MONDAY AFTERNOON, AUGUST 5, 2024

Opening Ceremony   16:00 –   in Main Hall

Welcome Address
Kumiko Shiina
JSGS, Vice-President of ISGG [Japan]

Special Address
Liang-Yee Cheng
Executive Chair of ICGG 2022 and ICGG 2020 [Brazil]

Opening Lecture
Changes in the ICGG's Conference Topics:
a Pathway Through Geometry and Graphics Over Time, from Descriptive Geometry to Artificial Intelligence
Luigi Cocchiarella
President of ISGG [Italy]

TUESDAY MORNING, AUGUST 6, 2024

Technical Session 1   09:00 – 10:30

TS-1a, Room 11   Theoretical Graphics and Geometry [1]

Session Chair:
  Roman Hašek, University of South Bohemia [Czech Republic]

#016   From triangle polarity to simplex inversion
  Günter Weiss

#034   Fregier's theorem in three dimensions
  Boris Odehnal

#048   Projectivities and collineations, a constructive approach
  Günter Weiss

#075   Quadratic Spinor Polynomials with Infinitely many Factorizations
  Zijia Li, Hans-Peter Schröcker, Johannes Siegele, and Daren A.

TS-1b, Room 21   Applied Geometry and Graphics [1]

Session Chair:
  Biljana Jović, University of Belgrade [Serbia]

#021   Origami-inspired Polyhedron Sandwich with Programmable Density: Modeling and Design
  Yicong Gao, Yuhan Liao, Hao Qiu and Jianrong Tan

#045   Hexagonal Puzzle Font
  Tomoko Taniguchi and Ryuhei Uehara

#184   Kaleidoscopic Kaleidocycle Tessellations
  Tomoya Tendo and Tomohiro Tachi

#052   A Study on Low-Resolution Architecture through Brick Toys – Roosevelt Island Project of Oswald Mathias Ungers–
  Taisei Okawa, Daiki Furugori, Shintaro Ueno, Yuji Katagiri

TS-1c, Room 22   Related Topics [1]

Session Chair:
  Kensuke Yasufuku, Osaka University [Japan]

#019   Three Aspects of "Synthesis of Arts" in Le Corbusier's "Bull" Series
  Michio Kato

#026   Evaluation Technique for Cubism – "Kidori", the Sculpting Method, and The System of "Solid Material"
  Yoshizumi Fukue

#182   Basic Geometries or Hidden Figures? Aldo Rossi and the Memorial That Was Not
  Matteo Giuseppe Romanato

#041   Proposal for a protective structure for the Octagonal Palace in Niš Fortress
  Nastasija Kocić, Sonja Krasić, Jovana Tomić and Isidora Mitrović

TS-1d, Room 32   Applied Geometry and Graphics [2]

Session Chair:
  Jitsuro Mase, National Institute of Technology, Kure College [Japan]

#059   Architectural Triangular Plans of Gianugo Polesello
  Kota Makino, Kenta Kashiwazaki and Yuji Katagiri

#148   Transgression of the Ideal Villa: Case of Kato House
  Taku Neichi and Yuji Katagiri

#177   Inside the metaphysical spaces of Giorgio de Chirico
  Sara Antinozzi, Barbara Messina

#057   Trick of Doors: Threshold of Architectural Interior by Luigi Caccia Dominioni
  Tatsuya Saeki and Yuji Katagiri

TS-1e, Room 33   Geometry and Graphics in History [1]

Session Chair:
  Hideo Tomita, Kyushu Sangyo University [Japan]

#011   Symmetry in national Kazakh ornamentation
  Serik Kuzembayev, Auyez Baidabekov, Berezyuk Vladimir, Seifolla Bodikov, Gulmarzhan Tuleuova and Zhanna Sadykova

#161   Buonaiuto Lorini and the design of fortifications in late sixteenth-century treatises
  Ornella Zerlenga, Margherita Cicala and Domenico Iovane

#133   Preliminary Exploration of the Impact of Ancient Eastern Space Concept on Contemporary Architecture
  LIU Luyi and Luigi Cocchiarella

Special Lectures   10:50 – 12:20   in Main Hall

Session Chair:
  Tesuo Kaneko, Kindai University [Japan]

Visual Communication and Entertainment
  Hitoshi Takekiyo, Hiroki Eto, and Satoshi Takeno
  MontBlanc Pictures Co.,Ltd. [Japan]

Architecture and Design Process
  Masakatsu Matsuyama
  MATSUYAMA ARCHITECT AND ASSOCIATES [Japan]

These two lectures will be given in Japanese with English subtitles.

