

# ICAT 2008

# Table of Contents

<i>Message from the General Chair and the Program Chairs</i>	.....	<i>i</i>
<i>Committee Members</i>	.....	<i>iii</i>

## Invited Talks

<i>How to Make Augmented Reality User Interfaces Work</i> <i>Bruce Thomas</i>	.....	<b>1</b>
<i>Natural user interfaces for collaborative environments</i> <i>Michael Haller</i>	.....	<b>2</b>
<i>Haptics of Humans and Robots</i> <i>Takashi Maeno</i>	.....	<b>3</b>
<i>Haptics and Pseudo-Haptics: from Reserach to Industry</i> <i>Sabine Coquillart</i>	.....	<b>4</b>

## Papers

### Session 1: Display

<i>Gaze Tracking for Near to Eye Displays</i> <i>Timo Pylvänäinen, Toni Järvenpää, Ville Nummela</i>	.....	<b>5</b>
<i>Correct Occlusion Effect in the Optical See-through Immersive Augmented Reality Display System.</i> <i>Kaori Murase, Tetsuro Ogi, Kota Saito, Takahide Koyama</i>	.....	<b>12</b>
<i>Implementation of EOG-based Gaze Estimation in HMD with Head-tracker</i> <i>Hiromu Miyashita, Masaki Hayashi, Ken-ichi Okada</i>	.....	<b>20</b>
<i>Closed-Line Based Representation of 3D Shape for Point Cloud for Laser-Plasma Scanning 3D Display</i> <i>Hiroyo Ishikawa, Hideo Saito</i>	.....	<b>28</b>

<i>CAGRA: Occlusion-capable Automultiscopic 3D Display with Spherical Coverage</i>	.....	36
<i>Yusuke Doyama, Tomohiro Taniakawa, Kazuyoshi Tagawa, Koichi Hirota, Michitaka Hirose</i>		

## Session 2: Haptic Interface

<i>A Comparison of Output Quality among Haptic Media Synchronization Algorithms</i>	.....	43
<i>Shuchun Sun, Takeshi Fujimoto, Yutaka Ishibashi, Shinji Sugawara</i>		
<i>A Texture-Based Haptic Model Design with 3D Brush</i>	.....	51
<i>Wataru Wakita, Kenji Murakami, Shun Ido</i>		
<i>A Proposal of a Clutch Mechanism for 6DOF Haptic Devices</i>	.....	57
<i>Masaharu Isshiki, Takahiro Sezaki, Katsuhito Akahane, Naoki Hashimoto, Makoto Sato</i>		
<i>TeleTA: Teleoperation System with Tactile Feedback aimed at Presentation of the Physical Contact on Entire Robot Arm Surface to the Human Operator</i>	.....	64
<i>Dzmitry Tsetserukou, Susumu Tachi</i>		
<i>Hybrid Display of Roughness, Softness and Friction Senses of Haptics</i>	.....	72
<i>Yuta Shiokawa, Atsushi Tazo, Masashi Konyo, Takashi Maeno</i>		

## Session 3: Multimodal System

<i>A Haptic Dial System for Multimodal Prototyping</i>	.....	80
<i>Laehyun Kim, Manchul Han, Sangkyun Shin, Sehyung Park</i>		
<i>Experiment on Teleolfaction Using Odor Sensing System and Olfactory Display Synchronous with Visual Information</i>	.....	85
<i>Takamichi Nakamoto, Norihiro Cho, Nimsuk Nitikarn, Bartosz Wyszynski, Hiroki Takushima, Masashi Kinoshita</i>		
<i>Construction of Dental Simulation System with Mixed Visual, Tactile, and Sound Realities</i>	.....	93
<i>Hiroshi Noborio, Daisuke Sasaki, Yusuke Kawamoto, Tomoaki Tatsumi, Taiji Sohmura</i>		
<i>A Method of Supporting Personal Activities in Virtual Reality Space Utilizing Physiological Data</i>	.....	101
<i>Masaki Hayashi, Hiromu Miyashita, Ken-ichi Okada</i>		

## Session 4: Application

<i>Calculation Model of Jellyfish for Simulating the Propulsive Motion and the Pulsation of the Tentacles</i>	.....	109
<i>Junsei Hirato, Yoichiro Kawaguchi</i>		

<i>An Improved Facial Orthopedic Surgery Planning System with Pre-processing FEM Modeling</i>	.....	116
<i>Lei Pan, Lixu Gu, Zhennan Yan, Sizhe Lv, Bo Zhu</i>		
<i>Simulation of Sutures for Virtual Surgery Applications</i>	.....	123
<i>Hans-Georg Menz, Kup-Sze Choi</i>		
<i>An easy-to-use Framework to integrate Data Processing and Data Fusion in VR Applications</i>	.....	129
<i>Pierre Boudoin, Samir Otmane, Malik Mallem, Hichem Maaref</i>		
<i>Moving Between Contexts - A User Evaluation of a Transitional Interface</i>	.....	137
<i>Raphael Grasset, Andreas Dünser, Mark Billinghurst</i>		

