Monday, 16.07.2007

15:15-16:15  POSTER SESSION & EXHIBITOR TALKS
Chair: Roland Blach, Fraunhofer IAO

Mario Covarrubias, Monica Bordegoni
Politecnico di Milano, Italy
Direct Visuo-Haptic Display System Using a Novel Concept

Dean Wormell, Patricia Katzmann, Eric Foxlin
InterSense, Inc., Bedford, MA, USA
Improved 3D Interactive Devices for Passive and Active Stereo Virtual Environments

Ludovic Sternberger, Sylvain Brandel, Dominique Bechmann
LSIT CNRS - Université Strasbourg, France
vrLib: A Designer Oriented Interaction and 3D User Interface Library

Manuel Veit, Antonio Capobianco, Dominique Bechmann
LSIT CNRS - Université Strasbourg, France
Using proprioception as a cue towards effective spatial input in VR: a framework for an experimental study

Thies Pfeiffer, Marc Erich Latoschik
AG WBS, Technische Universität, Bielefeld, Germany
Interactive Social Displays

Elham Andaroodi, Mohammad-Reza Matini, Nobuaki Abe
National Institute of Informatics, Japan / University of Stuttgart, Germany / Waseda University, Japan
3-D Reconstitution and Virtual Reality of the World heritage in Danger, Citadel of Bam

Henri Ben Amor, Matthias Weber, Guido Heumer, Bernhard Jung
TU Freiberg, Germany
Coordinate System Transformations for Imitation of Goal-Directed Trajectories in Virtual Humans

Katharina Pentenrieder, Fabian Doil, Stefan Nölle, Peter Meier
metaio GmbH, München / Volkswagen AG, Wolfsburg, Germany
Requirements for Industrial Augmented Reality Tracking Systems – an Evaluation

Arturo García, José P. Molina, Anthony Steed, Diego Martinez, Pascual González
University of Castilla-La Mancha, Spain / University College London, United Kingdom
An approach to the evaluation of ownership management techniques in Collaborative Virtual Environments

Frank Haselberger, Matthias Bues, Tibor Schütz
University of Stuttgart / Fraunhofer IOA, Stuttgart, Germany
An immersive CAD testbed

16:40-18:10  II - TRACKING & MEASURING
Chair: Gabriel Zachmann, Uni Clausthal

Otto Korkalo, Tapio Takala
Helsinki University of Technology, Finland
Monocular head tracking for desktop virtual environments (short paper)

Jan Fischer, Daniel Flohr
University of Victoria, Canada / University of Tübingen, Germany
A Lightweight ID-Based Extension for Marker Tracking Systems (short paper)

Dean Wormell, Patricia Katzmann, Eric Foxlin
InterSense Inc., Bedford, MA, USA
Advanced Inertial-Optical Tracking System for Wide Area Mixed and Augmented Reality Systems (short paper)

Marc Wolter, Claudia Armbrecht, Jakob T. Valvoda
VR Group, RWTH Aachen University, Germany
High Ecological Validity and Accurate Stimulus Control in VR-based Psychological Experiments

Michal Koutecký, Rene Molenaar, Gerwin de Haan, Frits Post
Delft University of Technology, The Netherlands
Visual Consistency in Rotational Manipulation Tasks in Sheared-Perceived Virtual Environments

20:00-00:00  LAB DEMOS & POSTER PRESENTATION

Bauhaus-Universität Weimar
Tuesday, 17.07.2007

9:00-10:00  KEYNOTE TALK
Prof. Dr. Gert Pfurtscheller
Laboratory of Brain-Computer Interfaces, Graz University of Technology, Austria
Wheelchair control from thought: Simulation in an immersive virtual environment

10:30-12:15  III - Studies
Chair: Robert van Liere, CWI

Junji Sone
Tokyo Polytechnic University, Japan
Experimental Study of Haptic Interface Considering Myoelectricity (short paper)

Victoria Interrante, Eleanor Rourke, Leanne Gray, Lee Anderson, Brian Ries
University of Minnesota / Calby College / Kansas State University, USA
A Quantitative Assessment of the Impact on Spatial Understanding of Exploring a Complex Immersive Virtual Environment using Augmented Real Walking versus Flying (short paper)

