



Opening Sunday 23rd September

Creative Industries Precinct

Programme

Time	Speaker		Title
10:00 - 16:00	Paul Bourke, Peter Morse	Z2-315	Workshop - Stereoscopia
14:00 - 17:00	Volker Kuchelmeister	Z2-308	Workshop - iCinema
14:00 - 17:00	Greg Giannis	Z2-307	Workshop - Peripato Telematikos
5.30pm-7.30pm Opening Reception			
Creative Industries Precinct :: The Block		The Block	
Chair: James Hills			
17:30 - 17:40	Introduction - James Hills		
17:40 - 17:50	Suzannah Conway - ACID		
17:50 - 18:00	Professor Peter Lavery - Creative Industries Precinct		
18:00 - 18:10	Sarah Kenderdine - <i>Theorizing Digital Cultural Heritage</i> book launch		
18:10 - 18:20	Keith Armstrong - <i>Intimate Transactions</i> book launch		
Presentation: Peter Lindqvist, Trimble			
Performance: Andrew Brown, Andrew Sorenson - ACell			
The Block			
Digital Salon			
List of Works:			
James Hill: Digital Songlines.			
Lazaros Kastanis et al: Loaded, an interactive 3D journey.			
Peter Lindqvist, Trimble: 3D scanning			
Russell Richards et al: Kikit VisuoSonic			
Z2- Level 3			
Posters will be on display throughout the conference:			
Anselmo Lastra: Swivel-Chair VR			
Brian Donovan: Exceptional Access: Re-Presenting Ancient Selinus Virtually			
Chris Brisbin: Spatial Transfiguration in the Virtual R			
Cristian Di Santo: Villa Adriana in Tivoli			
Jillian Hamilton et al: Ourplace 3G to 3D: the Convergence of Mobile Technologies			
Kevin Mark: Principles to Guide Dev. of MM materials for language Learning			
Walter Schuhr: Exchange and Experience Heritage Stereo			



Theme: Virtual Heritage Monday 24th

Programme

Time	Speaker	Title
9am Day Convenor :: Sarah Kenderdine		
The Loft		
Opening ceremony		
Welcome Chair		
9:00 - 9:10	Professor Jeff Jones	
Official Opening		
9:10 - 9:20	Brian Anker, Deputy Director General, Dept. of Tourism, Regional Development and Industry	
Welcome VSMM Board		
9:20 - 9:30	Hal Thwaites	
Keynote:		
9:30 - 10:30	Radical new opportunities for interactive cinema, cultural embodiment and industrial training	Professor Jeffery Shaw
10:30 - 11:00 Break + Posters		
The Loft		
Virtual Heritage I: International Perspectives		
Chair: Mario Santana Quintero		
Reconstructing the West Mebon Vishnu: A Marriage of Traditional Artefactual Analysis with Digital 3D Visualization		
11:00 - 11:25	Mamie Feneley, Tom Chandler, Nils Gleissenberger, Ben Alexander	
3D City Model of the Ancient Hue, Vietnam		
11:25 - 11:50	Fausto Pugnalone, Giovanni Issini, Nam Dang Minh	
The Irreducible Ensemble: Place-Hampi		
11:50 - 12:15	Sarah Kenderdine	
The Lara Croft Conundrum: Conceptual Limitations in Virtual Heritage Research		
12:15 - 12:40	Erik Champion	
Questions and Discussion		
13:00 - 14:00 LUNCH		
The Loft		
Virtual Heritage II: Australian Spaces		Z2-315
Chair: Jeff Jones		14:00- 15:30
Round Table I: Virtual Heritage: Theory and Praxis		Chair: Sarah Kenderdine
14:00- 15:30	A Conversation on the Efficacies of the Game Engine to Address Notions of Sacred Space: the Digital Songlines Project and Transgressions of Sacredness.	Think Outside the Square You Live In: Issues of difference and nation in virtual heritage
14:00 - 14:20	Theodor Wyeld, Patrick Crogan, Brett Leavy	Mia Thornton
Improvements to the Standard Torque Game Engine for Australian Indigenous Storytelling: Developing the Digital Songlines Game Engine.		Digital Knowledge as Archaeological Spatial Praxis
14:20 - 14:40	Theodor Wyeld, Brett Leavy, Joti Carroll, Craig Gibbons, Brendan Ledwich, James Hills	Bernadette Flynn
Beyond the Map: Issues in the Design of a Virtual 3D Knowledge Space for Aboriginal Knowledge.		Place and Time: Creating Contextualised Presence for Virtual Heritage
14:40 - 15:00	Malcolm Pumpa	Kit Devine
Giri Travels the Songlines		Evaluating the Digital Songlines Game Engine for Australian Indigenous Storytelling
15:00 - 15:20	Catharine MacIntosh	Theodor Wyeld, Brett Leavy, Joti Carroll, Craig Gibbons, Brendan Ledwich, James Hills
		Subverting the Tyranny of Tolkien: Integrating 3D Virtual Heritage Projects in the Undergraduate IT Curriculum
		Tom Chandler, Derrick Martin
15:30 - 16:00 Break		
The Loft		
Virtual Heritage III: New Management and New Paradigms		
Chair: Hal Thwaites		
Digital Storytelling and History Lines: Community Engagement of a Master-Planned Development		
16:00 - 16:20	Helen Kläebe, Marcus Foth, Mark Bilandzic, Jean Burgess	
Digital tools for heritage information management and protection: the need of training		
16:20 - 16:40	Mario Santana Quintero, Alonzo C. Addison	
Using a Dance Pad to navigate through the Virtual Heritage environment of Macquarie Lighthouse, Sydney		
16:40 - 17:00	Eric Fassbender, Debbie Richards	
Closing Keynote:		
17:00 - 17:40	Australian Indigenous Virtual Heritage	Brett Leavy
Performance		



