

Submission Title	Submission #			Affiliation	Contact	Credits/Copyright Information
	First	Last	Information			
Shadertoy: Live-Coding for Reactive Shaders	30	Pol	Jeremias	Beautypi	poljeremias@gmail.com	N/A
Digital Ira: High-Resolution Facial Performance Playback	31	Paul	Debevec	USC Institute for Creative Technologies	debevec@ict.usc.edu	N/A
Spontaneous Fantasia	45	J-Walt	Adamczyk	Spontaneous Fantasia	neousfantasia.com	N/A
Fabric Engine Horde	59	Philip	Taylor	Fabric Engine Inc	bricengine.com	Copyright Fabric Engine Inc 2013
Slice:Drop - collaborative medical imaging in the browser	62	Daniel	Haehn	Boston Children's Hospital	daniel.haehn@childrens.harvard.edu	N/A
Massive Destruction in Real Time	74	Matthias	Mueller-Fischer	NVIDIA	matthiasm@nvidia.com	N/A
Butterfly Effect	75	Renaldas	Zioma	Unity Technologies	rej@unity3d.com	N/A
Adding more life to your characters with TressFX	76	Jason	Lacroix	Square Enix Co.,Ltd.	jlacroix@crystal.com	N/A
Unreal Engine 4 Infiltrator Demonstration	80	Dana	Cowley	Epic Games, Inc.	dana.cowley@epicgames.com	(C) 2013, Epic Games, Inc. Epic, Epic Games, Unreal, Unreal Engine, UE4 and the UE4 logo are trademarks or registered trademarks of Epic Games, Inc. in the United States of America and elsewhere.
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