

Table of Contents

Part I: 3D Rendering and Visualization

The Storage Independent Polygonal Mesh Simplification System	3
<i>Hung-Kuang Chen, Chin-Shyurng Fahn, and Ming-Bo Lin</i>	
A Wavelet-Based Image Enhancement Algorithm for Real Time Multi-resolution Texture Mapping	13
<i>Hai-feng Cui and Xin Zheng</i>	
3D-Image Visualization and Its Performance in Teleoperation	22
<i>Manuel Ferre, Salvador Cobos, Rafael Aracil, and Miguel A. Sánchez Urán</i>	
Manipulating Objects Behind Obstacles	32
<i>Jan Flasar and Jiri Sochor</i>	
Registration Based on Online Estimation of Trifocal Tensors Using Point and Line Correspondences	42
<i>Tao Guan, Lijun Li, and Cheng Wang</i>	
Non-commercial Object-Base Scene Description	52
<i>Stephen R. Gulliver, G. Ghinea, and K. Kaur</i>	
Triangle Mesh Optimization for Improving Rendering Quality of 3D Virtual Environments	62
<i>Qingwei Guo, Weining Yue, Qicheng Li, and Guoping Wang</i>	
Acceleration of Terrain Rendering Using Cube Mesh	71
<i>Dong-Soo Kang and Byeong-Seok Shin</i>	
A Realistic Illumination Model for Stained Glass Rendering	80
<i>Jung-A Kim, Shihua Ming, and Dongho Kim</i>	
Visual Hull with Silhouette Maps	88
<i>Chulhan Lee, Junho Cho, and Kyoungsu Oh</i>	
Region-Based Artificial Terrain Texture Generation	97
<i>Qicheng Li, Chen Zhao, Qiang Zhang, Weining Yue, and Guoping Wang</i>	
A Real-Time Color Quantization Scheme for Virtual Environments Navigation System	104
<i>Hun-gyu Lim and Doowon Paik</i>	

A Distributed Framework for Scalable Large-Scale Crowd Simulation ...	111
<i>Miguel Lozano, Pedro Morillo, Daniel Lewis, Dirk Reiners, and Carolina Cruz-Neira</i>	
QEM-Based Mesh Simplification with Effective Feature-Preserving	122
<i>Wei Lu, Dinghao Zeng, and Jingui Pan</i>	
Content Adaptive Embedding of Complementary Patterns for Nonintrusive Direct-Projected Augmented Reality	132
<i>Hanhoon Park, Moon-Hyun Lee, Byung-Kuk Seo, Yoonjong Jin, and Jong-Il Park</i>	
Lower Cost Modular Spatially Immersive Visualization	142
<i>Frederic I. Parke</i>	
Designing Viewpoint Awareness for 3D Collaborative Virtual Environment Focused on Real-Time Manipulation of Multiple Shared Objects	147
<i>Luciana Provenzano, Julie Delzons, Patricia Plénacoste, and Johann Vandromme</i>	
Parallel Search Algorithm for Geometric Constraints Solving	157
<i>Hua Yuan, Wenhui Li, Kong Zhao, and Rongqin Yi</i>	
Scene Depth Reconstruction on the GPU: A Post Processing Technique for Layered Fog	165
<i>Tianshu Zhou, Jim X. Chen, and Peter Smith</i>	
Part II: Interacting and Navigating in Virtual and Augmented Environments	
Independent Component Analysis of Finger Photoplethysmography for Evaluating Effects of Visually-Induced Motion Sickness	177
<i>Makoto Abe, Makoto Yoshizawa, Norihiro Sugita, Akira Tanaka, Shigeru Chiba, Tomoyuki Yambe, and Shin-ichi Nitta</i>	
Virtual Gaze. A Pilot Study on the Effects of Computer Simulated Gaze in Avatar-Based Conversations	185
<i>Gary Bente, Felix Eschenburg, and Nicole.C. Krämer</i>	
Evaluating the Need for Display-Specific and Device-Specific 3D Interaction Techniques	195
<i>Doug A. Bowman, Brian Badillo, and Dhruv Manek</i>	
Human Computer Intelligent Interaction Using Augmented Cognition and Emotional Intelligence	205
<i>Jim X. Chen and Harry Wechsler</i>	

