

IADIS International Conferences
CGVCVIP, VC and WEB3DW 2010
PRELIMINARY CONFERENCE PROGRAM

Tuesday, 27th July 2010

08:30-17:00 Welcome Desk

09:45-10:00 Session O – Opening Session
(Room: 1221)

OPENING SESSION

Prof. Yingcai Xiao, Roberto Muffoletto, Tomaz Amon and Pedro Isaías

10:00-11:00 Session KL1 – Keynote Presentation
(Room: 1221)

INTELLIGENT PATTERN RECOGNITION AND APPLICATIONS - MODELING AND SIMULATION IN HC INTERACTIVE ENVIRONMENT

Professor Patrick S.P. Wang, Tenured Full Professor at Northeastern University, Boston, USA, Visiting Chair Professor at NTUST, Taipei, Taiwan and Zijiang Visiting Chair Professor at ECNU, Shanghai, China

11:00-11:30 Coffee Break

11:30-13:10 Session FSP 27.1
Visualization
(Room: 1221)

CAVER VIEWER – NEW TOOL ENHANCING COMPUTATION AND VISUALIZATION OF CHANNELS IN PROTEINS (F098)

Barbora Kozlíková, Jiří Sochor, Tibor Szabó and Matúš Zamborský
PHYSICALLY BASED MOTION OF POINT MASSES ON NURBS SURFACES IN REAL-TIME (F101)
Hendrik Bugdoll

INTERACTIVE VOLUME CLASSIFICATION AND VISUALISATION USING INCREMENTAL-SVM AND CUDA (S100)

David M. Hughes, Ik Soo Lim, Nigel John, Keith Hughes and Tom Rippeth

VISUALIZING COORDINATE ACCELERATION AND CHRISTOFFEL SYMBOLS (S105)

Marcel Ritter and Werner Bengler

11:30-13:20 Session FSP 27.2

Interactive 3D graphics and immersive systems // Innovative 3D graphics applications
(Room: 1108)

INTERACTIVE 3D VISUALIZATION OF A LARGE UNIVERSITY CAMPUS OVER THE WEB (F021)

Carlos Sánchez Belenguer and Eduardo Vendrell Vidal

USING MOBILE DEVICE FOR REMOTE IMAGE-BASED WALKTHROUGH (F020)

Damon Shing-Min Liu, Ching-I Cheng, and Chi-Hsien Liu

RELATIONSHIPS IN SOCIAL NETWORKS REVEALED: A FACEBOOK APP FOR SOCIAL GRAPHS IN 3D BASED ON X3DOM AND WEBGL (F043)

Nikita Mattar and Thies Pfeiffer

TOUCHING ARTEFACTS IN AN ANCIENT WORLD ON A BROWSER-BASED PLATFORM (S017)

Sylvester Arnab, Panagiotis Petridis, Ian Dunwell and Sara de Freitas

13:00-14:30 Lunch Break

14:30-17:10 Session FSP 27.3

Pattern Recognition // Remote Sensing
(Room: 1221)

TEXTURE FEATURE REPRESENTATION ON A COORDINATE SYSTEM FOR EFFICIENT PATTERN CLASSIFICATION (F032)

Kyeong Deok Woo, Sung Gook Kim and Sung Wook Baik

CONTEXTUAL CLASSIFICATION OF POLARIMETRIC SAR IMAGES (F059)

Assia Kourgli, Amirouche Benchallal, Mounira Ouarzeddine and Youcef Oukil

CLASSIFICATION SPACE BASED ON THE TARGET ORIENTATION ANGLE USING POLARIMETRIC SAR DATA (F116)

Souissi Boularbah, Ouarzeddine Mounira

and Belhadj-Aissa Aichouche

RECOVERING COLOR AND DETAILS OF CLIPPED IMAGE REGIONS (F039)

Elhanan Elboher and Michael Werman

VIDEO IMAGE SPEED LIMIT SIGN DETECTION IN VARIOUS CONDITIONS USING NEURAL NETWORKS (S109)

Tomislav Fištrek and Sven Lončarić

DETECTION OF IRIS IN IMAGE BY CORRESPONDING MAXIMA OF GRADIENT PROJECTIONS (S046)

Ivan A. Matveev

14:30-16:35 Session FSRP 27.4
Visual Communication // Photography // Other
(Room: 1108)

