



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

# Rêveries

LE BULLETIN ELECTRONIQUE DE L'AFRV

05 mars 2018

Abonnements, remarques, envoi de textes : Numéro 560  
secretaire@af-rv.com

---

<b>POSTE</b>	<i>Offres d'emploi – Différentes propositions chez Optis</i>
<b>ACTU</b>	<i>Découvrez les lauréats des TTI Mayenne</i>
<b>CfP</b>	<i>International Workshops on Immersive Mixed and Virtual Environment Systems</i>
<b>CfP</b>	<i>[Laval Virtual] Scientific Conference – 2018, April 4-6 Participate to Co-Create the Future!</i>

---

## Offres d'emploi – Différentes propositions chez Optis

Dans le cadre de son développement, OPTIS propose plusieurs offres de poste dont les détails sont à récupérer dans les liens suivants :

- [Developpeur Logiciel Capteurs pour le Véhicule Autonome](#)
- [Developpeur Logiciel Réalité Virtuelle Interface Utilisateur](#)
- [Developpeur Logiciel Réalité Virtuelle Rendu et Physique](#)

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

- [Ingenieur Developpement Logiciel Trace de rayons](#)

Détails ici : <http://www.af-rv.fr/blog/2018/03/03/offres-demploi-differentes-propositions-chez-optis/>

---

## Découvrez les lauréats des TTI Mayenne

Laval Mayenne Technopole et CLARTE vous invitent à la remise des  
Trophées Territoires Innovation Mayenne

Vendredi 30 mars 2018  
au Laval Virtual Center,  
rue Marie Curie,  
53810 Changé

Découvrez le programme

10h00-11h00 : intervention sur le "Design Thinking" de Benoit Millet, professeur à l'Ecole de Design de Nantes

11h00-11h30 : témoignages d'entreprises ayant été lauréates des Trophées Territoires Innovation

11h30-12h30 : remise des Trophées Territoires Innovation Mayenne 2018

12h30-14h00 : cocktail déjeunatoire

POUR ALLER PLUS LOIN

Suivez les Trophées et contribuez sur Twitter : [@Trophees\\_TI](#)

---

## International Workshops on Immersive Mixed and Virtual Environment Systems

MMVE 2018

Amsterdam, The Netherlands

Co-located with ACM Multimedia Systems Conference (MMSys)

June 12-15, 2018

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

## DATES

-----

Submission Deadline: March 15, 2018 (2359 PST)

Notification Date: April, 20, 2018

Camera Ready: April 27, 2018

## CALL FOR PAPERS

-----

MMVE 2018 marks the 10th year anniversary of the MMVE workshop.

MMVE started 10 years ago with a vision of enabling multi-user interactive 3D virtual environments on a massive scale. In recent years, technical advances have enabled many new devices, such as head mounted displays, wearable sensing devices, gesture-based input devices, that increase the level of immersion through how users experience and interact with the 3D virtual environment. At the same time, wearable displays such as smart glasses and the availability of depth-sensing cameras on mobile phones are enabling mixed reality applications. While we are moving closer to the vision of MMVE due to more users having access to 3D mixed/virtual environments with a better experience, the advances also bring new systems research challenges and opportunities: There is now more data to sense, collect, store, transmit, process, display. At the same time, there are tighter constraints on the system performance, such as interaction latency, computation power, energy, and bandwidth, due to increased immersiveness of the system, miniaturization of sensing and display devices, and an increasingly distributed nature of the system. These challenges and opportunities provide the systems research community a rich set of problems on how operating systems, distributed systems, networking systems, programming systems, data management systems, embedded systems can better support mixed or 3D virtual environment applications.

With this perspective, MMVE is renamed "International Workshop on Immersive Mixed and Virtual Environment Systems.

MMVE will remain a discussion-focused workshop as a forum for researchers and practitioners in the field to discuss new ideas and to present their latest research work. Being co-located with ACM MMSys, a premier conference on multimedia systems, MMVE also provides a unique opportunity for researchers in the field, both from academia and industry, to gather and interact with systems researchers.

