Monday 5th

Time	Session	
9h		Registration
9h30		
10h		
		Opening
10h30		A Study On Perceptual Similarity of Human Motions
11h	S1	Towards Symmetry Axis based Markerless Motion Capture
11h30		Methods for Measuring State Error for Control of Animated Human Figures
12h		Lunch
12h30		
13h		
13h30		
14h		Time Adaptive Approximate SPH
14h30		Interactive High-Resolution Boundary Surfaces for Deformable Bodies with Changing Topology
15h	S2	SPH Based Shallow Water Simulation
15h30		Precomputed Shape Database for Real-Time Physically-Based Simulation
16h		XML3D Physics: Declarative Physics Simulation for the Web
16h30		Coffee break
17h	S3	Realtime Simulation of Stiff Threads Using Large Timesteps
17h30		Simulating inextensible cloth using locking-free triangle meshes
18h		

Time	
20h	Dinner

Tuesday 6th

Time	Session	
9h		Keynote speaker - Thomas Jakobsen
9h30		
10h		Coffee break
10h30		Adding Physics to Animated Characters with Oriented Particles
11h	S4	Introducing congestion avoidance into CUDA based crowd simulation
11h30		Data-Driven Completion of Motion Capture Data
12h		Focused Ultrasound - Efficient GPU Simulation Methods for Therapy Planning
12h30		Lunch
13h		
13h30		
14h		
14h30		Generating large-scale details: altering soil surface and structure with tracks
15h	S5	Topological Operations for Geomorphological Evolution
15h30		Closing

Paper sessions
Bibliothèque Universitaire (amphithéatre)
S1	Character animation and motion (1/2)
S2	Physically based simulation
S3	Cloth simulation
S4	Character animation and motion (2/2)
S5	Aging and weathering

Lunches - DOMUS