University), Masahiro Ura (Nagoya University), Mamoru Endo, Masashi Yamada, Shinya Miyazaki (Chukyo University) and Takami Yasuda (Nagoya University)

**<P05>A Video Evaluating System by using Users' Communication on Social Media**

Yasuhiro Iwata(Chukyo University), Masahiro Ura(Nagoya University), Takatoshi Naka(Chukyo University), Masato Goto (Kinjo Gakuin University),  
Mamoru Endo, Masashi Yamada, Shinya Miyazaki and Koichiro Tamura(Chukyo University)

**<P06>A Method for Visualizing Potential Relations between Users on Social Communities**

Koji Terakawa(Chukyo University), Masahiro Ura(Nagoya University), Takatoshi Naka, Masashi Yamada, Mamoru Endo and Shinya Miyazaki(Chukyo University)

**<P07>PLUM: A Photograph Browser with a Layout-Upon-Maps Algorithm**

Kana Shiratori, Takayuki Itoh (Ochanomizu University) and Satoshi Nakamura (Kyoto University)

**<P08>Colorscore - Visualization and Condensation of Structure of Classical Music**

Aki Hayashi, Takayuki Itoh (Ochanomizu University) and Masaki Matsubara (Keio University)

**<P09>Using MIDImage to Generate Animated Characters Synchronized With MIDI Sequences**

Ayaka Endo and Yasuo Kuhara (Tokyo Polytechnic University)

**<P10>The Latest World Music Viewer (LWMV) As Musical Web Database From All Over The World**

Takuma Moriyama and Yasuo Kuhara (Tokyo Polytechnic University)

**<P11>Non-invasive Sagittal Pelvic Inclination Estimation**

Nagatoshi Hayabusa and Hiroki Takahashi (University of Electro-Communications)

**<P12>First-person Perspective See-through Using AR Marker**

Atsumu Watanabe and Hiroki Takahashi (University of Electro-Communications)

**<P13>Development of serious game which use full body interaction and accumulated motion**

Hajime Misum, Wataru Fujimura, Takayuki Kosaka, Motofumi Hattori, Akihiko Shirai (Kanagawa Institute of Technology)

**17:30-18:30**      **Invited Speech “Classical music with virtual orchestra” (Prof. Iwao Haruguchi, Shobi University )**      (Chair: Kunio Kondo, Tokyo University of Technology)

**19:00-**            **Banquet**

**9:30-11:10 Oral #3: Fluid Simulation** (Chair: Hisashi Sato, Kanagawa Institute of Technology)

**<3-1> Fluid Simulation of China Ink and Water That Enables Control of the Diffusion Effect**

Yanli Lin, Kouki Itoh and Tsukasa Kikuchi (Takushoku University)

**<3-2> An Efficient Method for Animating Breaking Wave**

Gantulga Tsendendorj and Norishige Chiba (Iwate University)

**<3-3> Boundary Condition in Particle-based Visual Simulation of Plume Fluid**

Daiki Takeshita (Akita National college of Technology)

**<3-4> An expression of Navier-Stokes equation by Moving Particle Semi-implicit method as a hybrid of Lagrangian and Eulerian**

Yuki Nakajima, Hayato Okamura, Yuta Kageshima, Motofumi Hattori (Kanagawa Institute of Technology) and Ippei Takauchi (Yokohama Digital Arts College)

**<3-5> Pre-computed Data-driven Free Fall Animation**

Xie Haoran and Kazunori Miyata (Japan Advanced Institute of Science and Technology)

**11:20-12:20 Poster Session Core Time**

**13:20-14:40 Oral #4: Multimedia and Interaction** (Chair: Akihiko Shirai, Kanagawa Institute of Technology)

**<4-1> RoughNote: A Single-Tone-Note-Like Visual Representation of Classical Music**

Shizuka Nagatsu and Takayuki Itoh (Ochanomizu University)

**<4-2> Synchronized Performance System from Multipoint Sensor Information of Human Activities**

Masahiko Kubara, Mamoru Endo, Shinya Miyazaki and Makoto Ito (Chukyo University)

**<4-3> An interactive system for structure-based ASCII art creation**

Katsunori Miyake (The University of Tokyo), Henry Johan (Nanyang Technological University), Sei Imai and Tomoyuki Nishita (The University of Tokyo)

**<4-4> ImageCube: an image browser featuring a multi-dimensional data visualization technique**

Zheng Yunzhu, Ai Gomi and Takayuki Itoh (Ochanomizu University)

**14:50-15:20 Award & Closing** (Kazunori Miyata, Japan Advanced Institute of Science and Technology; Hisashi Sato, Kanagawa Institute of Technology)