## Scope of the Workshop

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

MMVE 2018 solicits papers related to various systems challenges in enabling great user experience in immersive mixed reality systems and 3D virtual environments. In particular, research papers addressing the challenges from the perspective of one or more of the following

systems aspects:

- Operating systems and middleware: high-performance OS support for capturing, storing, rendering, processing, and transmission of content
- Networking and distributed systems: protocol and architecture for low latency, high throughput data distribution
- Programming systems: systems and tools that support developers of immersive VR/AR applications
- Mobile and embedded systems: support for tight resource constraints; novel hardware/software architecture; sensors and IoT
- Data management systems: support for high-performance data storage and retrieval

addressing one or more of the following performance issues:

- Interactivity: provide responsive, near real-time interactions and user experience despite latency or jitter
- Scalability: able to handle many interacting concurrent users, and/or devices
- Consistency: provide consistent views for users, despite the inherent delay in state updates
- Throughput: support high bandwidth transmission or techniques to reduce bandwidth requirements
- Fault tolerance: able to handle failure in one or more of the components
- Security and privacy: allow secure interactions and privacy guarantees
- Resource constraints: support mobile/wearable devices and sensors regarding multi-modal content:
- 3D data: meshes, point sets, textures etc. that constitute synthesized scenes and objects for mixed and virtual reality environments.

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

- Multi-sensory data: audio, visual, olfactory, haptic, and taste data that constitute data that are captured from reality and/or synthesized for rendering.
- Environmental data: information captured by other sensors that feed into the immersive application, such as user motion and position or environmental lighting conditions.

### Submission Instructions

MMVE 2018 accepts both full papers and short (poster or demo) papers. Full paper submissions should be 4-6 pages in length. We expect full paper submissions to be the kernel of what will eventually lead to full-length papers at high-quality conferences or journals. Short paper submissions should be 2-3 pages in length. We expect short paper submissions to either present a work-in-progress idea for discussions at the workshop or describe a system suitable for technical demonstration at the workshop.

All submissions should be formatted using the standard ACM proceedings style. All submissions must be blinded and constitute original, unpublished work not under review elsewhere. Submissions will undergo a double-blind peer review process and will be selected based on their originality, merit, and relevance to the workshop. Accepted papers must be presented by one of the authors at the workshop and will be archived in ACM Digital Library as part of the ACM MMSys 2018 proceedings.

Authors of selected papers from MMVE 2018 will be invited to submit an extended version of their papers to a special issue of ACM Transactions of Multimedia (TOMM).

### ORGANIZATION

-----

#### Workshop Chair

Wei Tsang Ooi, National University of Singapore

#### Technical Program Committee

Colin Allison, University of St. Andrews, UK

Anand Bhojan, National University of Singapore, Singapore

Jean Botev, The University of Luxembourg, Luxembourg

Azzedine Boukerche, University of Ottawa, Canada

Jacob Chakareski, University of Alabama, USA

Alvin Cheung, University of Washington, USA

Herman Engelbrecht, Stellenbosch University, South Africa

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

Stefano Ferretti, University of Bologna, Italy  
Carsten Griwodz, Simula Research Laboratory, Norway  
Shun Yun Hu, Imonology Inc, Taiwan  
Pan Hui, Hong Kong University of Science and Technology, Hong Kong  
Jinyuan Jia, Tongji University, China  
Joaquin Keller, Orange Labs, France  
Haricharan Lakshman, Dolby Laboratories, USA  
Elvis Liu, Nanyang Technological University, Singapore  
Geraldine Morin, University of Toulouse, France  
Kevin Ponto, Wisconsin Institute for Discovery, USA  
Laura Ricci, University of Pisa, Italy  
Gregor Schiele, Universität Duisburg-Essen, Germany  
Ryan Shea, Simon Fraser University, Canada  
Xueyan Tang, Nanyang Technological University, Singapore  
Krzysztof Walczak, Poznań University of Economics and Business, Poland  
Cedric Westphal, University of California Santa Cruz, USA

---

## **[Laval Virtual] Scientific Conference – 2018, April 4-6 Participate to Co-Create the Future!**

Pour Laval Virtual les membres de l'AFRV ont la possibilité de s'inscrire au VRIC en tarif réduit, ce qui permet d'avoir un accès illimité au salon, repas, fêtes et conférences.

« The best way to predict the future is to invent it » Alan Kay

Laval Virtual Scientific Conference – 2018, April 4-6

Participate to Co-Create the Future!

ACM VRIC 2018 Advanced Programme

SAVE THE DATE! (NYT) - AN AMAZING PROGRAMME! (AMAG)

Version 7 – 2018-02-21

Share your Vision of the Future Uses of Immersive Technologies with International Visionaries -  
Be the Co-Creator of a Common Shared Vision for the Next Decade!

