



The 6th International Conference on Computer Graphics, Virtual Reality, Visualization and Interaction in Africa

February 4–6 2009, Pretoria, South Africa

Sponsored by ACM SIGGRAPH
In cooperation with Eurographics Association and the
Academy for Information Technology, University of
Johannesburg



Program Wednesday, February 4, 2009

08:30 Registration

09:15 Plenary Talk

Real Virtuality Sound

David Howard

10:00 Programming Tutorial A

Tutorial A: The Khronos Open*GL APIs: OpenGL 3.X & OpenCL

Dave Shreiner

10:00 Programming Tutorial B

Tutorial B: Game development, XNA and DirectX: putting the pieces together

Pieter Germishuys

13:00 Lunch Break

14:00 Animation Tutorial

Tutorial B: Practical Character Animation with ZBrush and Maya

Mahendra Naidoo and Frederick Smith

15:20 Coffee Break

15:40 – 16:40 Industry Panel

The Adoption of New Technology in the Developing World

Christopher Moir and Basie von Solms

Program Thursday, February 5, 2009

08:30 Registration

09:15 Welcome and Opening

09:30 Keynote Talk

3D Scanning for Cultural Heritage: A Technological Exercise or a Useful Instrument

Roberto Scopigno

10:15 Coffee Break

10:30 Session A: Virtual Heritage

Virtual Relighting of a Roman Statue Head from Herculaneum, A Case Study

Jassim Happa, Mark Williams, Glen Turley, Piotr Dubla and Graeme Earl

Revisiting District Six: A Case Study of Digital Heritage Reconstruction from Archival Photographs

Christopher de Kadt, James Gain and Patrick Marais

11:30 Session B: Interaction

Pick-by-Vision comes on Age: Evaluation of an Augmented Reality supported Picking System in a Real Storage Environment

Rupert Reif, Willibald Günthner, Björn Schwerdtfeger and Gudrun Klinker

Associating Fonts with Musical Genres

Jukka Holm and Antti Aaltonen

12:30 - Trip to Maropeng and Conference Banquet

Program Friday, February 6, 2009

09:30 Plenary Talk

Shape Preserving Deformation

David Levin

10:15 Coffee Break

10:30 Session C: Animation

Analytic Simplification of Animated Characters

Bruce Merry, Patrick Marais and James Gain

Simulating Crowd Phenomena in African Markets

Flora Ponjou Tasse, Kevin Glass and Shaun Bangay

11:30 Session D: Visualization

Virtual Reality Training Applications for the Mining Industry

Etienne van Wyk and Ruth de Villiers

Particle-based Fluid Flow Visualization on Meshes

Khalid Djado and Richard Egli

12:30 Lunch Break

14:00 Session E: Terrain

Visual quality of the ground in 3D models: Using color-coded images to blend aerial photos with tiled detail-textures

Mattias Roupé and Mikael Johansson

Using An Implicit Min/Max KD-Tree for Doing Efficient Terrain Line of Sight Calculations

Bernardt Duvenhage

15:00 Coffee Break

15:20 Session F: Images and Video

An Efficient Parameters Estimation Method for Automatic Patch-based Texture Synthesis

Jakrapong Narkdej and Pizzanu Kanongchaiyos

Programmable Transitions for Video Stream Editing

Alexandre Hardy

16:30 Afrigraph AGM