DIGITAL HOUSEPAINT - A NEW CLASS OF AMBIENT MEDIA (F035)
Robert J. Wierzbicki, Christian Sommerschuh and Stefan Bernstein
HYPERVISUALIZING TRAVEL STORIES BY USING GEOREFERENCES: A NEW WAY TO COMMUNICATE AND VISUALIZE TOURISM CULTURE (F034)
Rocio Abascal-Mena and Erick López-Ornelas
HEAT SEEKER – AN INTERACTIVE AUDIO-VISUAL PROJECT FOR PERFORMANCE, VIDEO AND WEB (F036)
Nuno N. Correia
SHORT PICTORIAL SYMBOLS IN CONTEXT - A MEANS FOR VISUAL COMMUNICATION IN CROSS-CULTURAL ENVIRONMENTS (S016)
Anneli Heimbürger and Yasushi Kiyoki
REFLECTION COMMUNICATION THROUGH AMBIENT LIGHTING (R018)
Markus Reisinger

16:00–17:00 Session FP 27.5
Computer Graphics
(Room: 1016)

GPU-AWARE HYBRID TERRAIN RENDERING (F112)
Christian Dick, Jens Krüger and Rüdiger Westermann
TIME-CURVATURE AND TIME-TORSION OF VIRTUAL BUBBLES AS FLUID MIXING INDICATORS (F118)
Bidur Bohara, Werner Bengler, Marcel Ritter, Nathan Brenner, S.Sitharama Iyengar, Bijaya Karki, Somnath Roy and Sumanta Acharya

Wednesday, 28th July 2010

08:30-17:00 Welcome Desk

09:00-10:20 Session FSP 28.1
Image Segmentation
(Room: 1016)

NEURAL NETWORKS AND LOW-COST OPTICAL FILTERS FOR PLANT SEGMENTATION (F070)
Floris De Smedt, Ive Billauws and Toon Goedemé
A NEW TEXTURE FEATURE BASED ON 4TH ORDER CUMULANT AND WAVELET FOR SAR IMAGE SEGMENTATION (F095)
Gholam Ali Rezai-Rad and Gholamreza Akbarizadeh
AUTOMATIC MEDICAL IMAGE SEGMENTATION BASED ON VFC-SNAKE (S027)
Houda Bakir and Maher Charfi

09:00-11:00 Session FSP 28.2
Computer Vision
(Room: 1224)

MARKER-LESS COMPUTER VISION TRACKING FOR AUGMENTED REALITY (F065)
W. T. Fong, S. K. Ong and A. Y. C. Nee
A NOVEL EDGE DETECTION METHOD BASED ON IMAGE ENERGY AND SKEWNESS WITH APPLICATION TO INTRAMUSCULAR FAT RECOGNITION (F091)
W. B. Hussein, A. A. Moaty, M. A. Hussein and T. Becker
REACTION-DIFFUSION STEREO ALGORITHM WITH ANISOTROPIC INHIBITORY DIFFUSION (S099)
Atsushi Nomura, Makoto Ichikawa, Koichi Okada and Hidetoshi Miike
A FRAMEWORK FOR REAL TIME SCENE MODELING BASED ON VISUAL-INERTIAL CUES (S061)

Dominik Aufderheide and Werner Krybus
HAND POSTURE RECOGNITION USING QUADRATIC CURVES AND SHAPE TEXTUAL DESCRIPTOR (S060)
Djamila Dahmani

11:00-11:30 Coffee Break

11:30-12:30 Poster Session
(Room: hall)

GEOMETRIC DESCRIPTION OF OUTLINE SHAPES AND RECOGNITION (P062)
Nacéra Laiche
BASIC CONSIDERATION FOR LOSSLESS RE-ENCODING OF MPEG CODED FILES USING V-V CODES (P075)
Kazuo Ohzeki, Yuán yù Wei and Ulrich Speidel
ITERATIVE SUBSPACE TRACKING ALGORITHMS FOR SPACE TIME ADAPTIVE PROCESSING IN MONOSTATIC AIRBORNE RADAR (P077)
Dib Samira, Grimes Morad, Ghemit Amal, Hamel Sara and Barkat Mourad
SVM CLASSIFIERS CREATION IN PARALLEL CONSTRAINED ENVIRONMENT (P107)
Ivo Reznicek, Pavel Zencik, Adam Herout and Vitezslav Beran
VISUALIZING THE SEARCH RESULTS TO IMPROVE ACCESS TO LIBRARY RESOURCES (P115)
Ammar Jalalimanesh
EVALUATION OF MOTION SICKNESS INDUCED BY STEREOSCOPIC IMAGES USING HEAD ACCELERATION AND BODY SWAY (P034)
Hiroki Takada, Tetsuya Yamamoto, Akihiro Sugiura and Masaru Miyao
COMPARATIVE STUDY BETWEEN MANUAL HYBRIDIZATION AND DIGITAL HYBRIDIZATION: CASE OF PHOTOGRAPHIC MONTAGE (P043)
Ines Rekhis Belghith

11:30-13:20 Session FSP 28.3
Computer Graphics
(Room: 1224)

