MOTOGRAPH 2019 Schedule

Day 1	Saturday, Dec. 7, 2019
9:00am	Welcome
9:15am	Talks 1: ● A Tracking Solution for Animating Detailed Smoke from Coarse Density Simulation, Arnaud Schoentgen ● Deformation Gradient Control in the Material Point Method, Michael Xu ● Differentiable Path Tracing, Peter Quinn
10:45am	Break
11:00am	Keynote: New Experiences Morgan McGuire, NVIDIA / UWaterloo
12:00am	Break for lunch (on your own)
1:30pm	Talks 2: ● Surface-Only Bubbles and Beyond!, Ryan Goldade ● Stylized Fluid Animation, Rahul Arora ● Sneakily Staging Structurally Sound Supports, Sarah Kushner
3:00pm	Break
3:15pm	Talks 3: ● A Harmonic Balance Approach for Nonlinear Oscillation Design of Flexible Structures, Pengbin Tang ● On The Fly Shape Correspondences During Decimations, Hsueh-Ti Derek Liu ● Mostly-Surface-Only Fluids with Cut-Cells, Michael Tao

Day 2	Sunday, Dec. 8, 2019
9:00am	Talks 4: ● Look What We Can Do With Physics!, Vismay Modi ● Neural Geometry: Exploring Overfit MLPs as Shape Descriptors, Thomas Davies ● Voronoi-Based 3D Representation for Machine Learning, Jérôme Parent-Lévesque ● Latent Decomposition of Path Space for End-to-End Image Reconstruction, Joey Litalien
10:40am	Break
11:00am	Keynote: Self-supervised Geometric Learning Andrea Tagliasacchi, Google Brain
12:00pm	Break for lunch (on your own)
1:30pm	Talks 5: ● Exterior Rig Space, Jiayi Eris Zhang ● Signorini Boundary Conditions for Fluids, Yu Gu ● Divergence-Free Velocity Interpolation Using Stream Functions, JC Chang
2:45pm	Break
3:20pm	Talks 6: ● Sequential Monte Carlo for Large-Scale Fabrication, Abishek Madan ● Merging and Unmerging in Multibody simulations, Otman Benchekroun
4:15pm	Wrap-up