

Laval Virtual VRIC 2014 FINAL PROGRAMME

153 authors of 44 papers coming from 18 countries and 4 continents

MERCREDI 9 AVRIL / Wednesday 9 April

09:00 09:30 10:00 10:30 11:00 11:30 12:00 12:30 14:00 14:30 15:00 15:30 16:00 16:30 17:00 17:30 18:00

Symposium 1 Room A	DIGITAL HERITAGE VRIC 2014
Symposium 2 Room B	NEW USES FOR VR, AR, MR VRIC 2014

KEYNOTE SPEAKER Roberto SCOPIGNO*	DIGITAL HERITAGE VRIC 2014
	NEW USES FOR VR, AR, MR VRIC 2014

* Visual Computing Lab, CNR-ISTI, Pisa, Italy

Virtual clones for Cultural Heritage applications

JEUDI 10 AVRIL / Thursday 10 April

09:00 09:30 10:00 10:30 11:00 11:30 12:00 12:30 14:00 14:30 15:00 15:30 16:00 16:30 17:00 17:30 18:00

Symposium 3 Room A	INTERACTIVE ART FOR ACTIVE AUDIENCE VRIC 2014
Symposium 4 Room B	NUI VRIC 2014

KEYNOTE SPEAKER Bernard OURGHANLIAN*	INTERACTIVE ART FOR ACTIVE AUDIENCE VRIC 2014
	NUI VRIC 2014

*MICROSOFT, Chief Technology & Security Officer

Natural User Interface

VENDREDI 11 AVRIL / Friday 11 April

09:00 09:30 10:00 10:30 11:00 11:30 12:00 12:30 14:00 14:30 15:00 15:30 16:00 16:30 17:00 17:30 18:00

Symposium 5 Room A	AUGMENTED EXPERIENCE WITHIN REAL TIME TELE IMMERSIVE ENVt VRIC 2014	
Symposium 6 Room B	European Commission H2020 programme	ReVolution VRIC 2014

KEYNOTE SPEAKER David HANSON*	VR City

*David Franklin Hanson, Hanson Robotics

Generally Intelligent Characters as the Future of Animation

What Happens When Art Comes to Life?

10:00			
10:30	Accueil	<i>Livio de Luca</i> Daniel Pacheco, Pedro Omedas, Sytse Wierenga, Habbo Knoch, Stefan Wilbricht, Stephanie Billib and Paul F.M.J Verschure // SPECS Laboratory Universitat Pompeu Fabra, Barcelona, Spain / Bergen-Belsen Memorial, Lower Saxony Memorial Foundation, Germany	<i>Digital Heritage</i> Spatializing experience: a framework for the geolocalization, visualization and exploration of historical data using VR/AR technologies
11:00	Conf DH1	41 Benjamin Hervy, Florent Laroche, Jean-Louis Kerouanton, Alain Bernard, Christophe Courtin, Laurence D'Haene, Bertrand Guillet and Arnaud Waels // LUNAM, Château des ducs de Bretagne, Musée d'histoire de Nantes, Devocité, France	Augmented historical scale model for museums: from curation to multi-modal promotion
11:30	Conf DH2	13 Daniele Rossi, Enrica Petrucci and Simone Fazzini // University of Camerino, School of Architecture and Design, Matic Animation, Italy	A framework to increase video-mapping accuracy on architectural heritage mock-up
12:00	Conf DH3	16	
12:30	LUNCH BREAK		
13:00			
13:30			
14:00	Keynote Speaker	Roberto Scopigno <i>Research Director at CNR-ISTI, Italy</i> Jean-Baptiste Barreau, Ronan Gaugne, Yann Bernard, Gaétan Le Cloirec and Valerie Gouranton // CNRS / CreAAH / Université de Rennes 1 / Inrap / Insa de Rennes / IRISA-Inria, France	<i>Digital Heritage</i> Virtual reality tools for the West Digital Conservatory of Archaeological Heritage
15:00	Conf DH4	27 Aurélie Herbet // EnsadLab, École nationale supérieure des Arts Décoratifs / UMR ACTE/CNRS, Université Paris 1 Panthéon-Sorbonne, France	Immaterial Art Stock Project – digital preservation in 3D virtual museum
15:30	Conf DH5	19	
16:00	COFFEE BREAK		
16:30	Conf DH6	15 Pablo Aguirrezabal, Rosa Peral, Ainhoa Pérez and Sara Sillaurren // Tecnalia Research & Innovation Centre - ICT-ESI Division, Alava, Spain	Designing history learning games for Museums. An alternative approach for visitors' engagement
17:00	Conf DH7	30 Suzanne Beer // INREV Paris8, France	Digital Heritage Museums and Virtual Museums
17:30	PANEL	<i>(All conferencers gathered to talk together and with the audience)</i>	
18:00			END of SYMPOSIUM DH

