

2018 International Conference on 3D Immersion
(IC3D 2018)

Final program

Technically co-sponsored by the IEEE Signal Processing Society

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Wednesday, 05 December 2018 – IC3D

At BOZAR

AM

08:00 - 18:00 **Welcome and registration** (at BOZAR)

09:00 - 09:02 **Session I-0** (at BOZAR, “Le Studio”)

- Welcome address, and overview of Stereopsia, IC3D, and the day's program, [Jacques G. Verly](#) (University of Liège, Belgium)

09:02 - 10:32 **Session I-1** (at BOZAR, “Le Studio”)

- **Chairs:** Pouyan Ebrahimbabaie (University of Liège, Belgium), Jacques G. Verly (University of Liège, Belgium)
- - An end-to-end system for real-time dynamic point cloud visualization, [Hansjörg Hofer](#), [Florian Seitner](#) (emotion3D GmbH, Germany), [Margrit Gelautz](#) (Vienna University of Technology, Austria)
- - The viewing conditions of light-field video for subjective quality assessment, [Peter A. Kara](#) (Kingston University, UK; Holografika, Hungary; Budapest University of Technology & Economics, Hungary), [Roopak R. Tamboli](#) (Holografika, Hungary; Indian Institute of Technology Hyderabad, India), [Aron Cserkaszkzy](#) (Holografika, Hungary), [Maria G. Martini](#) (Kingston University, UK), [Attila Barsi](#) (Holografika, Hungary), [Laszlo Bokor](#) (Budapest University of Technology & Economics, Hungary)
- - Full reference quality assessment of DIBR-based synthesized images, [Miguel Oliveira](#), [João Ascenso](#), [Maria Paula Queluz](#) (Instituto Superior Técnico – Instituto de Telecomunicações, Portugal)
- - Contribution of stereopsis and motion parallax to fear responses in the pit room environment, [Siavash Eftekhari](#) (Queen’s University in Kingston, Canada), [Nikolaus F. Troje](#) (Queen’s University in Kingston, Canada; York University, Canada)
- - Ranking regions of visual saliency in RGB-D content, [Dylan Seychell](#), [Carl J. Debono](#) (University of Malta, Malta)
- - Free navigation in natural scenery with DIBR: RVS and VSRS in MPEG-I standardization, [Sarah Fachada](#), [Daniele Bonatto](#), [Arnaud Schenkel](#), [Gauthier Lafruit](#) (Université Libre de Bruxelles, Belgium)

10:30 - 11:00 **Coffee break** (at BOZAR, Exhibition area)

11:00 - 12:33 **Session I-2** (at BOZAR, "Le Studio")

- Chairs: Anaïs Halin (University of Liège, Belgium), Jacques G. Verly (University of Liège, Belgium)
- - Estimation of global luminance for HoloVizio 3D display, [Oleksii Doronin](#), [Attila Barsi](#) (Holografika, Hungary)
- - Logging interactions in explorable VR/AR applications, [Jakub Flotyński](#), [Pawel Sobociński](#) (Poznań University of Economics and Business, Poland)
- - A fast water droplet sound simulation, [Quentin Bolsée](#), [Vivian Bolsée](#) (Vrije Universiteit Brussel, Belgium)
- - Objective quality assessment of 2D synthesized views for light-field visualization, [Roopak R. Tamboli](#) (Holografika, Hungary; Kingston University, UK), [Peter A. Kara](#) (Holografika, Hungary; Kingston University, UK), [Nikita Bisht](#) (Birla Institute of Technology & Science, India), [Attila Barsi](#) (Holografika, Hungary), [Maria G. Martini](#) (Kingston University, UK), [Soumya Jana](#) (Indian Institute of Technology Hyderabad, India)
- - Multilayer RGBD-video completion for hole filling in 3D-view synthesis, [Alexander Bokov](#), [Dmitriy Vatolin](#) (Lomonosov Moscow State University, Russia)
- - Depth estimation and view synthesis for immersive media, [Takanori Senoh](#), [Nobuji Tetsutani](#), [Hiroshi Yasuda](#) (Tokyo Denki University, Japan)
- Intro to XR4ALL, the brand-new EU H2020 project for boosting XR tech in Europe, [XR4ALL representative](#) (XR4ALL, Europe)

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12:30 - 13:30 **Lunch break** (at BOZAR, Exhibition area)

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13:30 – 15:03 **Session I-3** (at BOZAR, "Le Studio")