## Session 5: Perception

<i>Study of stereoscopic shape perception for virtual design</i>	.....	144
<i>Laure Leroy, Philippe Fuchs, Alexis Paljic, Guillaume Moreau</i>		
<i>1:1 Scale Perception in Virtual and Augmented Reality</i>	.....	152
<i>Emmanuelle Combe, Javier Posselt, Andras Kemeny</i>		
<i>Adaptive Body use of multipede driven by coupled neural oscillators</i>	.....	161
<i>Shogo Yonekura, Shinichiro Yagi, Yoichiro Kawaguchi</i>		
<i>Pulse Ejection Technique of Scent to Create Dynamic Perspective</i>	.....	167
<i>Junta Sato, Kaori Ohtsuki, Yuichi Bannai, Ken-ichi Okada</i>		

## Session 6: Virtual Environment

<i>Sliding Viewport for Interactive Virtual Environments</i>	.....	175
<i>Andrei Sherstyuk, Dale Vincent, Caroline Jay</i>		
<i>Proxy-based Mechanism in Mobile Distributed Virtual Environment</i>	.....	183
<i>Lin Xu, Xiaohui Liang, Ke Xie</i>		
<i>Virtual Exploring to Jing-Hang Grand Canal</i>	.....	191
<i>Zhigeng Pan, Shengnan Chen, Liqiang Xu, Huaqing Shen, Gengdai Liu, Kangde Guo, Yibin Ye</i>		
<i>Simulator for Regional Anaesthesia in Virtual Environments with Electric Nerve Stimulation</i>	.....	197
<i>Sebastian Ullrich, Oliver Grottke, Wei Liao, Thomas Deserno, Rolf Rossaint, Torsten Kuhlen</i>		
<i>Biometrics Security in a Virtual Environment</i>	.....	203
<i>Andrea Kanneh, Ziad Sakr</i>		

## **Session 7: Augmented Reality / Mixed Reality**

<i>Creating Mixed Reality Manikins for Medical Education</i> <i>Andrei Sherstyuk, Dale Vincent, Benjamin Berg</i>	.....	<b>210</b>
<i>AR Representation System for 3D GIS based on Camera Pose Estimation using Distribution of Intersections</i> <i>Hideaki Uchiyama, Hideo Saito, Vivien Nivesse, Myriam Servières, Guillaume Moreau</i>	.....	<b>218</b>
<i>A Hierarchical Annotation Database and a Dynamic Priority Control Technique of Annotation Information for a Networked Wearable Augmented Reality System</i> <i>Daisuke Takada, Takefumi Ogawa, Kiyoshi Kiyokawa, Haruo Takemura</i>	.....	<b>226</b>

## **Posters**

### **Session 1**

<i>Virtual Roommates in Ambient Telepresence Applications</i> <i>Andrei Sherstyuk, Kar-Hai Chu, Sam Joseph</i>	.....	<b>234</b>
<i>Real-time Upper Body Pose Detection using Stereo Vision ASIC</i> <i>Jae-chan Jeong, Ho-chul Shin, Dae-hwan Hwang</i>	.....	<b>238</b>
<i>GPU-based photometric reconstruction from screen light</i> <i>Vincent Nozick, Ismael Daribo, Hideo Saito</i>	.....	<b>242</b>
<i>Study of Maintaining Concentration by Auditory Brain Computer Interface</i> <i>Rika Ito, Hideaki Touyama, Hiroki Kobayashi, Michitaka Hirose</i>	.....	<b>246</b>
<i>Pattern-based Gesture Interaction with a Digital Table</i> <i>Gunhee Kim, Hyunchul Cho, Wen-hua Pei, Ji-Hyung Park, Sungdo Ha</i>	.....	<b>250</b>
<i>Study on perceptual properties of images presented by Saccade-based display --- Asynchronous and depth perception</i> <i>Reiko Aruga, Hideo Saito, Hideyuki Ando, Junji Watanabe</i>	.....	<b>254</b>
<i>Angle-changeable Immersive Projection Display</i> <i>Yuichi Tamura, Hiroaki Nakamura</i>	.....	<b>258</b>
<i>Free versus constrained motion for assessing wind turbines' impacts on landscape in virtual environments</i> <i>Jihen Jallouli, Guillaume Moreau, Davy Salerne</i>	.....	<b>261</b>
<i>A Distributed Software Architecture for Collaborative Teleoperation based on a VR Platform and Web Application Interoperability</i> <i>Christophe Domingues, Samir Otmane, Frédéric Davesne, Malik Mallem</i>	.....	<b>265</b>
<i>An invariant-based approach to static Hand-Gesture Recognition</i> <i>Pujan Ziae, Alois Knoll</i>	.....	<b>269</b>