TUESDAY AFTERNOON, AUGUST 6, 2024

Technical Session 2   13:20 – 14:50

TS-2a, Room 11   Applied Geometry and Graphics [3], Geometry and Graphics in History [2]

Session Chair:
Michio Kato, The University of Tokyo [Japan]

#065   The geometry of the ramps in Le Corbusier architecture
Wilson Florio and Ana Tagliari

#160   First hypotheses on the geometric genesis of the dome decoration of the church of S. Maria del Monte in Caltagirone
Mariangela Liuzzo and Laura Floriano

#136   Influence of the Joint Research with Kenzo Tange (1971–73) on the Roof Shape of Mannheim Multipurpose Hall by Frei Otto (1975)
Hideo Tomita

#178   The Influence of Hans Vredeman de Vries on the Inlays of the *Certosa di San Martino* in Naples
Stefano Chiarenza

TS-2b, Room 21   Graphics Education [1]

Session Chair:
Caterina Cumino, Politecnico di Torino [Italy]

#017   A Study of Descriptive Vector Statics
Dajun Lin and Pengfei Zheng

#047   Integrating Graphical Methods into Engineering Education: Enhancing Learning and Visualization Skills in University Curricula
Daiva Makuteniene, Romualdas Kliukas, Andrius Čeponis, Olga Ovtšarenko, Hirotaka Suzuki

#050   Exploration of Teaching Mode for Cultivating Students' Scientific Thinking Ability
Dan Xu

#083   Generative perspectives for learning: from theory to visual modeling
Francesca Fatta and Sonia Mollica

TS-2c, Room 22   Geometry and Graphics in History [3]

Session Chair:
Hans-Peter Schröcker, University of Innsbruck [Austria]

#042   A Quadratrix Trammel
Andrew J. Simoson

#097   Ceva's trisectrix from a different perspective; two new methods of an angle trisection
Roman Hašek

#139   Tracing the Evolution: Geometry and Graphics in Digital Humanities Visualization
Zhen Liu and Tianrui Zhu

#008   Converse of Ptolemy's Theorem
Hidefumi Katsuura

TS-2d, Room 32   Engineering Computer Graphics [1]

Session Chair:
Kohei Inoue, Kyushu University [Japan]

#022   A geo+physical methodology to define quasi-developable surfaces based on material properties
Francisco Pérez-Arribas and Héctor Díaz-Ojeda

#087   Artificial Abductive Geometry as a Syntax for Asemic Writings
Fabrizio Gay, Irene Cazzaro

#040   From Text To Augmented Reality: Experimentation of a smart workflow on the works of Malevič And Hadid
Alessandro Martinelli, Giulia Lazzaretto, Agnese Toni, Matteo Cavaglià

#088   Accelerating Nanoparticle Characterization using Synthetic SEM Datasets and Deep Learning Techniques
Liangfu Lin, Zihao Wang, Guang Yang

TS-2e, Room 33   Applied Geometry and Graphics [4]

Session Chair:
Masasuke Yasumoto, Tokai University [Japan]

#032   The geometrical design of light-environment of *"Komorebi"* with the application of two-dimensional grid measurements of illuminance
Yuta Nakamura and Miki Kozaki

Technical Session 3   15:10 – 16:40

TS-3a, Room 11   Applied Geometry and Graphics [5]

Session Chair:
Hongming Cai, Shanghai JiaoTong University [China]

#084   Water Wave Simulation after a Bubble Rupture
Nobuhiko Mukai, Natsuki Ide, Takuya Tajima, and Youngha Chang

#093   BioImage Analysis of Leaf Morphology Applied in Biomimetic Geometry Design Approach
Biljana Jović, and Anđela Stanojević

#035   Two Simple Methods of Drawing Perspective Drawing by Measuring Point Method
Zhao Qian and Zhai Yan

#054   Representation of the Crescent Moon
Kenjiro Suzuki

TS-3b, Room 21   Engineering Computer Graphics [2]

Session Chair:
Baoling Han, Beijin Institute of Technology [China]

#053   Program Development for the Management of Digital Images in Grip Software
Yuanfeng Wang, Sande Gao, Nobuaki Kamei and Keijiro Nakasa

#071   Geometric accuracy characterization of small-sized surfaces based on fractal methods
Shoufeng Gao, Dezheng Kong, Yanwu Feng, Yizhi Dang, Baoling Han, Wei Yang, Xianying Tong, Pei Yan, Bin Zhao

