

Rêveries

LE BULLETIN ELECTRONIQUE DE L'AFRV

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Abonnements, remarques, envoi de textes :
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Vente aux enchères publiques de matériel de REALITE VIRTUELLE - le 9 juillet à LAVAL

Les commissaires-priseurs SCP HIRET-NUGUES nous font savoir qu'ils organisent une vente le 9 juillet prochain de matériel de réalité virtuelle : cubes immersifs, casques, module de captation de mouvements, cartes graphiques, vidéo-projecteurs, codes sources des programmes, base C++ pour calibrage des caméras ; ainsi que de nombreux ordinateurs, tablettes, téléphones, etc....
Il y aura aussi de l'outillage électroportatif, une imprimante 3D, des véhicules, etc....

Voici le lien vers l'annonce :

<https://www.interencheres.com/materiels-professionnels/realite-virtuelle-233683/>

SCP HIRET-NUGUES
Commissaires-priseurs
47 rue du Bourny
53 000 LAVAL

CfP - VRST 2018

<https://vrst.acm.org/vrst2018/>

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/>

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The ACM Symposium on Virtual Reality Software and Technology (VRST) is the premier international symposium for the presentation of new research results, systems, and techniques among researchers and developers concerned with augmented, virtual and mixed reality (AR/VR/MR, XR for short) software and technology.

VRST brings together the main international research groups working on XR, along with many of the world's leading companies that provide or utilize XR systems. VRST 2018 will be held in Tokyo, Japan, hosted by Waseda University, from Wednesday, Nov. 28th to Saturday, Dec. 1st, 2018. The event is sponsored by ACM SIGCHI and SIGGRAPH.

VRST 2018 welcomes submissions of research papers that relate (but not limited) to topics given below.

- XR technology and devices
- Advanced display technologies and immersive projection technologies
- Low-latency and high-performance XR
- Multi-user and distributed XR
- XR software infrastructures
- XR authoring systems
- HCI for XR
- Real-time techniques for XR
- Haptics, smell and taste
- Computer graphics techniques for XR
- Computer vision techniques for XR
- Modeling and simulation
- AI approaches for XR
- XR applications

Submissions in other related areas are also welcome. See the symposium website for more details: <https://vrst.acm.org/vrst2018>

Authors are invited to submit papers of no more than 10 pages for full papers and 4 pages for short papers, both with 2-column "teaser" figures on the first page. All submissions must be in English. All accepted papers will be published in the Symposium Proceedings and will be included in the ACM Digital Library (EI-indexed). Papers and poster abstracts should be prepared using the "sigconf" ACM template style. ACM article templates (LaTeX and Word) are available from: <http://www.acm.org/publications/proceedings-template>

VRST uses a double-blind review process. Therefore, submissions and supporting materials (e.g., videos) should not contain information (including citations) that unnecessarily identifies the authors or their institutions or places of work. All submissions must be made electronically as PDF files. Authors are encouraged to submit videos to aid the program committee in the review of their submissions, but should make sure all necessary codecs are included.

Extended versions of two or three best papers from VRST 2018 will be invited to resubmit to IEEE Transactions on Visualization and Computer Graphics.

We also invite submissions of Poster and Demo papers (2 pages). We particularly encourage industrial researchers, startups, and researchers early in their careers to submit. Accepted Poster and Demo papers will be published in the Symposium Proceedings and will be included in the ACM Digital Library.

Papers, posters, and demos must be submitted through the online submission site:
<https://new.precisionconference.com/~sigchi>

Details about the submission procedure can be found on the symposium website:
<https://vrst.acm.org/vrst2018/submissions.html>

Important Dates

- August 15, 2018, 23:59 PST Papers with all material submission deadline
- September 1, 2018, 23:59 PST Posters and demos submission deadline
- September 25, 2018 Author notification papers, posters and demos
- October 1, 2018 Camera-ready papers due
- November 28 - December 1, 2018 Conference in Tokyo, Japan

Contacts

Program Chairs

papers2018@vrst.acm.org

- Yuichi Itoh, Osaka University
- Takaaki Shiratori, Facebook
- Yonghao Yue, University of Tokyo
- Rob Lindeman, University of Canterbury