Interactive Haptic Rendering of High-Resolution Deformable Objects . . .	215
<i>Nico Galoppo, Serhat Tekin, Miguel A. Otaduy, Markus Gross, and Ming C. Lin</i>	
Collaborative Virtual Environments: You Can't Do It Alone, Can You?	224
<i>Arturo S. García, Diego Martínez, José P. Molina, and Pascual González</i>	
Development of Wide-Area Tracking System for Augmented Reality	234
<i>Hirotake Ishii, Hidenori Fujino, Bian Zhiqiang, Tomoki Sekiyama, Toshinori Nakai, and Hiroshi Shimoda</i>	
An Efficient Navigation Algorithm of Large Scale Distributed VRML/X3D Environments	244
<i>Jinyuan Jia, Guanghua Lu, and Yuan Pan</i>	
Development of a Handheld User Interface Framework for Virtual Environments	253
<i>Seokhwan Kim, Yongjoo Cho, Kyoung Shin Park, and Joasang Lim</i>	
Time-Varying Factors Model with Different Time-Scales for Studying Cybersickness	262
<i>Tohru Kiryu, Eri Uchiyama, Masahiro Jimbo, and Atsuhiko Iijima</i>	
A True Spatial Sound System for CAVE-Like Displays Using Four Loudspeakers	270
<i>Torsten Kuhlen, Ingo Assenmacher, and Tobias Lentz</i>	
Design and Evaluation of a Hybrid Display System for Motion-Following Tasks	280
<i>Sangyoon Lee, Sunghoon Yim, Gerard Jounghyun Kim, Ungyeon Yang, and Chang-Hun Kim</i>	
Orientation Specific and Geometric Determinant of Mental Representation of the Virtual Room	290
<i>Zhiqiang Luo and Henry Been-Lirn Duh</i>	
Towards Transparent Telepresence	300
<i>Gordon M. Mair</i>	
Towards an Interaction Model in Collaborative Virtual Environments . . .	310
<i>Diego Martínez, José P. Molina, Arturo S. García, and Pascual González</i>	
C-Band: A Flexible Ring Tag System for Camera-Based User Interface	320
<i>Kento Miyaoku, Anthony Tang, and Sidney Fels</i>	

A Framework for VR Application Based on Spatial, Temporal and Semantic Relationship	329
<i>Changhoon Park, TaeSeok Jin, Michitaka Hiroseo, and Heedong Ko</i>	
How Much Information Do You Remember? - The Effects of Short-Term Memory on Scientific Visualization Tasks	338
<i>Wen Qi</i>	
Super-Feet: A Wireless Hand-Free Navigation System for Virtual Environments	348
<i>Beatriz Rey, José A. Lozano, Mariano Alcañiz, Luciano Gamberini, Merche Calvet, Daniel Kerrigan, and Francesco Martino</i>	
Psychophysical Approach to the Measurement of Depth Perception in Stereo Vision	358
<i>Humberto Rosas, Watson Vargas, Alexander Cerón, Dario Domínguez, and Adriana Cárdenas</i>	
Measurement of Suitability of a Haptic Device in a Virtual Reality System	367
<i>Jose San Martin and Gracian Trivino</i>	
IMPROVE: Advanced Displays and Interaction Techniques for Collaborative Design Review	376
<i>Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Bruno Araújo, Ricardo Jota, Luis Bruno, Joaquim Jorge, Joao Madeiras Pereira, Martin Witzel, Giuseppe Conti, Raffaele de Amicis, Iñigo Barandarian, Céline Paloc, Maylu Hafner, and Don McIntyre</i>	
Comparing Symptoms of Visually Induced Motion Sickness Among Viewers of Four Similar Virtual Environments with Different Color	386
<i>Richard H.Y. So and S.L. Yuen</i>	
Effects of Global Motion Included in Video Movie Provoking an Incident on Visually Induced Motion Sickness	392
<i>Hiroyasu Ujike</i>	
Individualization of Head-Related Transfer Function for Three-Dimensional Virtual Auditory Display: A Review	397
<i>Song Xu, Zhizhong Li, and Gavriel Salvendy</i>	
Facial Expression Recognition Based on Hybrid Features and Fusing Discrete HMMs	408
<i>Yongzhao Zhan and Gengtao Zhou</i>	