#186   Geometric Crystallography: modelling and representation of polyhedral
Pasquale Argenziano, Alessandra Avella and Nicola Pisacane

#128   A Study of a Design Support Method for Generating Revolved Mesh Shapes Using Grasshopper
Shin Tsuchiya

#207   A new paradigm of approach to survey design using BIM and AI for dynamic monitoring and semantic segmentation: Revealing Areas of Degradation in Historic Buildings for Preservation and Conservation
Carmine Gambardella, Rosaria Parente, Giuseppe Ciaburro

#023   Automatic Pathloss Computation of Wireless Communication Equipment using BIM
Syed Haseeb Shah and Inhan Kim

#039   Developing a Preliminary Framework for BIM-Enabled Code Checking of Refuge Area in Korean Law
Dongyoung Kim and Inhan Kim

TS-3c, Room 22   Graphics Education [2]

Session Chair:
Kumiko Shiina, National Center for University Entrance Examinations [Japan]

#007   Outcome-Based Education (OBE) Guided Project Based Teaching Research in Engineering Drawing
Jun Miao, Weiqiang Feng and Guimei Zhang

#024   Systemic approach to intensification of the educational process for graphical specialties
Gulmarzhan Tuleuova, Temir Galiyev, Maral Yessekeshova, Zhanna Sadykova, Nursaule Tastanbekova and Seifolla Bodikov

#038 Quality Management of Teaching Graphic Disciplines in a Technical University
Dilarom F. Kuchkarova and Dilnoza A. Achilova

#089 Development and Research of an Automatic Engineering Graphics Marking System
Zheng Yifang, SU Xi, HU Binglin, HU Jian, LI Hong, SUN Jinyu

TS-3d, Room 32   Applied Geometry and Graphics [6]

Session Chair:
Pengfei Zheng, Xingzhi College, Zhejiang Normal University [China]

#099 Size-scale Problem for a Foldable Chain Scissors Structure
Ichiro Ario, Haicheng Ma, and Keigo Yoshida

#149 Kerf bending – an experimental study on the design parameters
Liang-Yee Cheng, Sérgio Leal Ferreira and Lucas Soares Pereira

#170 Kansei engineering design process with Morphometrics and Generative AI: Car headlight case
Taku Ishihara, Shigekazu Ishihara, Keiko Ishihara and Ken Ito

Poster Session 16:50 – 18:00

International Conference Room

Session Chair:
Kazuki Takenouchi, Kyushu University [Japan]

#009 Visualizations of Sinusoidal Spirals, Limacons of Pascal, and Conic Curves using Equiangular Spirals of Secondary Metallic Ratios [Theoretical Graphics and Geometry]
Shingo Nakanishi

#066 Metaball-based Design Support Tool for Dynamically Deformable Gothic Ornamentation [Applied Geometry and Graphics]
Joe Takayama

#176 Solid theatrical perspective: from archival documents to three-dimensional models
Stefano Bertocci and Federico Cioli

TS-3e, Room 33   Graphics Education [3]

Session Chair:
Daiva Makuteniene, Vilnius Gediminas Technical University [Lithuania]

#156 Fractal Geometry in Architectural Education: Three Case Studies
Iasef Md Rian

#130 A Study on Cinematographic Approaches in 360-Degree Drama Content Production
Ryuta Motegi and Kei Kumagai

#162 Representing geometry between graphic constructions and mathematical modeling
Caterina Cumino, Martino Pavignano and Ursula Zich

#169 "Math Conquest: The Developer's Journey" Revolutionizing Educational Graphics through an Action RPG Game
Naraphol Deechuay, Thanaphum Chonrat, Natnatee Sugree, Wai Wanitchanon, and Salita Eiamboonsert

#102 Design of construction site transport vehicle based on modular structure innovation [Applied Geometry and Graphics]
Yuling Yang and Yun Chen

#105 The Evolution of Ancient Chinese Metal Currency [Applied Geometry and Graphics]
Wang Tianlin, Tong Xianying and Zhang Tongrui

#210 Logo Geometry and Graphics of Chinese Brand: A Knowledge Map Perspective [Applied Geometry and Graphics]
Zhiwei Zhou, Zhen Liu and Mengshan Chen

#051 Research on Visualization Technology of Super High-rise Building Monitoring Information Based on BIM [Engineering Computer Graphics]
Shuyang Wu, Ke Li, Chen Li, Lin Peng, Zehui Yun, Jinfei Feng

