

Wednesday, February 26 2014

09:30 Reception

10:00 Welcome by Hartmut Seichter and Jens Grubert

10:15 Keynote by **Kiyoshi Kiyokawa**: Trends and Visions of Head Mounted Display Technologies

11:15 Coffee Break

11:30 Session 1: *Around the Eye*

- Talk 1: **Yuta Itoh, Gudrun Klinker** (TU Munich): *Interaction-free Calibration for Optical See-through Head-Mounted Displays based on 3D Eye Localization*
- Talk 2: **Gerald Binder** (Evolaris): *Smart Augmented Ski Goggles*
- Talk 3: **Marion Koelle, Matthias Kranz, Tobias Stockinger, Patrick Lindemann, Andreas Möller, Stefan Diewald, Luis Roalter**: *Gaze-contingent Compression of 3D Point Cloud Streams*

12:30 Lunch

13:30 Session 2: *To Sense or Not To Sense*

- Talk 4: **Ernst Kruijff** (Bonn-Rhein-Sieg University of Applied Sciences): *Multi-sensory interfaces for AR and VR*
- Talk 5: **Khrystyna Vasylevska, Hannes Kaufmann** (TU Vienna): *Influence of Metaphors for Vertical Navigation on Presence*
- Talk 6: **Julian Staddon** (University of Applied Sciences Salzburg) - *MARart.org: Post-biological Approaches to Consolidating and Expanding Mixed/Augmented Reality within the Arts*

14:30 Coffee Break

15:00 Session 3: *Complex AR*

- Invited Talk 1: **Thomas Pock**: *Structured optimization for computer vision*
- Talk 7: **Alan Torres-Gomez, Walterio Mayol-Cuevas** (University of Bristol): *Learning to recognize rigid transparent objects from video sequences for augmented reality*
- Talk 8: **Peter Kán**: *The Effects of Direct and Global Illumination on Presence in Augmented Reality*

16:10 Discussion

16:20 Closing - Dinner Announcement

19:00 Dinner at "Die Herzl" Prokopigasse 12, Mehlplatz, Graz <http://www.dieherzl.at>

Thursday, February 27 2014

10:00 Invited Talk 2: **Vincent Lepetit**: Can Augmented Reality be useful? - Despite recent technical progress and a lot of attention, Augmented Reality still hasn't reach a large audience. I will review the most promising AR applications, and also some that are less so

10:30 Coffee Break

11:00 Session 4: *AR we there yet*

- Talk 9: **Robert Praxmarer, Thomas Wagner** (University of Applied Sciences Salzburg): *GamAR - A Location based Augmented Reality Gamification Layer for Serious Games*
- Talk 10: **Stephan Lukosch, Dragos Datcu, Heide Lukosch** (TU Delft): *Virtual co-location: As if being there?*
- Talk 11: **Christian Waechter, Gudrun Klinker** (TU Munich): *Real-Time People Tracking for Egocentric Augmented Reality Applications*

12:00 Lunch

13:00 Demos

Qualcomm showcases the new Vuforia feature "Extended tracking"

- Camera enhancements using Computational Photography
- Wide area indoor tracking using Visual-Inertial Fusion
- Depth-assisted SLAM and reconstruction

14:00 Session 5: *Modeling The World*

- Invited Talk 3 **Gerhard Reitmayr** (Qualcomm) *Leading Edge in Augmented Reality*
- Talk 11: **Thanh Nguyen, Raphael Grasset, Hartmut Seichter, Gerhard Reitmayr, Dieter Schmalstieg**: *Interactive Structural Modeling for Augmented Reality*
- Talk 12: **Dima Damen, Teesid Leelasawassuk, Walterio Mayol-Cuevas** (University of Bristol): *Using gaze tracking for unsupervised object modelling and video guidance from egocentric perception*

15:10 Final Remarks

15:20 Closing - Dinner and Ski Announcement

If you have any questions, suggestions, please contact us: warm@icg.tugraz.at

A **WARM** welcome to Graz,
Hartmut, Jens and the whole ICG

