TORONTO GEOMETRY COLLOQUIUM



Duygu Ceylan Adobe Research

"Neural Dynamic Characters"

Emilie Yu INRIA

"CASSIE: Curve and Surface Sketching in Immersive Environments"

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The Toronto Geometry Colloquium is a live weekly hour-long webseries showcasing geometry processing research. Topics range from computer science, mathematics, and engineering including 3D deep learning, computational fabrication, and computer graphics