

Paper Session I

Interpolation / Splines

Ken Ni

Ciccione, Loïc, Cengiz Öztireli, and Robert W. Sumner. "Tangent-space optimization for interactive animation control." ACM Transactions on Graphics (TOG) 38, no. 4 (2019): 1-10.
<http://studios.disneyresearch.com/2019/07/12/tangent-space-optimization-of-controls-for-character-animation/>

Rongjia Li

Bang, Seungbae, and Sung-Hee Lee. "Spline Interface for Intuitive Skinning Weight Editing." ACM Transactions on Graphics (TOG) 37, no. 5 (2018): 1-14.
http://motionlab.kaist.ac.kr/?page_id=5457

Production Pipeline

Ruchi Hendre

Virtual Production (Various references)

Stylization

Amy Lu

Jamriška, Ondřej, Šárka Sochorová, Ondřej Texler, Michal Lukáč, Jakub Fišer, Jingwan Lu, Eli Shechtman, and Daniel Sýkora. "Stylizing video by example." ACM Transactions on Graphics (TOG) 38, no. 4 (2019): 1-11.
<https://dcgi.fel.cvut.cz/home/sykorad/ebsynth.html>