Part III: Industrial Applications of Virtual Reality

Sketch Based Modeling System 421
Hideki Aoyama and Hiroki Yamaguchi

Ergonomic Interactive Testing in a Mixed-Reality Environment 431
*Monica Bordegoni, Umberto Giraudo, Giandomenico Caruso, and
Francesco Ferrise*

Designer-Centered Haptic Interfaces for Shape Modeling 441
Monica Bordegoni and Umberto Cugini

An Egocentric Augmented Reality Interface for Spatial Information
Management in Crisis Response Situations 451
Anthony Costello and Arthur Tang

A Reconfigurable Immersive Workbench and Wall-System for Designing
and Training in 3D Environments 458
*Jesús Gimeno, Marcos Fernández, Pedro Morillo,
Inmaculada Coma, and Manuel Pérez*

VR-Based Virtual Test Technology and Its Application in Instrument
Development 468
Tiantai Guo and Xiaojun Zhou

An Integrated Environment for Testing and Assessing the Usability of
Information Appliances Using Digital and Physical Mock-Ups 478
*Satoshi Kanai, Soh Horiuchi, Yukiaki Kikuta,
Akihiko Yokoyama, and Yoshiyuki Shiroma*

A Virtual Environment for 3D Facial Makeup 488
Jeong-Sik Kim and Soo-Mi Choi

A Virtual Space Environment Simulation System 497
Chaozhen Lan, Qing Xu, Jiansheng Li, and Yang Zhou

Collaborative Design Prototyping Tool for Hardware Software
Integrated Information Appliances 504
Tek-Jin Nam

Improving the Mobility Performance of Autonomous Unmanned
Ground Vehicles by Adding the Ability to ‘Sense/Feel’ Their Local
Environment 514
Siddharth Odedra, Stephen D. Prior, and Mehmet Karamanoglu

A Novel Interface for Simulator Training: Describing and Presenting
Manipulation Skill Through VR Annotations 523
*Mikko Rissanen, Yoshihiro Kuroda, Tomohiro Kuroda, and
Hiroyuki Yoshihara*

Evaluation of Interaction Devices for Projector Based Virtual Reality Aircraft Inspection Training Environments	533
<i>Sajay Sadasivan, Deepak Vembar, Carl Washburn, and Anand K. Gramopadhye</i>	
IMPROVE: Collaborative Design Review in Mobile Mixed Reality	543
<i>Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Bruno Araújo, Ricardo Jota, Luis Bruno, Joaquim Jorge, Joao Madeiras Pereira, Martin Witzel, Giuseppe Conti, Raffaele de Amicis, Iñigo Barandarian, Céline Paloc, Oliver Machui, Jose M. Jiménez, Georg Bodammer, and Don McIntyre</i>	
Developing a Mobile, Service-Based Augmented Reality Tool for Modern Maintenance Work	554
<i>Paula Savioja, Paula Järvinen, Tommi Karhela, Pekka Siltanen, and Charles Woodward</i>	
Augmented Reality System for Development of Handy Information Device with Tangible Interface	564
<i>Hidetomo Takahashi, Shun Shimazaki, and Toshikazu Kawashima</i>	
Which Prototype to Augment? A Retrospective Case Study on Industrial and User Interface Design	574
<i>Jouke Verlinden, Christian Suurmeijer, and Imre Horvath</i>	
Simulators for Driving Safety Study – A Literature Review	584
<i>Ying Wang, Wei Zhang, Su Wu, and Yang Guo</i>	
A Virtual Reality-Based Experiment Environment for Engine Assembly Line Workplace Planning and Ergonomics Evaluation	594
<i>RunDang Yang, XiuMin Fan, DianLiang Wu, and JuanQi Yan</i>	
Part IV: Health, Cultural, Educational and Entertainment Applications	
Video Game Technologies and Virtual Design: A Study of Virtual Design Teams in a Metaverse	607
<i>Shaowen Bardzell and Kalpana Shankar</i>	
Visuo-Haptic Blending Applied to a Tele-Touch-Diagnosis Application	617
<i>Benjamin Bayart, Abdelhamid Drif, Abderrahmane Kheddar, and Jean-Yves Didier</i>	
Design of Water Transportation Story for Grand Canal Museum Based on Multi-projection Screens	627
<i>Linqiang Chen, Gengdai Liu, Zhigeng Pan, and Zhi Li</i>	