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

Download for Free the Previous Laval Virtual Vision

We Need You! >>>> Please Register immediately on [www.laval-virtual.org/en/tickets/professional](http://www.laval-virtual.org/en/tickets/professional)

## PROGRAM OVERVIEW

Wednesday, April 4

Thursday, April 5

Friday, April 6

Morning

# Opening Talk

10:00 LV Vision 2025

Simon RICHIR & Marc PALLOT, Arts et Métiers Laval Virtual Institute

# Keynote Talks

10:30 Augmented Reality, the Key Technology for Industry 4.0

Peter ANTONIAC, Augumenta

11:10 Breaking the Barriers to True Augmented Reality

Christian SANDOR, NAIST

12:20 How Immersive Technologies Affect our Choices and Behavior

Naomi ROTH, Virtuality for Reality

13:00 Lunch time

# Four Parallel Workshops

# LEARNING FOR HEALTH AND INDUSTRY 4.0

# IMMERSIVE & COLLABORATIVE INNOVATION

# VIRTUALISM SYMPOSIUM

# INTERACTION & VISUALISATION

9h00 Conference Session

11h00 Coffee break & Poster presentation

11h30 World Café time

13h00 Lunch time

09.30 Welcome Coffee

10.00 Mel SLATER Keynote Talk

11.00 Presentation of the workshops' outcomes

12.45 ReVolution 2018 Teaser session

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

13.00 Lunch time

Afternoon

14:00 VR will Incredibly Change our Daily Life

Paul DEBEVEC, Google VR

# Round Tables

14:45 – How AR-VR-MR Will Change the World

16:30 - Industry Expectations on Immersive Technologies and their Future Usages

17:30 – Work in collective intelligence

18h to 20h – Visit of Laval Virtual Exhibition

20:30 – LV Party

14h00 Discovery time

16h00 Creative Coffee break

16h30 Synthesis time

18h15 Shuttles from exhibition to Laval Grand Theatre

19h00 Laval Virtual Awards Ceremony & Cocktail

14.00 ReVolution session "1+1=∞"

16.00 End of ACM VRIC 2018

## DETAILED PROGRAM

Wednesday, April 4 – 10am to 6pm (Diocèse Main Room)

International Visionaries Introduce their Vision of the Future of Immersive Technologies and the third edition of the "Laval Virtual Vision" for Immersive Technologies & New Usages. Round table Discussion brings together Industrialists and Scientists to Share their Visions and Needs for the Next 10 Years. >>>>> Register ASAP on [www.laval-virtual.org](http://www.laval-virtual.org)

10h

Laval Virtual Vision 2025, how immersive technologies will change the world around us

Pr. Simon Richir & Dr Marc Pallot, Arts et Métiers Laval Virtual Institute

Simon Richir, M.Eng, Ph.D., one of the pioneers and the most recognized leaders in French VR research and its practical application. Professor at Arts & Metiers ParisTech, the renowned French School of Engineering, Simon Richir is also the head of "Laval Arts et Metiers Institute" and "Presence & innovation" research team. His research and teaching activities concentrate on

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>





**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

technological innovation, engineering design process, ideation, innovative projects, and innovative uses of immersive technologies. In addition to these activities, he is also the co-founder and the present scientific chair of one of the world's most prestigious international events in Virtual Reality: the annual Laval Virtual International Conference.

Marc Pallot, PhD, is a senior research associate at Arts et Métiers Laval Virtual Institute and at the Centre for Concurrent Enterprise, Nottingham University Business School. Marc spent about 20 years in the industry as product designer, CAD-CAM Applications Mgr, R&D Mgr and resp. for product marketing & engineering within different sectors, such as: Telecom, IT, Defence, and Aeronautics. He was also a serial entrepreneur acting as co-founder of several start-ups. His current research and teaching domain covers User Driven Innovation and Immersive and Collaborative Environments for Open Innovation within Start-ups and SMEs. He is regularly involved in EU research projects since 1996.