Pieter Jorissen, Lode Vanacken
Expertise Centre for Digital Media, Belgium
Evaluating the Effects of Haptics on Presence while Traveling in Virtual Environments (short paper)

Betty Mohler, Jennifer L. Campos, Michael B. Weyel, Heinrich H. Buelthoff
Max Planck Institute for Biological Cybernetics, Tübingen, Germany
Gait parameters while walking in a head-mounted display. virtual environment and the real world (short paper)

André Kunert, Alexander Kulik, Anke Huckauf, Bernd Froehlich
Bauhaus-Universität Weimar, Germany
A Comparison of Tracking- and Controller-Based Input for Complex Bimanual Interaction in Virtual Environments (short paper)

Jean-Bernard Martens, Robert van Liere, Arjan Kok
TU Eindhoven, The Netherlands
Widget Manipulation Revisited: a Case Study in Modeling Interactions Between Experimental Conditions

14:15-15:45  PANEL
Chair: Betty Mohler
Max Planck Institute for Biological Cybernetics, Tübingen, Germany
Human Perception and Virtual Environments

16:15-17:30  IV - INTERACTION
Chair: Dominique Bechmann, LSIIT CNRS - ULP Strasbourg

Manuela Waldner, Michael Kalkusch, Dieter Schmalstieg
TU Graz, Austria
Optical Magic Lenses and Polarization-Based Interaction Techniques

Maryia Kazakevich, Pierre Boulanger, Walter F. Bischof
University of Alberta, Canada
Augmentation of Visualisation Using Sonification: A Case Study in Computational Fluid Dynamics (short paper)

Marc Schirski, Christian Bischof, Torsten Kuhlen
RWTH Aachen University, Germany
Interactive Exploration of Large Data in Hybrid Visualization Environments

Nicolas Mollet, Stéfanie Gerbaud, Bruno Arnaldi
IRISA / INRIA / INSA, France
STORM: a generic interaction and behavioral model for 3D objects and humanoids in a virtual environment (short paper)

Wednesday, 18.07.2007

9:00-10:45  V - IMAGE GENERATION
Chair: Anatole Lecuyer, INRIA

Tyler Johnson, Henry Fuchs
University of North Carolina - Chapel Hill, USA
A Unified Multi-Surface, Multi-Resolution Workspace with Camera-Based Scanning and Projector-Based Illumination (short paper)

Mario Lorenz, Guido Brunett, Marcel Heinz
Chemnitz University of Technology, Germany
Rendering on Tiled Displays using Advanced Stream Caching (short paper)

Guodong Yuan
Tsinghua University, Beijing, China
A GPU-Based Framework of Photometric Uniformity for Multi-Projector Tiled Display

Kenji Honda, Naoki Hashimoto
Tokyo Institute of Technology, Japan
Real-time Reconstruction of Pseudo Wide-angle Images with an Approximating Depth Model (short paper)

Ingmar Steffen Franke, Martin Zavesky, Raimund Dachselt
Technische Universität Dresden, Germany
Three Extensions to Subtractive Crosstalk Reduction

11:15-12:15  INVITED SESSION: INTUITION
Chair: Roland Blach
Fraunhofer IAO, Stuttgart, Germany
The Impact of Biological and Neural Sensor Technology on 3D Interaction

13:30-15:00  VI - VR/AR SYSTEMS & TECHNIQUES
Chair: Marc Latoschik, Uni Bielefeld

Guillaume Bouyer, Patrick Bourdot, Mehdri Ammi
LAMI-CNRS, France
Supervision of Task-Oriented Multimodal Rendering for VR Applications

Kristopher J. Blom, Steffi Beckhaus
University of Hamburg, Germany
Functional Reactive Virtual Reality (short paper)

Samir Torki, Patrice Torguet, Cédric Sanza
IRSTI, France
Adaptive Classifier System-Based Dead Reckoning

Jan Fischer, Benjamin Huhle, Andreas Schilling
University of Victoria, Canada; University of Tuebingen, Germany
Using Time-of-Flight Range Data for Occlusion Handling in Augmented Reality

20:00-00:00  SOCIAL EVENT

Schloss Belvedere

Schloss Belvedere, Orangerie
Free transfer to Belvedere
Please meet at Beethoovenplatz in front of the Dorint hotel. (See map)
Buses leave at 19:00.