Poster Chairs

posters2018@vrst.am.org

- Takashi Ijiri, Shibaura Kodai
- Hideki Todo, Chuo Gakuin University
- Hubert Shum, Northumbria University
- Hideki Koike, TITECH

Demo Chairs

demos2018@vrst.am.org

- Takashi Ijiri, Shibaura Kodai
- Hideki Todo, Chuo Gakuin University
- Hubert Shum, Northumbria University
- Hideki Koike, TITECH

JEnaction : deadline propositions de piste le 15 juillet

Bonjour,

Dans cette période où nos emplois du temps sont assez tendus, n'oubliez pas de prendre le temps de réfléchir à des propositions de piste pour l'enaction en IGRV, les soumettre sur le site <https://j-enaction2018.sciencesconf.org/> et en profiter pour vous inscrire même si vous ne proposez pas de piste écrite.

En espérant lire bientôt vos propositions de piste, je vous souhaite une bonne transition printemps-été.

Enactivement vôtre

Marc Parenthoën

CfP- ISMAR 2018 | Call for Doctoral Consortium

ISMAR 2018

17th IEEE International Symposium on Mixed and Augmented Reality (ISMAR)
in Munich (Germany)

October 16-20, 2018

<http://ismar2018.org/>

The ISMAR 2018 Doctoral Consortium provides an opportunity for Doctoral students to present and receive feedback about their research in an interdisciplinary workshop, under the guidance of a panel of mentors selected from experienced people in the field. We invite students who feel they would benefit from this kind of feedback on their research to use this unique opportunity to share their work with students in a similar situation as well as senior researchers in the field. The consortium will be organized with presentations by the students, whose applications have been selected by the Student Consortium chairs and potentially other reviewers. The strongest candidates will be those who have a clear topic and research approach, and have made some progress, but who are not so far along in their research that they can no longer make changes. The final version of accepted SC submissions will potentially be included in the conference proceedings published in the IEEE digital library. Complimentary conference registration will be available for selected participants.

Important Dates

Submission Deadline: July 9th, 2018 (all deadlines: 23:59 AoE)

Notifications: August 2nd, 2018 (all deadlines: 23:59 AoE)

Camera Ready: August 9th, 2018 (all deadlines: 23:59 AoE)

Event at IEEE ISMAR: October 20th, 2018

Objectives

The objectives of the student consortium are to:

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Serve: as a supportive setting to provide/receive feedback on students' current doctoral and masters' research and guidance on future research directions

Offer: each student comments and fresh perspectives on their work from researchers and students outside of their own institution

Promote: the development of a supportive community of scholars with affinity to IEEE ISMAR, and a spirit of collaborative research.

Contribute: to the conference goals through interaction with other researchers and conference events

Submission Instructions

Submissions should be 4 pages in length including references. The content should include an overview of your planned thesis work. You may additionally also focus on a more specific area of the research if desired. Ideal candidates will be in the early or mid stages of their PhD, and should have a solid idea of their direction and topic, but should also have room for improvement.

Submissions will have the option of being archived in the IEEEExplore digital library (either in the main conference proceedings or adjunct).

Submission Details

DC submissions must follow the "Conference Proceedings" format for which templates (TEX, DOC) are available from the submission guidelines, or directly from IEEE VGTC:

VGTC LaTeX Template

VGTC Word Template

VGTC Sample PDF Paper

All materials must be submitted electronically through the Precision Conference website at: PCS

Student Consortium Chairs

Tobias Höllerer, University of California, Santa Barbara, USA

Denis Kalkofen, Graz University of Technology, Austria

Jason Orlosky, Osaka University, Japan

https://ismar2018.org/cfp_dc/index.html

ICAT-EGVE 2018 2nd Call For Papers

The ICAT-EGVE 2018 conference will be held November 7th – 9th in Limassol, Cyprus. This is the merger of the 28th International Conference on Artificial Reality and Telexistence (ICAT 2018) and the 23rd Eurographics Symposium on Virtual Environments (EGVE 2018).