<i>Task-Based Second Language Learning VR System</i> Tetsuya Saito, Junichi Hoshino	.....	273
<i>EEG-Based Photo Pickup</i> Hideaki Touyama, Michitaka Hirose	.....	277
<i>Multiple Conference Support Method Using Variable Speed Playing and Video Image Switching</i> Aki Sugiyama, Kuniaki Suseki, Ken-ichi Okada	.....	281
<i>Application of Computational Fluid Dynamics Simulation to Olfactory Display</i> Hiroshi Ishida, Haruka Matsukura, Hitoshi Yoshida, Takamichi Nakamoto	.....	285
<i>Experimental identification of model parameters in welding simulator and its performance evaluation by veteran welders</i> Nobuyoshi Hashimoto, Hideo Kato	.....	289

## Session 2

<i>Collaborative Work between Heterogeneous Haptic Interface Devices: Influence of Network Latency</i> Pingguo Huang, Takeshi Fujimoto, Yutaka Ishibashi, Shinji Sugawara	.....	293
<i>A Study for Touchable Online Shopping System with Haptical Force Feedback</i> Kenji Funahashi, Yuuta Kuroda, Masumi Mori	.....	297
<i>Development of Modified Motorcycle Simulator Assessment and Training System for the Spinal Cord Injury Patients</i> Siao-Ying Wu, Jin-Jong Chen	.....	301
<i>AR Mapping of GIS Information by Pattern-based Tracking with Particle Filter</i> Yuko Uematsu, Hideo Saito, Myriam Servieres, Guillaume Moreau.	.....	305
<i>A study on user attitude toward the interactive floor</i> Seungwoo Lee, Minsoo Hahn	.....	309
<i>A New Concept of Brain-Computer Interface with Environmental Event Sensing</i> Hideaki Touyama	.....	313
<i>Motion Tracking with Velocity Update and Distortion Correction from Planar Laser Scan Data</i> Seungpyo Hong, Heedong Ko, Jinwook Kim	.....	315
<i>Interconnection between Different Types of Haptic Interface Devices: Absorption of Difference in Workspace Size</i> Takeshi Fujimoto, Pingguo Huang, Yutaka Ishibashi, Shinji Sugawara	.....	319
<i>Vibration Signal Synthesis for Representing Cutaneous Tactile</i> Xin Yin, Kazuyoshi Nomura, Hiromi T. Tanaka	.....	323
<i>The use of Haptic Guide with 3D Interactions in a Large Scale Virtual Environment</i> Sehat Ullah, Nassima Ouramadane, Samir Otmane, Paul Richard, Frederic Davesne, Malik Mallem	.....	327

<i>The Shadow Dancer: An interactive performance system with a foot interface</i> Se Hwi Park, Tae Woo Kim, Donggi Jung, Ju Min Chi, Yoon Ji Kim, Seny Lee	.....	331
<i>FloatingPad: A Touchpad Based 3D Input Device</i> Seongkook Heo, Dongwook Lee, Minsoo Hahn	.....	335
<i>Navigation Assistance for Wayfinding in the Virtual Environments: Taxonomy and a Survey</i> Janki Dodiya, Vassil N. Alexandrov	.....	339
<i>Gesture Interpretation for Domestic Appliance Control</i> Takayuki Hattori, Yorinobu Mine, Michael Cohen, Jun Yamadera	.....	343
<i>Effects of video reflection by wearable memory enhancement system</i> Yasuhiro Kamo, Yasushi Ikei	.....	347

## Demonstrations

<i>4DCap: Multi-View Dynamic 3D Object Reconstruction System</i> Wen-Chao Chen, Fu-Jen Hsiao, Chih-Jen Teng, De-Jin Shau	.....	351
<i>Clutching Methods for Haptic Interaction System</i> Masaharu Isshiki, Katsuhito Akahane, Naoki Hashimoto, Makoto Sato	.....	354
<i>Graph-Sono – Hand Drawing Sound</i> Seiichiro Matsumura	.....	356
<i>PONYO-PONYO!</i> Kazuyoshi Tagawa, Koichi Hirota, Michitaka Hirose	.....	358
<i>MIMAMORI-Phone</i> Hideaki Touyama, Kazuyoshi Tagawa	.....	360
<i>Odor Playback Based on Computational Fluid Dynamics Simulation</i> Hiroshi Ishida, Haruka Matsukura, Hitoshi Yoshida, Takamichi Nakamoto	.....	361
<i>K-Cave demonstration: Seismic information visualization system using the OpenCABIN library</i> Yoshisuke Tateyama, Satoshi Oonuki, So Sato, Tetsuro Ogi	.....	363
<i>Super High Definition Stereo Image using 4K Projection System</i> Tetsuro Ogi, Hiroaki Daigo, So Sato, Yoshisuke Tateyama, Yasuaki Nishida	.....	365
<i>Demo Proposal: Screen-less Head Mounted Projector with Retrotransmissive Optics</i> Ryugo Kijima, Jyunya Watanabe	.....	367