#208 A study of factors influencing the human-robot trust relationship [Engineering Computer Graphics]
Ruowen Shi and Yi Liu

#043 Introduction to CG Education Using ChatGPT in Department of Image Arts [Graphics Education]
Kunio Kondo, Hiroyuki Nagayoshi, Makoto Nagata, Junichi Kanebako

#081 Discussion on the reform of practical teaching and cultivation of students' innovative practical ability in mechanical drawing course [Graphics Education]
Xiaohao Li and Lin Mei

#095 Reform and practice of engineering graphics course focusing on the cultivation of students' creative ability [Graphics Education]
Xiaohao Li and Yahui Wang

#134 Semiotics as a Teaching Aid in the Course of Engineering Graphics [Graphics Education]
Harri Lille, Renno Reitsnik

#044 Research of Sculpting Methods and the Phases of the Creative Process with 3D Printed Objects [Related Topics]
Yoshizumi Fukue

#188 Redesigning process of workbench made of corrugated cardboard for commercialization -DANDAI- [Related Topics]
Yosuke Morioka and Tetsuo Kaneko

WEDNESDAY MORNING, AUGUST 7, 2024

Technical Session 4   09:00 – 10:30

TS-4a, Room 11   Engineering Computer Graphics [3]

Session Chair:
Xiao Luo, Beijing Institute of Technology [China]

#073   A study of denoising algorithm on point clouds: geometrical effectiveness in cultural heritage analysis
Sara Gonizzi Barsanti, Marco Raoul Marini, Saverio Giulio Malatesta and Adriana Rossi

#060   Non-Photorealistic Halftoning by Mean Color-Preserving Contrast Enhancement
Qing Ye, Xuechun Cao, Kohei Inoue, Kenji Hara, and Naoki Ono

#061   Non-Photorealistic Color Halftoning by Inverse Box Filter
Yundi Liu, Shanqian Sun, Kohei Inoue, Kenji Hara, and Naoki Ono

#119   Droplet Drift Image Detection Based on Dynamic Small Targets of Drones
Wang Yanwei, Tao Wenbin, Yang Chensheng

TS-4b, Room 21   Applied Geometry and Graphics [7], Related Topics [2]

Session Chair:
Luigi Cocchiarella, Politecnico di Milano [Italy]

#138   Graph-theoretic ukulele strumming patterns
Giovanni Albini

#074   A 3D geometry service platform based on point-cloud towards curved plate forming
Hongming Cai, Yanjun Dong, Haiyan Yu, Wei Liu and Yanjun He, Wei Liu and Yanjun He

#167   Graphics Library '4DGL' for Projection of 4D Shapes into a 3D Space
Hirotaka Suzuki

#055   Visualization of a Four-Dimensional Clock
Koji Miyazaki and Motonaga Ishii

TS-4c Room, 22   Graphics Education [4], Geometry and Graphics in History [4]

Session Chair:
Emiko Tsutsumi, Otsuma Women's University [Japan]

#103   Short-term Educational Program on Optical Illusions to Improve Students' Abstract Thinking Abilities
Tomoko Ohtani and Kazushi Maruya

#132   Applying a Cognitive Diagnosis Model to Mental Cutting Test
Kumiko Shiina

#146   Factors That Enhance the General-Purpose Spatial Ability of Middle School Students in East Asia
Hiroaki Okada, Daiji Okada, Shigekazu Ishihara, Hidetoshi Takeno, Takuya Matuura, Chun-Yen Chang, Yimin Gao and Yushan Duan

#191   Test and quantitative analysis of EEG information response in the cognitive process of the graphical perception in engineering graphics
YI Peng, TIAN Xinghui, LIU Guangdou, LIU Xut ang, LIU Yancong

TS-4d, Room 32   Applied Geometry and Graphics [8], Geometry and Graphics in History [5]

Session Chair:
Kunio Kondo, Tokyo University of Technology [Japan]

#112   Spiral Contours of Memory
Scott Lowell Aker

#036   Resonant Something: Glitch Art Method Using Generative AI
Masasuke Yasumoto

#117   Exploration of wave function collapse game design algorithm for procedural generation in architecture
Pedro Thiago Roque and Adriane Borda

#067   Several Applications of Geometric Computing in Visual

Measurement
Pengfei Zheng, Jingjing Lou, Xiyuan Wan and Qingdong Luo

TS-4e, Room 33   Graphics Education [5], Engineering Computer Graphics [4]

Session Chair:
Ryuta Motegi, Tokai University [Japan]