10h30

Augmented Reality, the Key Technology for Industry 4.0

Dr Peter ANTONIAC, Augumenta, Finland

Peter Antoniac is graduated from University of Oulu, Finland, in 2005 with PhD thesis "Augmented reality based user interfaces for mobile applications and services". Since then, he has given lectures on the subject and wrote a book. In 2012, he co-founded Augumenta, a company that turns Augmented Reality (AR) into a tool for enterprises. As CTO, he manages couple of products and various projects related to using smart glasses and AR for enhancing the workers in different industrial segments. With 2 granted patents and several pending, his innovative work makes IT less obtrusive and more accessible to field workers around the globe. The ultimate goal is to make AR increase the productivity at least as much as the mobile devices did within the last decade.

11h10

Breaking the Barriers to True Augmented Reality

Dr Christian SANDOR, NAIST

Nara Institute of Science and Technology, Japan

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

Dr. Christian Sandor is an Associate Professor at one of Japan's most prestigious research universities, Nara Institute of Science and Technology (NAIST), where he is co-directing the Interactive Media Design Lab together with Professor Hirokazu Kato. Since 2000, his foremost research interest is Augmented Reality, as he believes that it will have a profound impact on the future of mankind. In 2005, he obtained a doctorate in Computer Science from the Munich University of Technology, Germany under the supervision of Prof. Gudrun Klinker and Prof. Steven Feiner. He decided to explore the research world in the spirit of Alexander von Humboldt and has lived outside of Germany ever since to work with leading research groups at institutions including: Columbia University (New York, USA), Canon's Leading-Edge Technology Research Headquarters (Tokyo, Japan), Graz University of Technology (Austria), University of Stuttgart (Germany), and Tohoku University (Japan)

11h50 Coffee break

12h20

How Immersive Technologies Affect our Choices and Behaviour

Naomi ROTH, Virtuality for Reality

Naomi Roth has worked as a journalist for four year before launching Virtuality for Reality in 2016, an international online based open-door community bringing together experts and professionals, researchers and VR directors focused on VR for good. She was invited the same year to co-create an innovation lab (on VR/AR/AI technologies) for XXII GROUP a multinational start-up, then worked inside this laboratory on the elaboration of new lines of research. As of today she speaks in French universities (Cergy-Pontoise, Engage University, The Camp) and collaborates to various projects destined to understand how different sorts of environmental influences affect our choices and behavior - and thus particularly how technologies interacts with the human kind.

13h00 VRIC Lunch (Diocèse Refectory)

Lunch provided on site, included in the registration fee.

14h

VR will Incredibly Change our Daily Life

Dr Paul DEBEVEC, Google VR

Paul Debevec is Senior Staff Engineer at Google VR and Adjunct Research Professor of Computer Science in the Viterbi School of Engineering at the University of Southern California, working

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

within the Vision and Graphics Laboratory at the USC Institute for Creative Technologies. Debevec's Ph.D. thesis (UC Berkeley, 1996) presented Façade, an image-based modeling and rendering system for creating photoreal architectural models from photographs. Using Façade he led the creation of virtual cinematography of the Berkeley campus for his 1997 film The Campanile Movie whose techniques were used to create virtual backgrounds in The Matrix. Subsequently, Debevec pioneered high dynamic range image-based lighting techniques in his films Rendering with Natural Light (1998), Fiat Lux (1999), and The Parthenon (2004); he also leads the design of HDR Shop, the first high dynamic range image editing program.

14h45

How Immersive Technologies (AR-VR-MR) are going to Change the World

The results of the third Laval Virtual Seminar

Round table and debate, exchanges with the audience

with

Paul DEBEVEC, Google - Naomi ROTH, Virtuality for Reality - Christian SANDOR, NAIST - Peter ANTONIAC, Augumenta + Industrial Visionaries Panel - moderated by Marc Pallot, Arts et Métiers ParisTech

16h00 Coffee break

16h30

The Laval Virtual Vision and the Needs of Industry

on Future Uses of Immersive Technologies

Round table and debate, exchanges with the audience

with

Industrial Visionaries Panel - moderated by Marc Pallot, Arts et Métiers ParisTech

17h30

Are you Ready to Work in Collective Intelligence to Share a Common Vision?

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

## Presentation of the Organization of Laval Virtual 2018 Workshops

(to take place on Thursday, April 5)

Samir Otmane & Amine Chellali, University of Evry - Marc Pallot & H el ene Gitchenko, Arts et Metiers ParisTech - Laurent Dupont, Universit e de Lorraine - Alain Lioret, Paris 8 Univ. - Judith Guez, Art&VR Factory - Pierre Berger, Diccan - Olivier Christmann, Arts et M etiers ParisTech - Philippe David, SNCF - Guillaume Loup, Le Mans University.

