

**DAY 1 - MONDAY, 3rd JULY 2023**

8:30-9:00	9:00-10:00	10:00-10:45	10:45-12:45		12:45-14:00	14:00-15:00	15:00-16:00		16:00-16:30	16:30-18:00		18:00-18:30
Opening Session	Invited Speaker (San Salvatore)	Coffee Break (Chiostro DAD)	SGP	Room 0B	Lunch (Chiostro DAD)	Invited Speaker (Rooms 1A+1B)	SGP	Room 0B	Coffee Break (Chiostro DAD)	SGP	Room 0B	
			GD (Session 1)	Room 1A			GD (Session 1)	Room 1A		GD (Session 1)	Room 1A	
			GD (Session 2)	Room 1B			GD (Session 2)	Room 1B		GD (Session 2)	Room 1B	

DETAILED PROGRAM					
ROOM 0B (ground floor)		ROOM 1A (first floor)		ROOM 1B (first floor)	
8:30-9:00 <b>Opening Session (Room: San Salvatore)</b>					
9:00-10:00 <b>Theodore Kim, <i>The Character of Computer Animation Research</i> (Session chair: Justin Solomon) (Room: San Salvatore)</b>					
10:00-10:45 Coffee Break and Poster Session (Chiostro DAD)					
10:45-12:45 <b>SGP: MESHING</b> (Session chair: Pierre Alliez)		<b>GD: PAUL DE FAGET DE CASTELJAU, A PIONEER IN CAGD: HIS WORK AND SOME DIRECT CONSEQUENCES</b> (Session chair: Kai Hormann)		<b>GD: ISOGEOMETRIC MODELING</b> (Session chair: Thomas Takacs)	
- Ingmar Ludwig, Daniel Tyson, Marcel Campen, <i>HalfedgeCNN for Native and Flexible Deep Learning on Triangle Meshes</i>		- Hartmut Prautzsch, <i>The many aspects of de Casteljau's algorithm – A historical review</i>		- Alessandro Reali, <i>An overview of advanced isogeometric simulations involving complex geometries</i>	
- Francesco Zoccheddu, Enrico Gobetti, Marco Livesu, Nico Pietroni, Gianmarco Cherchi, <i>HexBox: Interactive Box Modeling of Hexahedral Meshes</i>		- Javier Sánchez-Reyes, <i>Shape factors and the uniqueness of the rational Bézier form</i>		- Deepesh Toshniwal, Thomas Takacs, Kendrick Shepherd, <i>Almost-C' splines</i>	
- Kestutis Karčiauskas, Jorg Peters, <i>Quadratic-Attraction Subdivision</i>		- J. Delgado, Esmeralda Mainar, J. M. Peña, <i>On the accuracy of de Casteljau-type algorithms and Bernstein representations</i>		- Annalisa Buffa, Ondine Chanon, Rafael Vazquez, <i>The impact of geometric defeaturing on the accuracy of PDE solutions</i>	
- Yuyou Yao, Jingjing Liu, Yue Fei, Wenming Wu, Gaofeng Zhang, Dongming Yan, Liping Zheng, <i>PowerRTF: Power Diagram based Restricted Tangent Face for Surface Remeshing</i>		- Filip Chudy, Pawel Woźny, <i>Computing the Bernstein-Bézier coefficients of B-spline basis functions over one knot span</i>		- Ulrich Reif, <i>Modeling and Simulation with ABC-Splines</i>	
12:45-14:00 Lunch (Chiostro DAD)					
14:00-15:00 <b>Sara McMains, <i>From Alpha to Voronoi</i> (Session chair: Lucia Romani) (Rooms: 1B + 1A)</b>					
15:00-16:00 <b>SGP: 2D GEOMETRY</b> (Session chair: Etienne Corman)		<b>GD: SUBDIVISION AND REFINABILITY</b> (Session chair: Lucia Romani)		<b>GD: ISOGEOMETRIC MODELING</b> (Session chair: Deepesh Toshniwal)	
- Olga Gutan, Shreya Hegde, Erick Jimenez Berumen, Mikhail Bessmeltsev, Edward Chien, <i>Singularity-Free Frame Fields for Line Drawing Vectorization</i>		- Hyoseon Yang, Jungho Yoon, <i>A family of four-point stationary subdivision schemes with fourth-order accuracy, C<sup>2</sup> smoothness and shape preserving properties</i>		- David Xianfeng Gu, <i>Structured mesh generation for IGA</i>	
- Peter Rong, Tao Ju, <i>Variational Pruning of Medial Axes of Planar Shapes</i>		- Weiyin Ma, Xu Wang, Yue Ma, <i>Constructing tuned subdivision schemes with desired properties for different target applications</i>		- Fehmi Cirak, Kim Jie Koh, Deepesh Toshniwal, <i>Optimally convergent smooth blended B-splines for unstructured quadrilateral and hexahedral meshes</i>	
16:00-16:30 Coffee Break and Poster Session (Chiostro DAD)					
16:30-18:00 <b>SGP: DETAILS ON SURFACES</b> (Session chair: Julie Digne)		<b>GD: SUBDIVISION AND REFINABILITY + CONTRIBUTED TALK</b> (Session chair: Alberto Viscardi)		<b>GD: ISOGEOMETRIC MODELING + CONTRIBUTED TALK</b> (Session chair: Deepesh Toshniwal)	
- Chen Lan, Gao Lin, Yang Jie, Xu Shibiao, YE Juntao, Zhang Xiaopeng, Lai Yu-Kun, <i>Deep Deformation Detail Synthesis for Thin Shell Models</i>		- Thomas Yu, <i>Conforming subdivision methods vs non-conforming methods for geometric variational problems</i>		- Thomas Takacs, <i>Smooth multi-patch spline constructions for IGA</i>	
- Sebastian Weiss, Jonathan Moulin, Prashanth Chandran, Gaspard Zoss, Paulo Gotardo, Derek Bradley, <i>Graph Simulation for Skin Micro Wrinkles</i>		- Vladimir Protasov, Tatyana Zaitseva, <i>The multivariate tile splines: subdivisions and surface approximation</i>		- Jochem Hinz, Annalisa Buffa, <i>PDE-based parameterisation techniques for planar and extruded multipatch domains</i>	
- Alexa Schor, Theodore Kim, <i>A Shape Modulus for Fractal Geometry Generation</i>				- Christopher-Denny Matte, Tsz-Ho Kwok, <i>Modeling elastic friction for the simulation of cable-driven soft robots</i>	
18:30-20:00 <b>Welcome Reception (Roof Garden)</b>					