10:00	Accueil	<i>Patrick Corsi, Colin Schmidt</i> Massil Benbouriche, Kevin Nolet, Dominique Trottier // University of Montréal Philippe-Pinel Institute of Montréal Québec / Université du Québec en Outaouais, Canada	New Uses of AR, VR, MR
10:30	Conf NU1	9 Sophia Li, Yazhou Huang, Vinhsang Tri, Samuel Wan, Jan Kjallstrom, Mats Johansson and Dan Lejerskar // EON Reality, USA	Virtual Reality Applications in Forensic Psychiatry
11:00	Conf NU2	12 Marie-Danielle Vazquez-Duchene, Christophe Mion, Solène Mine, Christine Jeanmaire, Olga Freis, Gilles Pauly, Aurélie Courtois and Alain Denis // BASF Beauty Creations, Beauty Care Solutions France	Interactive Theater-sized Dome Design for Edutainment and Immersive Training
11:30	Conf NU3	22 SAS / Scalable Graphics, France Nehla Ghouaïel, Jean Marc Cieutat and Jean Pierre Jessel // ESTIA, IRIT, France	Improving the human skin microanatomy understanding and skin aging observation with the SkinExplorer™ platform
12:00	Conf NU4	35	Adaptive Augmented Reality: Plasticity of Augmentations
12:30	LUNCH BREAK		
13:00			
13:30			
14:00	Keynote Speaker	Roberto Scopigno <i>Research Director at CNR-ISTI, Italy</i>	Digital Heritage
14:30	Holger Graf, Mats G. Larson and André Stork // TU-Darmstadt, Fraunhofer IGD, Germany / Umeå universitet, Sweden		
15:00	Conf NU5	39 Sho Shimamura, Motoko Kanegae, Jun Morita, Yuji Uema, Masahiko Inami, Tetsu Hayashida, Hideo Saito and Maki Sugimoto // Graduate School of Science and Technology, Keio University, Yokohama / Graduate School of Media Design, Keio University, Yokohama / Department of Surgery, School of Medicine, Keio University, Shinanomachi, Japan	Interactive 3D Subdomaining using Adaptive FEM based on Solutions to the Dual Problem
15:30	Conf NU6	42	Virtual Slicer: Interactive Visualizer for Tomographic Medical Images based on Position and Orientation of Handheld Device
16:00	Conf NU7	36 Mohamed Alaa Mandour, Helwan Univesity, Egypt Eric Gressier Soudan, John Murray, Isabelle Astic, Philippe Gautier, Kim Minyoung, Carolyn Talcott and Stephane Natkin // CNAM-Cedric Lab, France / SRI International – CSL / Business2Any, USA	The City Layered versus Space-time Transition
16:30	Conf NU8	48 Maria Chiara Leva, Emmanuel Plot, Romain Lelong and Mehdi Sbaoui // Centre for Innovative Human Systems, School of Psychology, Trinity College Dublin, Ireland	SeCG : SERENDIPITY enabled CYBER GAMES project
17:00	Conf NU9	46 / INERIS / ReviaTech, France Leonardo Afonso, Alcinia Zita Sampaio and Inês Flores-Colen //	The use of VR for the design review of safety critical tasks
17:30	Conf NU10	2 Technical University of Lisbon Dep. Civil Engineering, Portugal	Maintenance of roofs supported on Virtual Reality technology (via Skype)
18:00	END of SYMPOSIUM NU		
	POSTER NU11P	7 Adina Inescu // University of Liège, Belgium	Virtual Reality for Sex Addiction