18h to 20h

Exclusive visit of Laval Virtual Exhibition for VRIC Attendees & Exhibitors

20h30

LV Party

(Place de la Tremoille in Front of "Chateau Neuf", 5 mn walk from exhibition) not mandatorily included in the registration fee, register online or at exhibition entrance

Register on [www.laval-virtual.org](http://www.laval-virtual.org)

<https://www.laval-virtual.org/en/register-plan/tickets>

Thursday, April 5 – 9am to 6pm

4 Creative Workshops, conducted by experts in each area, where visionary ideas and projects can take shape thanks to an innovative "World Caf e" methodology.

Workshop 1: LEARNING FOR HEALTH AND INDUSTRY 4.0

Workshop 2: IMMERSIVE & COLLABORATIVE INNOVATION

Workshop 3: VIRTUALISM SYMPOSIUM

Workshop 4: INTERACTION & VISUALISATION

Workshop 1: LEARNING FOR HEALTH AND INDUSTRY 4.0

(9h-18h – Dioc ese Room 1)

chaired by

L'Association fran aise de R ealit e Virtuelle, Augment e, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fond e par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend f ed erer la communaut e fran aise, acad emique et industrielle, autour de ces th emes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens num eros de r eveurie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adh erez  a l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

Jean-Yves Didier & Amine Chellali, University of Evry.

-----

This workshop will be introduced by a short papers' presentations and followed by a creative "World Café" sequence aiming at inventing the future of immersive technologies in your own field of interest

Feasibility of Team Training in Virtual Reality for Robot-Assisted Minimally Invasive Surgery

Nicklas H. Christensen, Oliver G. Hjermitslev, Frederik Falk, Atanas A. Nikolov, Niclas H. Stjernholm and Martin Kraus - Aalborg University - Johan Poulsen and Jane Petersson - Aalborg University Hospital

Player Experience in a VR and Non-VR Multiplayer Game

Jesper Vang Christensen, Mads Mathiesen, Joakim Have Poulsen, Ea Ehrnberg Ustrup and Martin Kraus - Aalborg University

Virtual reality simulator for construction workers

Mehdi Hafsia - Bouygues Construction, Eric Monacelli - LISV, UVSQ and Hugo Martin - C2S Groupe Bouygues

Study of self-avatar's influence on motor skills training in immersive virtual environments

Aylen Ricca, Amine Chellali and Samir Otmane - IBISC, Univ Evry, Université Paris-Saclay

Workshop 2: IMMERSIVE & COLLABORATIVE INNOVATION

(9h-18h – Diocèse Room 2)

chaired by

Laurent Dupont, Université de Lorraine

Marc Pallot & Hélène Gitchenko, Arts et Metiers Laval Virtual Institute;

-----

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

This workshop will be introduced by a short papers' presentations and followed by a creative "World Café" sequence aiming at inventing the future of immersive technologies in your own field of interest

Immersive & Collaborative Environments: Designing a Mixed-Method Research Instrument

Laurent Dupont - Université de Lorraine and Marc Pallot - Arts et Metiers Laval Virtual Institute

Providing services through online immersive real-time mirror-worlds. The Immex Program for delivering services in another way at university

Didier Sebastien, Olivier Sebastien, Noël Conruyt - University of La Reunion

A Comparative Study on Conventional versus Immersive Service Prototyping

Abdul Rahman Abdel Razek - Hochschule Furtwangen, Christian van Husen - Furtwangen University, Marc Pallot and Simon Richir - Arts et Metiers Laval Virtual Institute

Immersive Interfaces for Engagement and Learning: Cognitive Implications

Jérôme Dinet - Lorraine University and Munéo Kitajima - Nagaoka University of Technology

Behaviour transport users analysis in immersive environment

Davy Monticolo - Lorraine University and Alex Gabriel - Arts et Metiers ParisTech

MasQueRade: Onsite QR Code based VR Experience Evaluation System using Sanitary Mask

Rex Hsieh, Marika Higashida, Yuya Mochizuki, Takaya Asano, Akihiko Shirai and Hisashi Sato - Kanagawa Institute of Technology

Workshop 3: VIRTUALISM SYMPOSIUM

(9h-18h – Diocèse Room 3)

chaired by

Alain Lioret, Paris 8 Univ. ; Judith Guez, Art&VR Factory ; Pierre Berger, Diccan.