- Chairs: Pouyan Ebrahimbabaie (University of Liège, Belgium), Jacques G. Verly (University of Liège, Belgium)
- – People groups analysis for AR applications, [M. Mancas](#), [S. Laraba](#), [A. Bandrabur](#), [P.-H. De Deken](#) (University of Mons, Belgium), [K. Hagihara](#), [N. Leblanc](#) (Université Catholique de Louvain, Belgium), [S. B. Yengec Tasdemir](#) (Abdullah Gul University, Turkey), [B. Macq](#) (Université Catholique de Louvain, Belgium), [T. Dutoit](#) (Université de Mons, Belgium)
- - 3D imaging system using multi-focus plenoptic camera and tensor display, [Mehrdad Teratani](#), [Shu Fujita](#), [Wenzhe Ouyang](#), [Keita Takahashi](#), [Toshiaki Fujii](#) (Nagoya University, Japan)
- - Towards true-to-scale 3D reconstruction of the human face using structured light projection and off-the-shelf cameras, [Kiran K. Vupparaboina](#) (L. V. Prasad Eye Institute, India), [Roopak R. Tamboli](#) (Holografika, Hungary; Indian Institute of Technology Hyderabad, India), [Shanmukh Manne](#) (Indian Institute of Technology Hyderabad, India), [Peter A. Kara](#) (Holografika, Hungary; Kingston University, UK), [Mariana G. Martini](#) (Kingston University, UK), [Attila Barsi](#) (Holografika, Hungary), [Ashutosh Richhariya](#) (L. V. Prasad Eye Institute, India), [Soumya Jana](#) (Indian Institute of Technology Hyderabad, India)
- - 3D scene modeling from dense video light fields,

[Xiaoran Jiang](#), [Christian Galea](#), [Laurent Guillo](#), [Christine Guillemot](#) (INRIA, CNRS, IRISA Rennes, France)

- - Pupillary reactivity to non-photorealistic rendering: a case study of immersion in 3D cinema, [Victor Fainzylber](#), [Samuel Madariaga](#), [Rafael del Villar](#), [Pedro Maldonado](#) (University of Chile, Chile), [Diego Vargas](#) (National Autonomous University of Mexico, Mexico), [Aria Serra](#) (Girona University, Spain), [Milan Magdics](#) (Budapest University of Technology & Economics, Hungary), [Mateu Sbert](#) (Tianjin University, China; Girona University, Spain)
- - DeepStereoBrush: interactive depth map creation, [Sebastian Knorr](#) (Trinity College Dublin, Ireland; Technische Universität Berlin, Germany), [Matis Hudon](#) (Trinity College Dublin, Ireland), [Julian Cabrera](#) (Universidad Politécnica de Madrid, Spain), [Thomas Sikora](#) (Technische Universität Berlin, Germany), [Aljosa Smolic](#) (Technische Universität Berlin, Germany)
- Intro to XR4ALL, the brand-new EU H2020 project for boosting XR tech in Europe, [XR4ALL representative](#) (XR4ALL, Europe)

15:00 - 15:30 **Coffee break** (at BOZAR, Exhibition area)

15:30 - 17:00 **Session I-4** (at BOZAR, "Le Studio")

- **Chairs:** [Anaïs Halin](#) (University of Liège, Belgium), [Jacques G. Verly](#) (University of Liège, Belgium)
- - The application in construction quality control based on BIM and 3D laser scanning technology, [Chen Binjin](#), [Yao Shouyan](#), [Yu Xin](#), [Jiang Qichen](#), [Li Xin](#) (China Construction Eighth Engineering Division Corp., LTD, China)
- - Objective quality evaluation of an angularly-continuous light-field format, [Roopak R. Tamboli](#) (Holografika, Hungary; Indian Institute of Technology Hyderabad, India), [Aron Cserkaszky](#) (Holografika, Hungary), [Peter A. Kara](#) (Holografika, Hungary; Kingston University, UK; Budapest University of Technology & Economics, Hungary), [Attila Barsi](#) (Holografika, Hungary), [Mariana G. Martini](#) (Kingston University, UK)
- - SLAM-based 3D outdoor reconstructions from LIDAR data, [Ivan Caminal](#), [Josep R. Casas](#), [Santiago Royo](#) (Universitat Politècnica de Catalunya, Spain)
- - Natural scenes datasets for exploration in 6DOF navigation, [Arnaud Schenkel](#), [Daniele Bonatto](#), [Sarah Fachada](#), [Henry-Louis Guillaume](#), [Gauthier Lafruit](#) (Université Libre de Bruxelles, Belgium)
- - Improving residual coding of WASP light field CODEC, [Pekka Astola](#), [Ioan Tabus](#) (Tampere University of Technology, Finland)
- - Director's cut – analysis of VR film cuts for interactive storytelling, [Colm O Fearghail](#), [Cagri Ozcinar](#), [Sebastian Knorr](#), [Aljosa Smolic](#) (Trinity College Dublin, Ireland)

17:00 **End of IC3D**

Evening (open to all IC3D attendees)

17:30 - 20:30 **XR Meetup** (at BOZAR, Exhibition area)

Thank you for your participation!

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