

Papers Session I

Capturing and Animating Skin

- Sarah Chen** Tsoli, Aggeliki, Naureen Mahmood, and Michael J. Black. "**Breathing life into shape: capturing, modeling and animating 3D human breathing.**" *ACM Transactions on Graphics (TOG)* 33, no. 4 (2014): 52. <http://dl.acm.org/citation.cfm?id=2601225>
- Anand Pattabiraman** Loper, Matthew, Naureen Mahmood, and Michael J. Black. "**MoSh: motion and shape capture from sparse markers.**" *ACM Transactions on Graphics (TOG)* 33, no. 6 (2014): 220. <http://ps.is.tuebingen.mpg.de/project/MoSh>
- Qing Mao** Vaillant, Rodolphe, G ael Guennebaud, Lo ic Barthe, Brian Wyvill, and Marie-Paule Cani. "**Robust iso-surface tracking for interactive character skinning.**" *ACM Transactions on Graphics (TOG)* 33, no. 6 (2014): 189. http://rodolphe-vaillant.fr/permalinks/elastic_implicit_skinning_project.php

Real-time Facial Animation / Puppetry

- Aaron Li** Xu, Feng, Jinxiang Chai, Yilong Liu, and Xin Tong. "**Controllable high-fidelity facial performance transfer.**" *ACM Transactions on Graphics (TOG)* 33, no. 4 (2014): 42. <http://dl.acm.org/citation.cfm?id=2601210>

Tangible Interfaces

- Aiden Lee** Jacobson, Alec, Daniele Panozzo, Oliver Glauser, C edric Pradalier, Otmar Hilliges, and Olga Sorkine-Hornung. "**Tangible and Modular Input Device for Character Articulation.**" <http://igl.ethz.ch/projects/character-articulation-input-device/>

Animating Geometry

Zachary Kieda

Zhou, Yahan, Shinjiro Sueda, Wojciech Matusik, and Ariel Shamir. "**Boxelization: folding 3D objects into boxes.**" *ACM Transactions on Graphics (TOG)* 33, no. 4 (2014): 71.

<http://cfg.mit.edu/content/boxelization-folding-3d-objects-boxes>