		10 Oct 2016 (Monday)		11 Oct 2016 (Tuesday)		12 Oct 2016 (Wednesday)	
08:45 - 09:00		**Opening Remark**					
09:00 - 10:00		**Keynote by Michiel van de Panne** **University of British Columbia**		**Keynote by Mark Walsh** **Motional A.i.**		**Keynote by Simon Clavet** **Ubisoft**	
10:00 - 10:30		**Coffee Break**					
10:30 - 11:45		**Controls & Interfaces**		**Environments**		**Perception & User Analysis**	
		Robust Online Motion Capture Labeling of Finger Markers	Long	A Comparative Study of Navigation Meshes	Long	The effect of operating a virtual doppleganger in a simulation	Long
		An Event-Centric Approach to Authoring Stories in Crowds	Long	Separating a Walkable Environment into Layers	Short	Perceiving Attitudes Expressed Through Nonverbal Behaviors in Immersive Virtual Environments	Short
		Gestural Motion Editing using Mobile Devices	Short	Full-Body Behavioral Path Planning in Cluttered Environments	Short	Study Comparing Video-based characters and 3D-based characters on mobile devices for chat	Short
						Crowd appearance affects player's performance in combat games	Short
11:45 - 13:45		**Lunch**				**Closing Remark**	
13:45 - 15:30		**Simulations & Geometry 1**		**Human Motion 1**			
		Simulating Visual Geometry	Long	Anatomical Mirroring : Real-time User-specific Anatomy in Motion Using a Commodity Depth Camera	Long		
		MOF: Creating an Educational Game on Nanotechnology Through Simulation-driven Optimization	Long	Human Action Recognition via Skeletal and Depth based Feature Fusion	Long		
		XPBD: Position-Based Simulation of Compliant Constrained Dynamics	Short	Ballistic motion planning for jumping superheroes	Short		
		A Robust Method to Extract the Rotational Part of Deformations	Short	Scaled Functional Principal Component Analysis for Human Motion Synthesis	Short		
15:30 - 16:00		**Coffee Break**					
16:00 - 17:30		**Simulations & Geometry 2**		**Human Motion 2**			
		Space-time sculpting of liquid animation	Long	SkillVis: A Visualization Tool for Boxing Skill Assessment	Long		
		Improving blendshape performance for crowds with GPU and GPGPU Techniques	Short	Introducing postural variability improves the distribution of muscular loads during mid-air gestural interaction	Short		
		Projective Fluids	Short	Behavioural Facial Animation using Motion Graphs and Mind Maps	Short		
		Automatic 3D Hair Model from Small Set of Images	Short	**Poster Spotlight**			
17:30 - 18:00		**Break**					
18:00 ~		**Reception**		**Poster Session with Reception**			