09:00			
09:30	Accueil	<i>Alain Lioret</i>	<i>Interactive ART for Active Audience</i>
10:00	Conf A1	J�r�mie Bordas // Institut de l'Internet et du Multim�dia / 6 AIAC Laboratory – Universit� Paris VIII, France Robyn Taylor, Tom Bartindale, Qasim Chaudhry, Phil Heslop, John Bowers, Peter Wright and Patrick Olivier // Culture Lab, School of Computing Science, Newcastle University, 28 Newcastle upon Tyne, UK	OMNEMOTION : The propagation of emotions Which Brew Are You Going To Choose? An Interactive 'Tea-Decider-er' in a Teahouse Shop Window
10:30	Conf A2		
11:00	COFFEE BREAK		
11:30	Conf A3	44 Pierre B // Diccan.com, France Lucile Haute // CIEREC, Universit� Jean Monnet / EnsadLab,	Digital Creation, A State of the Arts
12:00	Conf A4	45 France	"The touch of the avatar", Artistic research and performance around our synthetic doubles
12:30	LUNCH BREAK		
13:00			
13:30			
14:00	Keynote Speaker	Bernard Ourghanlian	Natural User Interfaces
14:30		MICROSOFT Pascale Weber, Jean Delsaux and Owen Kevin Appadoo // Institut A.C.T.E. - UMR 8218 - C.N.R.S. & Universit� Paris 1 Panth�on-Sorbonne / Institut Pascal - UMR 6602 - C.N.R.S.	
15:00	Conf A5	10 I.F.M.A & Universit� Clermont 1, France John McCormick, Adam Nash, Steph Hutchison, Kim Vincs, Saeid Nahavandi and Douglas Greighton // Deakin	Technologie animiste et robotique - Nymphaea Alba Ballet
15:30	Conf A6	38 University / RMIT University, Australia	Recognition: Combining Human Interaction and a Digital Performing Agent
16:00	COFFEE BREAK		
16:30	Conf A7	Nahomi Maki, Akihiko Shirai and Kazuhisa Yanaka // 53 Kanagawa Institute of Technology, Japan Yannick Littfass, Hisataka Suzuki and Akihiko Shirai //	3DCG Art Expression on Tablet Device Using Integral Photography
17:00	Conf A8	50 ShiraiLab, KAIT, Japan	"Scritter" to "1p2x3D": application development using multiplex hiding imaging technology
17:30			END of SYMPOSIUM IAAA
18:00			

09:00

09:30 **Accueil***Samir Otmane & al.***Natural User Interaction**10:00 **Conf NUI1F**11 Benoit Penelle and Olivier Debeir // Université Libre de Bruxelles (ULB), **Belgium**
Alberto Betella, Enrique Martínez Bueno, Wipawee Kongsantad, Riccardo Zucca, Xerxes D.**Multi-Sensor Data Fusion for Hand Tracking using Kinect and Leap Motion**10:30 **Conf NUI2F**8 Arsiwalla, Pedro Omedas and Paul F.M.J. Verschure // SPECS, NRAS, Universitat Pompeu Fabra, Barcelona, **Spain****Understanding Large Network Datasets through Embodied Interaction in Virtual Reality**11:00 **COFFEE BREAK**11:30 **Conf NUI3F**26 Felix Huelsmann, Julia Fröhlich, Nikita Mattar and Ipke Wachsmuth // AI Group Faculty of Technology Bielefeld University, **Germany****Wind and Warmth in Virtual Reality: Implementation and Evaluation**12:00 **Invited talk NUI4F**58 Marc Cavazza, Fred Charles, Stephen W. Gilroy, Julie Porteous, Gabor Aranyi, Gal Raz, Nimrod Jakob Keynan, Avihay Cohen, Gilan Jackont, Yael Jacob, Eyal Soreq, Ilana Klovatch, Talma Hendler // School of Computing Teesside University Middlesbrough, **UK** / Functional Brain Center, Tel Aviv Sourasky Medical Center / Tel Aviv University, **Israel****Integrating Virtual Agents in BCI Neurofeedback Systems**12:30 **LUNCH BREAK**

13:00

13:30

14:00 **Keynote Speaker****Bernard Ourghanlian****Natural User Interfaces**

14:30

MICROSOFT15:00 **Conf NUI5S**25 Pedro Omedas, Alberto Betella, Riccardo Zucca, Xerxes Arsiwalla, Daniel Pacheco, Johannes Wagner, Florian Lingenfeller, Daniele Mazzei, Antonio Lanata, Alessandro Tognetti, Alex Goldhoorn, Edmundo Guerra, Rene Alquézar, Antoni Grau, Alberto Sanfeliu, Danilo De Rossi, Elisabeth André and Paul F.M.J. Verschure // SPECS, NRAS Universitat Pompeu Fabra, **Spain** / Human Centered Multimedia University of Augsburg, **Germany** / Research Centre "E. Piaggio" University of Pisa, Italy / Automatic Control Dept, Technical University of Catalonia, UPC, **Spain** / Institut de Robotica i Informatica Industrial CSIC-UPC, **Spain** / Catalan Institut for Advanced Research Studies (ICREA), **Spain****XIM-Engine: a software framework to support the development of interactive applications that uses conscious and unconscious reactions in immersive mixed reality**15:30 **Conf NUI6S**23 Daniel Fritz, Annette Mossel and Hannes Kaufmann // Vienna University of Technology, **Austria****Evaluating RGB+D Hand Posture Detection Methods for Mobile 3D Interaction**16:00 **COFFEE BREAK**16:30 **Conf NUI7S**21 Mohammad Ali Mirzaei, Jean-Rémy Chardonnet, Frédéric Mérienne and Ariane Genty // Arts et Métiers ParisTech – CNRS Le2i Institut Image / Bouygues Construction, **France****Navigation and interaction in a real-scale digital mock-up using natural language and user gesture**17:00 **Conf NUI8S**49 Virginie Dagonneau, Elise Martin and Mathilde Cosquer // Orange, **France****Collaborating & Being together: Influence of screen size and viewing distance during video communication**

