

## *Report on VRCIA 2006*

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### I. INTRODUCTION

VRCIA 2006 was held in Hong Kong, China, a dynamic city and a meeting point of Eastern and Western cultures, The conference was sponsored by ACM SIGGRAPH, and organized by The Chinese University of Hong Kong, Zhejiang University and University of Macau on June 14-17, 2006.

Go on with the previous conferences in this series, VRCIA2006 aims at bringing together researchers from all continents to present the state of the art advances in this fast-growing multidisciplinary field, in continuity devoted to the technical aspects and applied areas of virtual reality, covering from the real environment, through augmented reality and augmented virtuality, to the virtual environment. The submissions from VRCIA2006 were from 26 countries around world, and through a peer review by its international program committee and invited reviewers, 40 regular papers and 25 short papers were selected for the inclusion and presentation at the conference.

The conference invited three keynote speakers, with their talks given on the active research topics in this field.

- Prof. Daniel Thalmann, from Swiss Federal Institute of Technology, delivered his talk at the opening session of the conference, on Populating Virtual Environments with Crowds.
- Prof. Ming C. Lin, UNC GAMMA Research, at University of North Carolina, gave a talk on Physically-Inspired Haptic Rendering,
- Marcus Magnor, Technical University of Braunschweig, Max Planck Institute Informatik, Germany, gave his talk on Video-Based Rendering.

Prior to the paper sessions, the conference also organized four tutorial sessions, given on various topics such as:

- Virtual Humans by Daniel Thalmann from Swiss Federal Institute of Technology
- Parallel Rendering of Virtual Environments by Jiaoying Shi at Zhejiang University
- Rendering Based on Texture Information by Lifeng Wang at MSRA
- Real-time Physically Based Modeling for Virtual Environments by Ming Lin from UNC GAMMA Research, at University of North Carolina
- Rendering and Animation of Virtual Plants by Enhua Wu at University of Macau
- Modeling and Animation Based on 3D Scanning Data by

Hongbin Zha at Beijing University.

VRCIA2006 finally announced that the next conference will be held in Beijing, organized by Beijing University. The year 2008 is the year of the Olympic Games 2008 in Beijing, and we do wish that the conference in 2008 will be in great success, to bear the same spirit as that by the Olympic Games 2008: One World and One Dream!

### II. THE HISTORY OF THIS CONFERENCE

This conference is originated from the international conference called VRAI (Virtual reality and its Application in Industry), which is co-founded by Prof. Zhigeng Pan (Editor-in-Chief of *The International Journal of Virtual Reality*) and Prof. Jiaoying Shi, from the State Key Lab of CAD&CG, Zhejiang University.

The first conference (VRAI'2002) was held in Hangzhou, China in 2002. The conference is sponsored by China Society of Image and Graphics, co-organized by Hangzhou Institute of Electric Engineering (HZIEE) and Zhejiang University. In 2003, VRAI'2003 is held in Tianjing, co-hosted by Tianjing Society of Image and Graphics and Tianjing University. In 2004, this conference is moved to Singapore, which is hosted by Nanyang Technology University.

The conference is called VRCAI'2004 based on the suggestion of Prof. Encarnacao, a famous CG/VR expert in the world. The added "C" means Continuum, which means that VR/AR/MR and it is well understood in the community.

The conference is sponsored by ACM SIGGRAPH, and a steering committee is established for running the future VRCAI conferences.

#### **Steering Committee of VRCAI**

Judith Brown (USA)  
Yiyu Cai (Singapore)  
Alan Chalmers (UK)  
Jose Encarnacao (Germany)  
Jame Foley (USA)  
Marcus Gross (Switzerland)  
Barb Helfer (USA)  
Jacki Morie (USA)  
Zhigeng Pan (China)  
Jiaoying Shi (China)  
Seah Hock Soon (Singapore)