#027   Casa da Música: a lever for STEAM projects
José Manuel Dos Santos Dos Santos, Ana Maria Reis D'Azevedo Breda, Zsolt Lavicza, Luís Miguel Correia, and Alexandre Emanuel Batista da Silva Trocado

Technical Session 5   10:40 – 12:10

TS-5a, Room 11   Graphics Education [6]

Session Chair:
Sande Gao, Meisei University [Japan]

#086   Evaluating a Culminating Experience in a Geometric Dimensioning & Tolerancing Course
Ted Branoff

#092   Integration of College Student Drawing Technology Competition into Engineering Drawing Teaching: Organically Combining Competition and Ideological and Political Leadership
Chen Jingming, Li Yu

#145   Optimization Design of Industrial 3D CAD Software Based on Interview Analysis
Jingjing Wang and Qin Wang

#094   Research and Practice on Integrated Teaching System of Graphics Course Based on the OBE-TPCC Concept
Jing Li, Haiting Lv and Jun Liu

TS-5b, Room 21   Engineering Computer Graphics [5]

Session Chair:
Sara Gonizzi Barsanti, University of Campania Luigi Vanvitelli [Italy]

#062   Hierarchical Data Clustering Based on Iterative Bilateral Filter
Chenhao Guo, Yunjia Huang, Kohei Inoue, Naoki Ono, and

#104   Training Methods for Young Designers in Mechanism Design and Development of Training Materials
Shigeo Hirano, Susumu Kise, Sozo Sekiguchi, Kazuya Okusaka and Tsutomu Araki, Kazuki Takenouchi

#116   3D Printing of Everyday Objects Modeled with Parametric Surfaces Using GeoGebra AR
Alejandro I. Flores Osorio, Dennis A. Espejo Peña and Elva L. Castañeda Alvarado

#140   Application Analysis of AR Technology in Mechanical Teaching Materials
Hongliang Fan, Yan Zhao and Kaiyang Fan

Kenji Hara

#118   Research on video super-resolution technology based on Multi-scale Spatiotemporal Information Aggregation
Xiao Luo and Ang Li and Baoling Han

#111   Construction of Diffeomorphisms by Controlling Jacobian Determinant and Curl with Lagrange Multipliers
Zicong Zhou and Guojun Liao

TS-5c, Room 22   Theoretical Graphics and Geometry [2]

Session Chair:
Peeraya Sripian, Shibaura Institute of Technology [Japan]

#098   The Relationship between Penrose Triangle and Toroidal Impossible Object of Square Prisms
Jitsuro Mase

#031   From representation language to the 3D world: A journey towards 3D printing - a case study
Dina Rochman

#179   Duality in Non-Polyhedral Bodies Part II - Triplets of the Polyliner
Eva Wohlleben

#096   Polyhedral Realization as Deltahedra using Subgraph Isomorphism Test
Naoya Tsuruta

TS-5d, Room 32   Graphics Education [7], Related Topics [3]

Session Chair:
Naomi Ando, Hosei University [Japan]

#085   Research on PBL Teaching in Engineering Graphics from the Perspective of Constructivist Theory
Wei Zhao, Xiaohao Li, Zhixu Chen

#187   Nature Based Experiential Learning and Visualization for Education
Zhen Liu and Yunrui He

#124   Research on the Construction of User Experience Map and Service Optimization of Chaoxing Online Learning Platform
Yunxia Zhang, Siyi Liu, Wenjun Lu

#165   Construction and Practice of the Intelligent Classroom for Engineering Graphics
Lichun Dong, Yanhua Gu, Yu Liu, Dejun Yang, and Zhiwu Han

TS-5e, Room 33   Applied Geometry and Graphics [9], Geometry and Graphics in History [6]

Session Chair:
Shingo Nakanishi, Osaka Institute of Technology [Japan]

#141   Non-linear Refinement of Point-Normal Data using Conics
Klaudia Hamajová and Pavel Chalmovianský

#030   Distribution of N Points on the Unit Sphere
Christian Clemenz

#100   Integrated analysis of visual change points along pathways: automation and comparison with image segmentation and isovist representation
Gabriele Stancato

THURSDAY MORNING, AUGUST 8, 2024

Technical Session 6   9:00 – 10:30

TS-6a, Room 11   Applied Geometry and Graphics [10]

Session Chair:
    Tomoko Ohtani, Osaka University of Art [Japan]

#101   Magnification Illusion in Virtual Reality Environment
Peeraya Sripian and Yasushi Yamaguchi

