



Eurographics & the Computer Arts Society
present

Computational Aesthetics 2010

The Sixth International Symposium on Computational
Aesthetics in Graphics, Visualization & Imaging



14–15 June 2010

The British Computer Society
Southampton Street, London
www.computational-aesthetics.org/2010

Monday, 14th June 2010

09:20	Welcome	
09:30	Keynote	Computer Art and Emotions Maggie Boden, Research Professor of Cognitive Science, University of Sussex
10:30	Coffee	
11:00	Session 1 Weird Images	Realtime Aesthetic Image Retargeting , Ligang Liu and Jin Yong
11:25		The “In-Between” virtual neighborhood and the “Cellutopia” engine , Nefeli Dimitriadi and Stavroula Zoi
11:50		Pannini: A New Projection for Rendering Wide Angle Perspective Images , Daniel German, Thomas Sharpless and Bruno Postle
12:15		A robust and universal gradient domain imaging solver using gradient variables and locally varying metrics , Ramon Hegedus and Laszlo Neumann
12:40	Lunch	
13:40	Session 2 Suggestive Lines	Suggestive Hatching , Mayank Singh and Scott Schaefer
14:05		Two Computers at Leisure Playing Chess in a Park , Timothy Devine (TBC)
14:30		Recursive scene graphs , Neil Dodgson and Brian Wyvill
14:55		Line Drawings vs. Curvature Shading: Scientific Illustration of Range Scanned Artefacts , Christian Hörr, Guido Brunneth and Christian Vix
15:20		Interactive volume illustration using intensity filtering , Marc Ruiz, Imma Boada, Miquel Feixas and Mateu Sbert
15:45	Coffee	
16:15	Art Installation Exploration	
17:15	Posters, art & drinks	
19:00	Dinner	

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Tuesday, 15th June 2010

09:00		Arabic Calligraph , Salman Alhajri
09:25	Session 3 Magic Brushes	Brush stroke ordering techniques for painterly rendering , Lesley Northam, Joe Istead and Craig S. Kaplan
09:50		Stroke Matching for Paint Dances , Simon Colton.
10:15	Coffee	
10:40		Subdivision Beyond Smoothness , Michael Hansmeyer
11:05		A Planetary Order (Terrestrial Cloud Globe) , Martin John Callanan
11:30	Session 4 Freaky Geometry	Procedural generation of surface detail for science fiction spaceships , Kate Kinnear, Craig S. Kaplan
11:55		Discretization of 3D models using voxel elements of different shapes , Davide Cavagnino and Marco Gribaudo
12:20	Lunch	
13:20	Invited Talk	Goose pimples are for humans, what's for robots? George Mallen, Co-Founder of the Computer Arts Society
14:00	Session 5 Mental to Metal	Bridging the Imaginal Gap: From Mental Image to Computer Model , Nick Lambert
14:25		Toward Auvers Period: Evolution of van Gogh's Style , Jaume Rigau, Miquel Feixas, Mateu Sbert and Christian Wallraven
14:50	Coffee	
15:15		The Needle Factory , Jeremy Radvan
15:40	Session 6 Crossover	Learning about Shadows from Artists , Elodie Fourquet.
16:05		From Communication Game to Cities Tango , Ernest Edmonds and Francesca Franco

Artworks

- Salman Alhajri. *Arabic Calligraphy*. Printed piece.
- Martin John Callanan. *A Planetary Order*. 3D sculpture.
- Martin Constable, Adele Tan, Guo Liang Tan, Charles Lim, and Ying Hr. *The Heavens Belong to Everyone but the View Above is Ours Alone*. Multi-monitor installation.
- Nefeli Dimitriadi and Stavroula Zoi. The “In-Between” virtual neighborhood and the “Cellutopia” engine.
- Anne-Sarah Le Meur. *Eye-Ocean*.
- Mehrdad Garousi. *Einstein's Mandala*.
- Nurit Bar-Shai. *FUJI Spaces and other places*.

Posters

- Zuzana Haladova. *Segmentation and Classification of Fine Art Paintings*.
- Gergely Klár and Gábor Valasek. *A Design Element Creator for Smoothly Curving Patterns*.
- Tobias Isenberg. *Computational Aesthetics for Geographic Maps*.
- Eliška Pätoprstá, Elena Šikudová, and Andrej Ferko. *Level-of-detail Stories for Virtual Museum*.
- Niall Redmond, Andrew Corcoran, and John Dingliana. *Evaluating Stylistic Enhancement of Two-Level Volume Renderings*.
- Christian Richardt, Jan Eric Kyprianidis, and Neil A. Dodgson. *Stereo Coherence in Watercolour Rendering*.
- Katarína Smoleňová, Andrej Ferko, and Reinhard Hemmerling. *Towards Automatic Illustration of Text Files*.