17:30

18:00

END of SYMPOSIUM NUI**POSTER NUI9P**18 Alberto Betella, Alex Escuredo, Enrique Martínez Bueno, Pedro Omedas and Paul F.M.J. Verschure // SPECS, NRAS, Universitat Pompeu Fabra and ICREA, Barcelona, **Spain****Manipulating complex network structures in virtual reality and 3D printing of the results****POSTER NUI10P**52 Hiroki Taguchi, Hisataka Suzuki, Yannick Littfass and Akihiko Shirai // ShiraiLab, KAIT, **Japan****Neck gesture recognition by using constancy of head turning**

09:00	Accueil	<i>Marc Pallot</i> Benjamin Poussard, Guillaume Loup, Olivier Christmann, Rémy Eynard, Franck Hernoux, Emilie Loup-Escande, Marc Pallot and Simon Richir // Arts et Métiers ParisTech, LAMPA / LSIS-Equipe INSM / Université Rennes 2, CRPCC, France	Augmented Experience within Real-Time Tele-Immersive Environments
09:30	Conf AE1	55 Andras Kemeny // Center for Virtual Reality and Immersive Simulation, Renault Institut Image, Arts et Métiers ParisTech, France	Investigating the Main Characteristics of 3D Real Time Tele-Immersive Environments through the Example of a Computer Augmented Golf Platform
10:00	Conf AE2	51 Bo Galsgaard, Martin Møller Jensen, Florin Octavian Matu, Mikkel Thøgersen and Martin Kraus // Aalborg University, Denmark	From Driving Simulation to Virtual Reality
10:30	Conf AE3	40 Yukiko Shinozuka and Hideo Saito // Keio University, Japan	Stereoscopic Augmented Reality System for Supervised Training on Minimal Invasive Surgery Robots
11:00	Conf AE4	34 Dimitris Zarpalas	Sharing 3D Object with Multiple Clients via Networks Using Vision-Based 3D Object Tracking
11:30	Invited Talk	CERTH ITI, Greece	Real-time 3D reconstruction enabling tele-immersion
12:00			
12:30	LUNCH BREAK		
13:00			
13:30			
14:00	Keynote Speaker	David HANSON <i>Hanson Robotics, USA</i>	Generally Intelligent Characters as the Future of Animation-What Happens When Art Comes to Life?
14:30			
15:00	VR City		VR City
15:30	VR City		VR City
16:00			

END OF VRIC 2014 See you on April 2015, 8-10!

09:00	Accueil	<i>Akihiko Shirai, KAIT</i>	
09:30	Conf EC	Laetitia Pennuen	H 2020 : Funding opportunities for ICT in the framework of the Research and Innovation program
10:00		UNAM, France	Testimonial from Frédéric Boyer (ARMINES - Nantes), coordinator of "ANGELS", European Research project
10:30	Conf ReVo1	Yoshihito Nakanishi	POWDER BOX: An Interactive Synthesizer With Sensor Based Replaceable Interface
10:55	Conf ReVo2	Tatsuya Kodera	Virtual Rope Slider
11:20	Conf ReVo3	Alberto Betella	Embodied exploration of neural data
11:45	Conf ReVo4	Hisataka Suzuki	Familink: expanding the social value of the living room with multiplex imaging technology
12:30	LUNCH BREAK		
13:00			
13:30			
14:00	Keynote Speaker	David HANSON	Generally Intelligent Characters as the Future of Animation-What Happens When Art Comes to Life?
14:30		<i>Hanson Robotics, USA</i>	
15:00			
15:30			
16:00			

END OF VRIC 2014 See you on April 2015, 8-10!