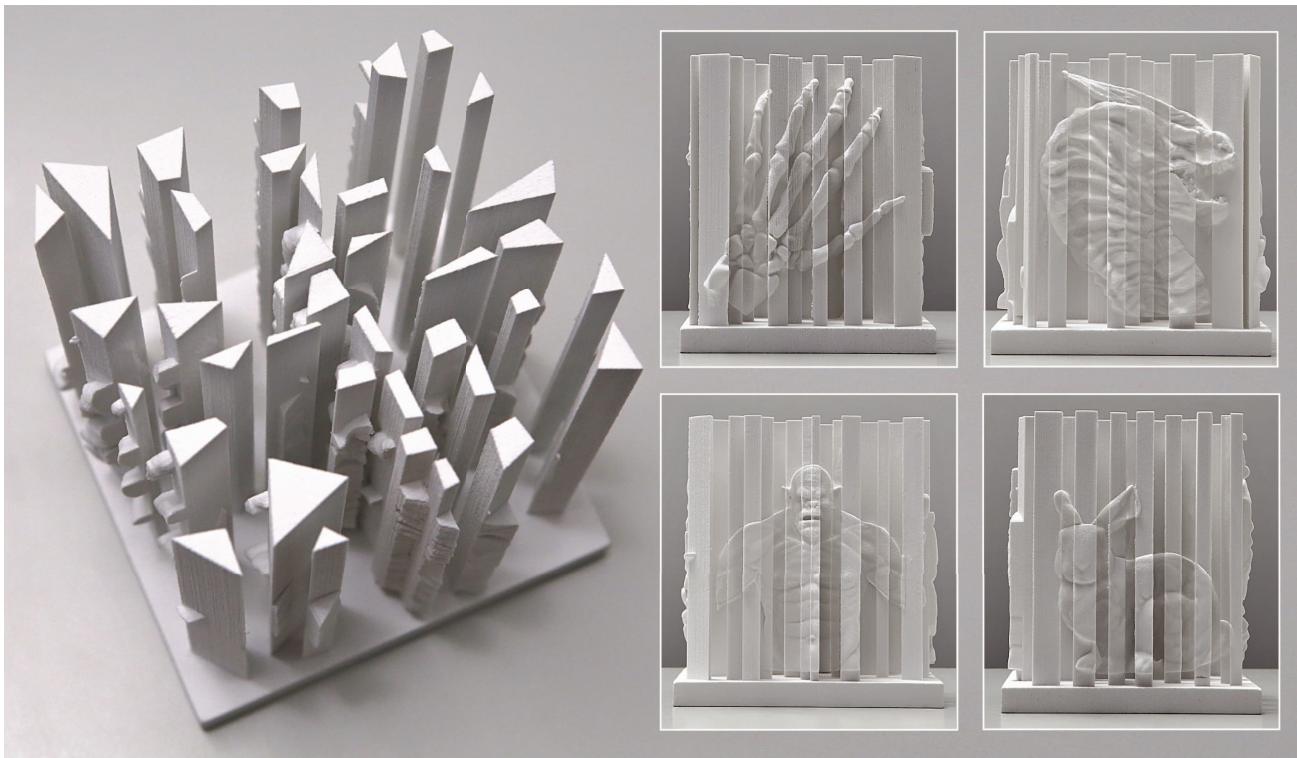


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ACM is transitioning to an article-based, "online first" content publishing system and all ACM journals are undergoing a similar transition.

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Preface

It is our great pleasure to present the Technical Papers Program of ACM SIGGRAPH Asia 2014. Together with its counterpart in ACM SIGGRAPH, the SIGGRAPH Asia Technical Papers Program is the leading international forum for disseminating new scholarly research in computer graphics and interactive techniques. As in previous years, this seventh edition of the SIGGRAPH Asia conference, which takes place on December 3-6 in Shenzhen, China, features papers introducing the latest advances that will drive the field forward and stimulate future trends. The program includes a diversity of papers that span the field, covering areas such as modeling, rendering, image and video processing, simulation, and animation. With this year's program there is also an increased emphasis on 3D printing, scene reconstruction, and digital photography.

A total of 352 submissions were reviewed this year, a record high for SIGGRAPH Asia. From these submissions, the papers committee, comprised of 49 experts from academia and industry, accepted 63 papers plus another 6 that were referred to ACM Transactions on Graphics (TOG) as Accept with major revision. The acceptance rate of 19.6% falls within the historical range of 19.5% to 32.6% for the SIGGRAPH conferences in the past five years. The professionalism and dedication of everyone involved in the papers selection process was truly impressive, and the quality of the accepted papers is something that our community can be proud of.

There are numerous people to whom I am deeply grateful for their contributions to the SIGGRAPH Asia 2014 Technical Papers Program:

- All the authors for their excellent submissions;
- The 49 members of the Technical Papers Committee for their outstanding work throughout the review process;
- The hundreds of other reviewers for their careful consideration and discussion of the paper submissions;
- Alyn Rockwood, the SIGGRAPH Asia 2013 Technical Papers Chair, for his valuable advice on running a smooth technical papers program;
- My advisory board, Kavita Bala, Doug James, Arie Kaufman, Alyn Rockwood, Holly Rushmeier, and Demetri Terzopoulos, for their guidance throughout the past year;
- My sort committee, Eitan Grinspun, Hugues Hoppe, Sylvain Paris, and John Snyder, for their careful assignments of submitted papers to the papers committee members;
- Holly Rushmeier for taking on a tremendous amount of emergency work for the papers committee right before the meeting;
- Carrie de Souza and the team at Koelnmesse for their tireless assistance and support in managing the entire review process;
- Adam Finkelstein for providing and supporting his PC meeting app, which greatly facilitated the papers committee meeting;
- Jim Kilmer of the Opal Group for his help and support in using the SIS review system;
- Brian Wyvill for creating an excellent video trailer for the Technical Papers Program;
- Julie Dorsey, Editor in Chief of TOG, for overseeing the referral to TOG process;
- Stephen Spencer for putting together the proceedings;
- Carrie de Souza, Melissa Chan, Prakash Pamajillu, and the student volunteers for their help in running the Papers Committee Meeting.
- Benny Garcia for organizing the Fast Forward Session.

For the Technical Papers Program of SIGGRAPH Asia 2015, I will be passing the torch to the capable hands of the incoming chair, Steve Marschner. Based on the tremendous support I received throughout the research community, I am certain of the continued success of the papers program for many years to come.

Baining Guo, Microsoft Research
Technical Papers Chair, SIGGRAPH Asia 2014