

Call for Papers

Welcome to the Joint IPT/EGVE '01 Workshop Fifth Immersive Projection Technology Workshop together with the Seventh Eurographics Workshop on Virtual Environments

May 16-18, 2001, Stuttgart, Germany

<http://vr.iao.fhg.de/ipt-egve>

Aims and Scope of the Workshop

Joining the two leading virtual environment workshops in Europe in 2001 together with the grand opening of the first German six-sided CAVE at the Fraunhofer IAO will result in a spectacular – not to be missed - event for researchers and users of virtual environments technology. Following four successful Immersive Projection Technology Workshops and six Eurographics Workshops on Virtual Environments, we invite you to participate in the joint Fifth Immersive Projection Technology Workshop and Seventh Eurographics Workshop on Virtual Environments. We invite you to share your newest, most unique and outstanding work with the community. Present your findings and experiences in evaluating and using all kinds of immersive projection environments as well as new technical developments in Virtual Environment technology including software systems, interaction devices and applications. Participate in discussions with developers, end-users, educators, artists, and students on challenges and requirements for future developments. You are invited to present your own prototypes and applications on provided hardware platforms (CAVE, Walls, Responsive Workbench) and enjoy new and unique demonstrations and devices from other groups.

Topics of interest include but are not limited to

- Immersive projection technologies
- Output devices, haptics, sound in VE.
- 3D input devices and interaction techniques
- Human factors and multimodal input for VE
- VR systems development
- Collaborative and distributed VE
- Real-time graphics techniques
- Augmented reality
- Scientific visualization in VE
- VE applications in industry, marketing, entertainment, architecture and art

Paper Submission

Extended Abstract/Panel Submission Deadline: January 6, 2001

Notification of Acceptance: February 6, 2001

Full Paper/Panel Submission Deadline: March 1, 2001

Authors are requested to prepare their contribution as an extended abstract (minimum 2 pages) or as a full paper. Papers must be prepared as PostScript or PDF file according to the Eurographics Submission Instructions (see <http://www.eg.org/EG2000/Submissions>). It is planned to publish the proceedings as a Springer book

Workshop co-chairs:

- Carolina Cruz-Neira
- Joachim Deisinger
- Bernd Fröhlich
- Oliver Riedel

Program Committee

The submissions to the workshop will be reviewed by the following program committee

- Mark Billinghurst, Human Interface Technology Laboratory, University of Washington, USA
- Allen Bierbaum, VRAC, Iowa State University, USA
- Oliver Bimber, Fraunhofer IGD, ZGDV Rostock, Germany
- Roland Blach, Fraunhofer IAO, Stuttgart, Germany
- Doug A. Bowman, Dept. of Computer Science, Virginia Tech., USA
- Rachael Brady, NCSA, University of Illinois at Urbana-Champaign, USA
- David E. Breen, Computer Graphics Laboratory, California Institute of Technology, USA
- Frederick P. Brooks, University of North Carolina at Chapel Hill, USA
- Brian Corrie, National Research Council of Canada, Canada
- Rudolph Darken, Naval Postgraduate School, USA
- Terry Disz, Math and Computer Science Division, Argonne National Laboratory, USA
- Jerry Duncan, Deere & Company Technical Center, USA
- Thomas Ertl, Visualization and Interactive Systems Group, University Stuttgart, Germany
- Martin Goebel, GMD/IMK, Germany
- Michitaka Hirose, University of Tokyo, Japan
- Kurt Hoffmeister, MechDyne Corporation, USA
- Vali Lalioti, University of Pretoria, South Africa
- Ulrich Lang, High Performance Computing Center, University of Stuttgart, Germany
- Jason Leigh, EVL, University of Illinois at Chicago, USA
- R. Bowen Loftin, Old Dominion University, USA
- Robert Moorhead, ERC, Mississippi State University, USA
- Stefan Müller, Fraunhofer IGD, Darmstadt, Germany
- Heinrich Müller, LS7, University Dortmund, Germany
- Holger Regenbrecht, Daimler Chrysler AG, Germany
- Dennis Saluäär, Human System Integration, Volvo, Sweden
- Dieter Schmalstieg, Vienna University of Technology, Austria
- Bill Sherman, NCSA Virtual Environments Group, USA
- Randall C. Smith, GM Research & Development Center, USA
- Daniel Thalmann, EPFL, Computer Graphics Lab, Switzerland
- Robert van Lierre, Center of Mathematics and Computer Science, Netherlands
- John R. Wilson, Institute for Occupational Ergonomics, University of Nottingham, Great Britain
- Peter Zimmermann, Volkswagen AG, Germany
- Michael Zyda, Naval Postgraduate School, USA