

**Dates:**

<b>6.11</b>	<b>Shahar</b>	Analytic Spherical Harmonic Coefficients for Polygonal Area Lights
	<b>Dolev</b>	Animation Control - Learning Basketball Dribbling Skills Using Trajectory Optimization and Deep Reinforcement Learning.
<b>13.11</b>	<b>Yair</b>	FEPR: Fast Energy Projection for Real-Time Simulation of Deformable Objects.
	<b>Yawei</b>	Discrete Geodesic Nets for Modeling Developable Surfaces
<b>20.11</b>	<b>Amit B</b>	Opt: A Domain Specific Language for Non-linear Least Squares Optimization in Graphics and Imaging
<b>27.11</b>	<b>Oshri</b>	Looking to Listen at the Cocktail Party: A Speaker-Independent Audio-Visual Model for Speech Separation
	<b>Avishai</b>	Eulerian-on-Lagrangian Cloth Simulation
<b>11.12</b>	<b>Michal</b>	Discrete Time Evolution Process Descriptor for Shape Analysis and Matching
<b>18.12</b>	<b>Meged</b>	Natural Boundary Conditions for Smoothing in Geometry Processing
	<b>Shahar</b>	Laplacian Kernel Splatting for Efficient Depth-of-field and Motion Blur Synthesis or Reconstruction
<b>25.12</b>	<b>Yair</b>	Shape Representation by Zippables
	<b>Eden</b>	Fast Winding Numbers for Soups and Clouds
<b>1.1</b>	<b>Yawei</b>	Point Convolutional Neural Networks by Extension Operators
	<b>Amit B</b>	An Omnistereoscopic Video Pipeline for Capture and Display of Real-World VR
<b>8.1</b>	<b>Oshri</b>	Computing a High-Dimensional Euclidean Embedding from an Arbitrary Smooth Riemannian Metric
	<b>Avishai</b>	Eulerian-on-Lagrangian Cloth Simulation (take II)
<b>15.1</b>	<b>Eden</b>	Efficient Rendering of Layered Materials using an Atomic Decomposition with Statistical Operators
	<b>Avishai</b>	Precomputed Panel Solver for Aerodynamics Simulation
<b>22.1</b>	<b>Michal</b>	Developability of Triangle Meshes
	<b>Meged</b>	High-fidelity facial reflectance and geometry inference from an unconstrained image