

## Posters Fact Sheet

**Chair:** Baoquan Chen, Shenzhen Institute of Advanced Technology, China

**Co-Chair:** Andrei Sharf, Ben Gurion University, Israel

**Conference:** Tuesday 19 November – Friday 22 November

**Exhibition:** Wednesday 20 November – Friday 22 November

### Fast Facts

- The SIGGRAPH Asia 2013 Posters program is a dynamic for presenting thought-provoking ideas, techniques, and applications in technical research.
- The content of the Posters program will range from graphic displays of innovative ideas, a behind-the-scene perspective of the latest research trends, and solutions to technical problems.
- Posters will be displayed throughout the event, with a scheduled sharing session, where authors informally elaborate further on their ideas in person.
- This year, the Posters program received 111 submissions.
- A total of 43 submissions were accepted from over 14 countries and regions around the world, of which 28 submissions were from China, Japan, South Korea, and Taiwan.

### A Quote from the SIGGRAPH Asia 2013 Posters Chair and Co-Chair:

At SIGGRAPH Asia, the Posters program serves as a technical forum presenting the freshest ideas that have achieved exciting preliminary results. This year, the Posters program received a total of 111 submissions, of which 43 were accepted after undergoing a stringent review process. All Posters were meticulously examined and picked as each submission was reviewed by three senior reviewers from the program committee. The Posters program is one that produces high-caliber technical research with a balanced view across a variety of technical areas such as user interaction, image and video processing, modeling, and more.

### SIGGRAPH Asia 2013 Posters Program Highlights

- **Presentation and Communication of Artworks in Interactive Virtual Environments**

*Jeni Maleshkova, and Matthew Purver, Queen Mary University of London*

*Oliver Grau, Intel*

*Julien Pansiot, INRIA*

This Poster will demonstrate how a WebGL-based virtual environment is used for the exploration of five famous portraits in a way that is interactive and engaging for the user.

- **A New Photography Style Using a Shooting Assistant Robot**

*Yuji Kokumai, Hideki Sasaki, Tomomi Takashina, and Yutaka Iwasaki, Nikon Corporation*

In this Poster, a new photography style with the aid of a Shooting Assistant Robot (SAR) will be proposed. Users of this photography style will be able to take photos from multiple viewpoints using the SAR, which otherwise can be challenging without it.

- **Concert Viewing Headphones**

*Masatoshi Hamanaka and Seunghee Lee, University of Tsukuba*

This Poster will explain how concert viewing headphones can allow a user listening to or watching a musical performance to scope a particular part of the performance that he or she wants to hear and see.

- **Capture of Omni-Directional Stereoscopic Panoramic Images**

*Paul Bourke, University of Western Australia*

*Volker Kuchelmeister, University of New South Wales*

This Poster will present a practical technique developed and tested for creating omni-directional stereoscopic panoramic images at a resolution to match high-resolution cylindrical display systems.

- **Pond of Illusion: Interacting through Mixed Reality**

*Morten Nobel-Joergensen, Jannik Boll Nielsen, Mikkel Damgaard Olsen, Jeppe Revall Frisvad, and J. Andreas Bærentzen, Technical University of Denmark*

Pond of Illusion is a mixed reality installation where a virtual space (the pond) is injected between two real spaces. Users feed virtual fish with virtual breadcrumbs by throw gestures.

- **FaceMove: 3D Rotation, Tilting and Zooming Using Real Time Face Tracking on Smart Mobile Devices**

*Dingyun Zhu, Tom Gedeon, Duo Tian, and Ramon Maciel, The Australian National University*

FaceMove is a prototype application that allows 3D rotation, tilting and zooming interactions using real time face tracking on smart mobile platforms.

- **Enactive Mandala: Sonigraphical Brainwave Display**

*Michael Lyons and Tomohiro Tokunaga, Ritsumeikan University*

This Poster will describe dynamic sonigraphical displays of real-time brainwave data reflecting emotional and cognitive states. Abstract animations and generative music were designed to represent EEG data in an understandable way.