A REPARTITION STRUCTURE FOR COLLISION DETECTION AND DEFORMATION OF DISCRETE OBJECTS BASED ON 3D WAVELETS (F073)
Xavier Heurtebise and Sébastien Thon
VOLUME-BASED DIFFUSE GLOBAL ILLUMINATION (F037)
Pavlos Mavridis, Athanasios Gaitatzes and Georgios Papaioannou
HOLOGRAPHIC APPROACH FOR AN EYE SIMULATION (F117)
Lukas Novosad and Remo Ziegler
A LOCAL CURVATURE BASED LIGHTING MODEL FOR RENDERING OF SNOW (S038)
Stefan Seipel and Anders Hast

13:00-14:30 Lunch Break

14:30-16:50 Session SP 28.4
Image Processing
(Room: 1224)

EFFECTIVE HYPER-SPECTRAL IMAGE SEGMENTATION USING MULTI-SCALE GEOMETRIC ANALYSIS (S090)
O. Levi, S. Cohen and Z. Mhabary

BRAIN TUMOR SEGMENTATION FROM MRI: A COMPARATIVE STUDY (S119)
Simon L. Cichosz, Steffen Vangsgaard, Alex S. Jørgensen, Kasper E. Kannik, Elena Steffensen and Simon F. Eskildsen

AMLABCONTOURS: A TOOL FOR IMAGE STRUCTURE SEGMENTATION (S034)
Miguel Alemán-Flores, Luis Alvarez and Pedro Henriquez

RETRIEVAL AND CLASSIFICATION OF LEAF SHAPE BY SUPPORT VECTOR MACHINE USING BINARY DECISION TREE, PROBABILISTIC NEURAL NETWORK AND GENERIC FOURIER MOMENT TECHNIQUE: A COMPARATIVE STUDY (S029)
Krishna Singh, Indra Gupta and Sangeeta Gupta

FAST OPTIMAL ALGORITHM FOR TWO-BIT TRANSFORM MOTION ESTIMATION BASED ON THE REVERSE TRIANGLE INEQUALITY (S035)
Changryoul Choi and Jechang Jeong

NONSAMPLED CONTOURLET TRANSFORM FOR GREY-LEVEL CORNER DETECTION (S076)
Chahira Serief

AN OCR SYSTEM FOR GREEK PRINTED EARLY BOOKS BASED ON COMPUTATIONAL GEOMETRY ALGORITHMS (S083)
Marios Poulos, Yannis Kokkonas, Sozon Papavaslopoulos and George Bokos

14:30-16:55 Session FSRP 28.5
Web3D in education, health and energy // Virtual Reality // Computer (Educational) Games
(Room: 1140)

A SCALABLE, LEARNING BASED, VR SIMULATION OF MACHINE TOOLS (F026)
Juan Diego Toro, Fernando De la Rosa and Pablo Figueroa

A WEB-ORIENTED APPLICATION FOR 3D CRANIOFACIAL RECONSTRUCTION IN FORENSIC MEDICINE (F039)
Leticia Carnero Pascual, Carmen Lastres Redondo, Belén Ríos Sánchez, David Garrido Garrido, Asunción Santamaría Galdón and José Antonio Sánchez Martínez

USING AN AUGMENTED REALITY TOOL TO DEVELOP EDUCATIONAL SPATIAL APPLICATIONS (F038)
Claudio Kirner and Tereza G. Kirner

A MULTI-CHANNEL AND MULTI-SENSORIAL PLATFORM FOR THE EDUTAINMENT IN CULTURAL HERITAGE (S028)
Lucio T. De Paolis, Giovanni Aloisio, Maria G. Celentano, Luigi Oliva and Pietro Vecchio

TOWARDS A SEMANTIC WORLD: SMART OBJECTS IN A VIRTUAL WORLD (S037)
Akihiro Eguchi and Craig Thompson

EDUCATIONAL GAMES IN WEB3D (R023)
Carina Bitzer, Klaus Bredl and Frederic Adler

20:00 – Conference Dinner

Thursday 29th July 2010

08:30-13:30 Welcome Desk

09:00-11:20 Session FSP 29.1
Visualization
(Room: HS1132)

COMBINED REPRESENTATION OF DATA WITH GRAPHS AND HEIGHTMAPS FOR VISUAL ANALYSIS AND SPATIAL DECISION SUPPORT (F017)
Vitaly Zabiniako and Pavel Rusakov

DEVELOPMENT OF AN INFORMATION DISPLAY SYSTEM FOR UAS OPERATIONS IN NORTH DAKOTA (F016)
R. Marsh, K. Ogaard, M. Kary, J. Nordlie and C. Thesien