VIDEODOPE: Applying Persuasive Technology to Improve Awareness of Drugs Abuse Effects	633
<i>Luciano Gamberini, Luca Breda, and Alessandro Grassi</i>	
AR Pottery: Experiencing Pottery Making in the Augmented Space	642
<i>Gabjong Han, Jane Hwang, Seungmoon Choi, and Gerard Jounghyun Kim</i>	
An Optical See-Through Augmented Reality System for the Treatment of Phobia to Small Animals	651
<i>M. Carmen Juan, Mariano Alcañiz, Jérôme Calatrava, Irene Zaragozá, Rosa Baños, and Cristina Botella</i>	
Summary of Usability Evaluations of an Educational Augmented Reality Application	660
<i>Hannes Kaufmann and Andreas Dünser</i>	
VR-Based Self Brain Surgery Game System by Deformable Volumetric Image Visualization	670
<i>Naoto Kume, Kazuya Okamoto, Takashi Tsukasa, and Hiroyuki Yoshihara</i>	
The Value of Re-used the Historic Building by Virtual Preservation: A Case Study of Former British Consulate in Kaohsiung	673
<i>Zong-Xian Lin and Hong-Sheng Chen</i>	
Cultural Heritage as Digital Experience: A Singaporean Perspective	680
<i>Wolfgang Müller-Wittig, Chao Zhu, and Gerrit Voss</i>	
Learning Cooperation in a Tangible Moyangsung	689
<i>Kyoung Shin Park, Hyun-Sang Cho, Jaewon Lim, Yongjoo Cho, Seungmook Kang, and Soyoon Park</i>	
An Open-Source Virtual Reality Platform for Clinical and Research Applications	699
<i>Giuseppe Riva, Andrea Gaggioli, Daniela Villani, Alessandra Preziosa, Francesca Morganti, Lorenzo Strambi, Riccardo Corsi, Gianluca Faletti, and Luca Vezzadini</i>	
Colour Correct Digital Museum on the Internet	708
<i>Janos Schanda and Cecilia Sik Lanyi</i>	
3D Simulation Technology of Cultural Relics in the Digitalized Yin Ruins	718
<i>Chuangming Shi and Xinyu Duan</i>	
Mixed Reality Systems for Learning: A Pilot Study Understanding User Perceptions and Acceptance	728
<i>Yin-Leng Theng, Charissa Lim Mei-Ling, Wei Liu, and Adrian David Cheok</i>	

XXII Table of Contents

User Studies of a Multiplayer First Person Shooting Game with
Tangible and Physical Interaction 738
ZhiYing Zhou, Jefry Tedjokusumo, Stefan Winkler, and Bingbing Ni

Plant Modeling and Its Application in Digital Agriculture Museum 748
*Tonglin Zhu, Yan Zhou, Hock Soon Seah, Feng Tian, and
Xiaolong Yan*

Author Index 759