ICAT-EGVE 2018 seeks original, high-quality papers describing research, applications or systems in all areas of Virtual Reality, Augmented Reality, Mixed Reality, Telexistence, and 3D User Interfaces. Research papers should describe results that contribute to advancements in the following areas:

3D interaction for VR/AR

VR/AR systems and toolkits

User studies and evaluation for VR/AR/MR

Telexistence, Telepresence and Tele-immersion

Haptics, audio, and other non-visual modalities

Serious games and edutainment using VR/AR/MR

Presence, cognition, and embodiment in VR/AR/MR

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Novel devices (both input and output) for VR, AR, MR, and haptics
Multi-user and distributed VR, AR, tele-immersion and telepresence
Immersive projection technologies and other advanced display technologies
Submissions in other related areas are welcome too.

Proceedings of ICAT-EGVE 2018 with accepted papers will be published in the Eurographics Digital Library and indexed in the ACM Digital Library.

Important Dates

Paper submission: 20 July 2018 (all deadlines: 23:59 AoE)

Notification of results: 7 September 2018

Camera-ready version: 8 October 2018

Conference: 7–9 November 2018

Please visit <http://icat-egve2018.rise.org.cy/call-for-papers/> for the most up-to-date submission instructions and deadlines.

Best Papers

The authors of the best papers (selected by the award committee) will be invited to submit an extended version of their paper to a special section at *Computers & Graphics* journal (confirmed) or *Presence* (tbc).

Keynote Speakers

Prof. Mel Slater, EVENT Lab, University of Barcelona

Prof. Nadia Magnenat-Thalmann, MIRALab, University of Geneva & Nanyang Technological University, Singapore

Tracy Spaight, Director of Special Projects, Wargaming.net

Submission

Full papers must be in English and not exceed eight (8) pages in length. Short papers must be in English and not exceed four (4) pages in length. Both full and short papers should be formatted using the Eurographics format. A sample LaTeX document and a Word template are available.

ICAT-EGVE uses a double-blind review process. Therefore, submissions should not contain information that unnecessarily identifies the authors or their institutions or places of work. All papers must be submitted electronically as PDF. Authors are encouraged to submit videos to aid the program committee in the review of their submissions.

The submission tool can be found here. The Call For Papers in PDF format is available here.

Note: Submissions should be original, unpublished work, and should not be in submission to other venues concurrently. Any dual submissions will be rejected outright without review.

For each accepted paper a registration at the conference is needed and at least one of the authors is required to present their paper at the conference for the paper to be included in the proceedings.

The International Conference on Artificial Reality and Telexistence (ICAT 2018) and the Eurographics Symposium on Virtual Environments (EGVE 2018) are two of the oldest international conferences in the world on Artificial Reality and Virtual Environments, and provide a unique opportunity for researchers, developers, and users to share their experience and knowledge of Virtual Reality, Augmented Reality, Mixed Reality and 3D User Interfaces. ICAT-EGVE 2018 is a great opportunity to renew old friendships, make new ones, and experience all that Cyprus has to offer.

Limassol, a city counting centuries of history, is located between two of the most renowned ancient kingdoms of the island, Amathus at the east and Kourion at the west. "Lemessos" as it is called by locals, is one of the fastest growing modern metropolises in Europe, with the most distinct project being the Limassol Marina. The beautiful coastline now covers a 15 kilometers distance, lined with

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hotels and beach bars and cafes, interspersed with eucalyptus groves and linked by a promenade popular with walkers and joggers. For more information see here. ICAT-EGVE 2018 is organized by the newly established RISE-Research Center on Interactive media, Smart systems and Emerging technologies which aims to become a Center of Excellence and a hub across the three continents bordering Cyprus, facilitating thus the local scientific, technological, and economic growth of the region. More information about the center can be found here.

Contact

For matters related to paper submissions:

ICAT-EGVE 2018 Program Chairs: chairs-icategve2018@eg.org

Gerd Bruder, University of Central Florida, USA

Shunsuke Yoshimoto, Osaka University, Japan

Sue Cobb, University of Nottingham, UK

For matters related to the conference:

ICAT-EGVE 2018 General Chairs: generalchairs-icategve2018@eg.org

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