ANALYSING ARCHITECTURAL MOULDINGS WITH 3DOBJECT-INDEPENDANT METRICS AND ENCODING (F030)
Jean-Yves Blaise and Iwona Dudek

LOCATION AND ORIENTATION BASED QUERIES ON MOBILE ENVIRONMENTS (F072)
Paulo Pombinho, Maria Beatriz Carmo, Ana Paula Afonso and Hugo Aguiar

ENHANCING THE TOP LEVEL VISUALIZATION ONTOLOGY (S113)
Alberto Morell Pérez, Carlos Pérez Risquet and Jorge Marx Gómez

09:00-11:20 Session FSP 29.2
Image Processing // Other
(Room: 1108)

MINKOWSKI OPERATIONS OF DISCRETE SHAPES (F028)
Jaromír Dobrý

VIEW-DEPENDENT IMAGE GENERATION FROM A MULTILAYER LIQUID CRYSTAL DISPLAY (F050)
Hironobu Gotoda

COMPACT COMPRESSED TERRAIN REPRESENTATION USING JOINT ZERO TREES OF WAVELET COEFFICIENTS FOR REAL-TIME TRIANGULATION AND RENDERING (F043)
Egor Yusov

IMAGE DIVISION TECHNIQUE IN AUTOMATED FLUORESCENCE MICROSCOPY WITH COMPLEX CONTENT (F044)
Silvie Luisa Brázdilová and Michal Kozubek

MERGING 3D POINT CLOUDS WITH RADIOMETRIC ENHANCEMENT (S026)
Ulaş Yılmaz and Olaf Hellwich

11:00-11:30 Coffee Break

11:30-14:00 Session FSP 29.3
Computer Graphics
(Room: HS1132)

CONTRACTION THEORY AS METHOD FOR THE ANALYSIS AND DESIGN OF THE STABILITY OF COLLECTIVE BEHAVIOR IN CROWDS (F096)
Albert Mukovskiy, Jean-Jacques Slotine and Martin A. Giese

BALLOON CUT LAYOUT BASED ON A 3D BALLOON MODEL (F102)
Radek Kubicek and Pavel Zencik

EFFICIENT VIRTUAL PLANT DATA STRUCTURE FOR VISUALIZATION AND ANIMATION (F106)
Marc Jaeger, Ruoxi Sun, JinYuan Jia and Vincent le Chevalier

THE TEMPORAL MODELING OF HEAD PULLING DURING FACIAL EXPRESSION USING JOINT CUBIC BEZIER APPROACH (S063)

Fakhrul Hazman Yusoff, Rahmita Wirza O.K. Rahmat, Md. Nasir Sulaiman, Mohamed Hatta Shaharom and Hariyati Shahrina Abdul Majid

HAPTIC DEFORMATION OF MESHES FOR DIGITAL 3D ART (S051)

Adam Faeth, Anson Call and Chris Harding

TOWARDS USING THE EPUMA ARCHITECTURE FOR HAND-HELD VIDEO GAMES (S108)

Ingemar Ragnemalm and Dake Liu

11:30-14:00 Session FSP 29.4

Graphical User Interface // Human-Computer Interaction (Room: 1108)

A STYLE-SHEET TECHNIQUE FOR CREATING 3D WEB CONTENTS (F032)

Noémie Esnault, Jérôme Royan, Rémi Cozot and Christian Bouville

WYFIWIF: A HAPTIC COMMUNICATION PARADIGM FOR COLLABORATIVE MOTOR SKILLS LEARNING (F036)

Amine Chellali, Cédric Dumas and Isabelle Milleville

PAPER, VR AND STEREO-VR: EFFECTIVENESS AND USABILITY OF INSTRUCTIONS FOR ASSEMBLY TASKS (F042)

John Stroebel and Guy W. Zimmerman

EFFECT OF EYESIGHT-RECOVERING STEREOSCOPIC MOVIE SYSTEM ON VISUAL ACUITY AND FATIGUE OF VISUAL INSPECTION WORKERS (S025)

Masumi Takada, Masaru Miyao, Tomoki Shiomi, Yasuyuki

Matsuura, Masako Omori and Hiroki Takada

PARAVIEWWEB, A WEB FRAMEWORK FOR 3D VISUALIZATION AND DATA PROCESSING (S040)

Sebastien Jourdain, Utkarsh Ayachit and Berk Geveci

3D USER INTERFACES FOR 3-TIER WEB APPLICATIONS (S041)

Mario A. Bochicchio, Anna Bruno, Antonella Longo and Lucia Vaira

14:00 Best Paper Awards Ceremony and Closing Session (Room: 1108)

CLOSING SESSION

Prof. Yingcai Xiao, Roberto Muffoletto, Tomaz Amon and Pedro Isaiás