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

-----  
This workshop will be introduced by a short papers' presentations and followed by a creative "World Café" sequence aiming at inventing the future of immersive technologies in your own field of interest

What Makes MR Art Different from Other Forms of Electronic Art?

Joris Weijdom

From Immersive Environment to Immersive Human Being

Olivier Nannipieri, IMSIC, University of Toulon & Aix-Marseille University - Isabelle Muratore, CRET-Log, Aix-Marseille University

Combining Stereoscopic Live Action Video with Holobench-type Displays:

an Artistic Exploration of Stereoscopic Space

Águeda Simó - University of Beira Interior

Avatar-Staging: an evolution of a real time framework for theater based on an on-set previz technology.

Cedric Plessiet, Georges Gagnere and Remy Sohier - Paris 8 University

"Cartography of spatial mediations" A proposal to classify new forms of immersive digital mediations.

François Garnier and Fabienne Tsai - EnsadLab, PSL Research University Paris

Workshop 4: INTERACTION & VISUALISATION

(9h-18h – Diocèse Room 4) chaired by

Olivier Christmann, Arts et Metiers Laval Virtual Institute ; Philippe David, SNCF ;

Guillaume Loup, Le Mans University.

-----

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

This workshop will be introduced by a short papers' presentations and followed by a creative "World Café" sequence aiming at inventing the future of immersive technologies in your own field of interest

Evaluation of Locomotion Techniques for Room-Scale VR: Joystick, Teleportation, and Redirected Walking

Eike Langbehn, Paul Lubos and Frank Steinicke - University of Hamburg

DynCam: A Reactive Multithreaded Pipeline Library for 3D Telepresence in VR

Christoph Schröder, Jörn Teuber, Rene Weller and Gabriel Zachmann - University of Bremen & Mayank Sharma - CERN

Color Management for VR - Workflows and Challenges

Tania Pouli, Patrick Morvan, Sylvain Thiebaud and Nicholas Mitchell – Technicolor (France)

VR Color Grading using Key Views

Tania Pouli and Thanh Hang Phung – Technicolor (France)

A Contextual Semantic Interaction Interface for Virtual Reality Environments  
Jacek Sokołowski and Krzysztof Walczak - Poznań University of Economics and Business

9h00 Papers' Presentations Session

11h00 Coffee break & Poster presentation

11h30

Workshops follow-up sessions – World Café time

Session of creativity in collective intelligence. Presentation of mindmaps and development of major themes.

13h00





**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

Lunch (Diocèse Refectory - For all workshops)

Lunch provided on site, included in the registration fee.

14h00

Workshops follow-up sessions – Discovery time

The workshop leaders will accompany participants in the heart of Laval Virtual exhibition to introduce them to some innovations related to the theme of the workshop.

16h00 Creative Coffee break

16h30

Workshops follow-up sessions – Synthesis time

The workshop attendees develop and synthesize their vision for technologies and new uses that will be shared the next day.

18h15

Shuttles from exhibition to Laval Grand Theatre

19h00

Laval Virtual Awards Ceremony & Cocktail buffet supper at Laval Grand Theatre

Shuttles from exhibition hall (departure next to the Auditorium entrance) at 18h15

Register on [www.laval-virtual.org](http://www.laval-virtual.org)

<https://www.laval-virtual.org/en/register-plan/tickets>

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

Friday, April 6 – 10am to 4pm (Diocèse Main Room)

The final round, when all the attendees share their structured vision of the future named: Laval Virtual Vision 2025

10h

Self Transformation Through Virtual Reality

Invited Speaker: Pr. Mel SLATER, University College London & Univ. of Barcelona

In virtual reality you can look around wherever you like, and still of course see virtual reality. What happens when you look down towards yourself or in a virtual mirror? If it has been so programmed, you will see a life-sized virtual body replacing your own. You are likely then to have the perceptual illusion that the virtual body is yours, even though you know for sure that it is not. In this talk I will describe this perceptual illusion and examine its far-reaching consequences.

Mel Slater is Distinguished Investigator at the University of Barcelona, Spain, where he leads the Event Lab. He is also part-time Professor of Virtual Environments in the Department of Computer Science of University College London.

11h

The outcome of the four workshops will be revealed by their co-chairs and the updated version of the "Laval Virtual Vision 2025" will be presented  
Training & Education, what future?

Leisure & Art, what future?

---

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>