#107   Graphical Recognition of Landscape in Luang Prabang Province Using AI-based Technology
Somsaksith Sitthivan, Hirokazu Abe, Kensuke Yasufuku, and Akira Takahashi

#049   AI-Driven Visual Preference Biases: Exploring Future Challenges in Urban Planning and Building Design
Matteo Cavaglià

#082   Stone on Stone – Digital Stereotomy
Benedikt Blumenröder, Eva Hagen and Cornelie Leopold

TS-6b, Room 21   Engineering Computer Graphics [6]

Session Chair:
    Hirotaka Suzuki, Kobe University [Japan]

#029   How to Graphically Represent the Whole Range of Motion of a Hip Joint?
Michihiko Fukunaga

#192   Development of a Seated Posture Recognition System for Vehicle Occupants
Kazuya Kojima, Tomoya Katabuchi, Norimasa Kishi

#113   Cutting force Simulation for the Whirling Milling Process of Turbine Blades with a Disk-shaped Cutter
Jiaming Feng, Riliang Liu and Xinfeng Liu

#152   PBVS Control Method for Planar Objects Based on Image Moments
Baoling Han and Xiao Luo and Yuhan Chen

TS-6c, Room 22   Theoretical Graphics and Geometry [3]

Session Chair:
    José Manuel Dos Santos Dos Santos, Universidade de Coimbra [Portugal]

#076   Geometric illumination of implicit algebraic surfaces
Michal Zamboj and Jakub Rada

#078   Rondo   A Theory and Practice for "Phenomenal Cube"
Kenta Kashiwazaki, Ikko Yokoyama and Yuji Katagiri

#137   Perfect Circles, Amicable Triangles – Extrema on QuasiMain Cevians and Main Cevians, Quasi-Bisectors and Bisectors of the Angle and Poles
Michael Sejfried

#166   Maclaurin Trisectrices as t-Affine Loci of the First Isogonic and Isodynamic Centers
Klara Mundilova

TS-6d, Room 32   Applied Geometry and Graphics [11]

Session Chair:
    Naoya Tsuruta, Utsunomiya University [Japan]

#028   Determination of shading reduction factors when shading by rows of trees
Oleg V. Sergeychuk and Yury V. Kozak

#068   Notes on Architectural Abstraction in Poor Geometry: A Periodic Table of Schéma with Square, Triangle, Circle and Reticle
Yuji Katagiri and Takahiro Ohmura

#070   Graphic Tools to Simulate the Evolution of Cities: a Review of Recent Experiences from Cellular Automata to Artificial Intelligence
Irene Cazzaro, Fabrizio Gay

#079   Interior Spaces Depicted by Stanley Kubrick
Naomi Ando

TS-6e, Room 33   Engineering Computer Graphics [7], Related Topics [4]

Session Chair:
   Yoshizumi Fukue, Hokkaido University of Education [Japan]

#046   Interlaced geometries: The Broad in Los Angeles
   Caterina Morganti and Cristiana Bartolomei

#147   Acquisition of All-surrounding 3D Shape Information by A New Cable-Driven Parallel Robot
   Hirooki Aoki and Reo Yamada

Special Lectures   10:50 – 12:20   in Main Hall

Session Chair:
   Tomohiro Tachi, The University of Tokyo [Japan]

Geometry and Weaving
   Alison Martin
   Independent Researcher [USA]

Session Chair:
   Liang-Yee Cheng, University of São Paulo [Brazil]

Microgeometry Design, Simulation and Manufacturing
   Zhenyu Liu
   Zhejiang University [China]

#123   Introduction to the application of visual programming language in the development of the design idea
   Andrea Giagnorio, Andrea Giordano, Fabio Franchetti and Gianluca Vallerini

#122   Research on Architectural Dougong's Forms and Parametric System Based on Ancient Chinese Craftsman's Book Yingzaosuanli
   Junliang Zhou and Luigi Cocchiarella and Qiheng Wang

THURSDAY AFTERNOON, AUGUST 8, 2024

Plenary Session   13:20 – 14:50   in Main Hall

 The Second Meeting with Institutional Members and Associated National Organizations
   ISGG: cooperative mission in the AI era

International Digital Modeling Contest
            15:20 – 16:50 in Main Hall and Event Hall

FRIDAY MORNING, AUGUST 9, 2024

Award Ceremony of International Digital Modeling Contest
09:00 – 09:40 in Main Hall

ISGG Member Meeting
10:00 –   in Main Hall

Closing Ceremony

in Main Hall