

stereopsia

Professional Conference IC3D - 11-12 Dec 2017 Program¹

MONDAY 11 December 2017

09:00am Session I-1

- Cinema as large as life: large-scale light field cinema system,
Peter A. Kara (Kingston University, UK)
- Modeling depth uncertainty of desynchronized multi-camera systems,
Elijs Dima (Mid Sweden University, Sweden)
- Half-occluded regions: the key to detecting a diverse array of defects in S3D imagery,
Jonathan Bouchard (McGill University, Canada)
- Performance evaluation of patterns for image-based 3D model reconstruction of textureless objects,
Jahanzeb Hafeez (Kwangwoon University, Korea)
- DOM2AFrame: putting the web back in WebVR,
Robin Marx (UHasselt, Belgium)

10:30am Coffee break

11:00am Session I-2

- Table-top electronic holographic display satisfying stereopsis along 360 degrees,
Keehoon Hong (Electronics and Telecommunications Research Institute, Korea)
- Ray tracing for HoloVizio light field displays,
Oleksii Doronin (Holografika, Hungary)
- The influence of 3D video artifacts on discomfort of 302 viewers,
Dmitriy Vatolin (Lomonosov Moscow State University, Russia)
- Anisotropic energy accumulation for stereoscopic image seam carving,
Yuqing Lin (Fuzhou University, China)
- HRTF personalization based on weighted sparse representation of anthropometric features,
Muhammad Shahnawaz (Politecnico di Milano, Italy)

12.30pm Lunch break

¹ The organizers reserve the right to change the program at any time.

01:30pm Session I-3

- A framework for quality control in cinematic VR based on Voronoi patches and saliency, **Sebastian Knorr** (Trinity College Dublin, Ireland)
- Achieving high angular resolution via view synthesis: quality assessment of 3D content on super Multiview lightfield display, **Roopak R. Tamboli** (Indian Institute of Technology Hyderabad, India)
- A markerless 3D tracking approach for augmented reality applications, **Michiel Vlamincx** (Ghent University, Belgium)
- An exploration of factors that drive vertical vergence movements across the visual field, **Ashleigh L. Harrold** (The University of Queensland, Australia)
- A low-cost lighthouse-based virtual reality head tracking system, **Adrian K. T. Ng** (University of Hong Kong, China)

03:00pm Coffee break

03:30pm Session I-4

- 3D scene model based frame prediction in video coding, **Hossein Bakhshi Golestani** (RWTH Aachen University, Germany)
- Fovography: a naturalistic imaging media, **Robert Pepperell** (Cardiff Metropolitan University, UK)
- Color correction for stereoscopic image based on matching and optimization, **Xiaohua Zheng** (Fuzhou University, China)
- Towards display-independent light-field formats, **Aron Csernaszky** (Holografika, Hungary)
- Low-cost plenoptic camera with off-the-shelf components, **Siham Boukhris** (Université Libre de Bruxelles, Belgium)
- Gait recognition based on 3D Holoscopic Gait Energy Image, **Hakan Ozen** (Brunel University London, UK; Middle East Technical University, Turkey)

05:15pm End of Day I

**06:00pm Meet-up VR
at BOZAR (Exhibition area)**



09:00am Session 2-1

- Predicting head trajectories in 360° virtual reality videos,
A. Deniz Aladagli (Loughborough University London, UK)
- The interdependence of spatial and angular resolution in the quality of experience of light field visualization,
Peter A. Kara (Kingston University, UK)
- Omnidirectional FTV,
Masayuki Tanimoto (Nagoya Industrial Science Research Institute, Japan)
- Augmented film narrative by use of non-photorealistic rendering,
Victor Fajnzylber (University of Chile, Chile)
- 3D immersive karaoke for the learning of foreign language pronunciation,
Georgios Athanasopoulos (Université Catholique de Louvain, Belgium)

10:30am Coffee break

11:00am A new grammar of storytelling for the digital age

Keynote by **Frank Rose**



*Frank Rose is the author of *The Art of Immersion*, a member of the Columbia Digital Storytelling Lab, and the faculty director of the Columbia University executive education seminar *Strategic Storytelling*. A graduate of the journalism school at Washington & Lee University, he has been a contributing editor at *Wired* and *Esquire* and a contributing writer at *Fortune* and *Premiere*. He currently writes for *The New York Times* and *The Wall Street Journal*.*

12:00pm Storytelling for immersive media (VR, ...)

- Immersive directing as an aesthetics of the presence,
Miłosz Hermanowicz (Freelance Stereographer, Poland)
- Immersion: everybody talks about it, but nobody knows what it is, hence some conceptual propositions,
Björn-Olav Dozo (University of Liège, Belgium)

12.30pm Lunch break

01:00pm End of IC3D 2017

**06:30pm Networking reception
at City Hall of Brussels (upon reservation)**