Theme: Applied Technologies Tuesday 25th

Programme

9.30am	Day Convenor :: Michael Docherty		
Time	Speaker	Title	
The Loft	Opening keynote		
	Chair: Jeff Jones		
9:00 - 9:50	Keynote: What's Next? Trends in Augmented Reality Research	Mark Billinghurst	
9:50 - 10:00	Housekeeping		
10:00 - 10:30	Break + Posters		
The Loft	Applied Technologies I: The Design Space		
	Chair: Jeff Jones		
10:30 - 10:55	Augmented Virtuality space: enriching virtual design environments with reality	Xiangyu Wang, Yan Gong	
10:55 - 11:20	SmartVolumes - Adaptive Voronoi power diagramming for real-time volumetric design exploration	Christian Friedrich	
11:20 - 11:45	Visiting and Developing Together - with Media- Based Nomadic Blogging	Lech Krzanik	
11:45 - 12:10	A View-based Real-time Human Action Recognition System as an Interface for HCI	Jin Choi, Yong-il Cho, Hyun S. Yang	
12:10 - 12:35	Adding Semantic Annotations, Navigation paths and Tour Guides to Existing Virtual Environments	Frederic Kleineremann, Olga de Troyer, Christophe Creelle, Bram Pellens	
12:35 - 13:00	Automatic indexing and alignment of videos for medical care training	Hiromitsu Niwa, Takamori Kawamura, Satoshi Tamura, Satoru Hayamizu	
13:00 - 14:00	Applied Technologies II: Automation		
The Loft	Z2-315	Round Table II: Virtual Reality	
14:00- 15:40	Chair: Jillian Hamilton	14.00- 15.40	Chair: Jeff Jones
14:00 - 14:20	From manual to automated optical recognition of ancient coins	Tangible 3D Communication	
	Maia Zaharieva, Martin Kampel, Klaus Vondrovec	Shiro Ozawa, Takao Abe, Mitsunori Hirano, Ichiro Kase	
14:20 - 14:40	Rendering of the Ancient Japanese Drawing Based on the Measured Data	A Realistic E-Learning System based on Mixed Reality	
	Xin Yin, Kangying Cai, Ryo Akama, Hiromi T.Tanaka	Kyunung Cho, Juho Lee, Jaemin Soh, Hyun Seung Yang	
14:40 - 15:00	Knowledge based Lacunas Detection and Segmentation for Old Paintings	Octree Based Compression of Volumetric and Surface 3D Point Cloud Data	
	Jianming Liu, Dongming Lu	Rizwan Siddiqui, I Celasun, Ulu Bayaz	
15:00 - 15:20	The Evolutionary Virtual Agent at an Exhibition	Scalable Arbitrary Surrounded Surface Calibration for Multi-projector Rendering Application	
	Jean-Claude Heudin	Dongming Lu, Qingshu Yuan, Yueping He	
15:20 - 15:40	User evaluation of options for geo-visualisation	Intuitive Community Digital Assistant User Interfaces based on Wireless Devices	
	Xiaogang Chen, Ian Bishop	Adam Postula, Matthew D'Souza, Montserrat Ros	
16:10-17:00	Applied Technologies III: Medical	Z2-315	Round Table III: Health
16:10-17:00	Chair: Maia Zaharieva	16.10-17.00	Chair: Theodor Wyeld
16:10 - 16:35	Perception of the Force Direction and Skill Transfer by using Five-Fingered Haptic Interface	Pride and performance: innovative multimedia in the service of behavioural health change in remote Indigenous settings	
	Takahiro Endo, Haruhisa Kawasaki, Tomohiro Kanno, Tetsuya Mouri	Helen Travers, Ernest Hunter, Julie Gibson, Jonathan Champion	
16:35 - 17:00	Elements: Game Technologies and Virtual Environments for the Therapeutic Treatment of Lower Limb Function for use in Traumatic Brain Injury (TBI)	Real-Time Actuators for Monitoring Child Activity related to Accidents	
	Mark Guglielmetti, Peter Wilson, Nick Mumford, Greg Watson, Ross Eldridge, Jonathan Duckworth, Patrick Thomas, David Shum, Heiko Rudolph	Alitton Simo, Koji Kitamura, Yoshifumi Nishida	
17:00 - 17:30	Assemble for Bus: depart for Gold Coast at 5.30pm		
CONFERENCE DINNER			

VSMM Board Meeting
14:00 - 16:30
Enterprise Board Rm
Z1- Level 2



Theme: Virtual Environments

Wednesday 26th

Programme

Time	Speaker	Title
9.30am Day Convenor :: Theodor Wyeid		
The Loft Opening keynote		
Chair: Jeff Jones		
Keynote:		
9:00 - 9:50		Using new forms of technology to aid communication between indigenous and non-indigenous people <i>Jonathan Fulcher</i>
9:50 - 9:55		Housekeeping
10:00 - 10:30 Break + Posters		
Z2-315 Virtual Environments I: Creating Virtual Environments		
Chair: Ekaterina Prasolova-Forland		
Embodied Communication in the Distributed Network		
10:30 - 10:55		<i>Jillian Hamilton</i>
10:55 - 11:20		Interactive High Resolution Texture Mapping for the 3D Models of Cultural Heritages <i>Dongming Lu, Changyu Diao</i>
11:20 - 11:45		Unraveling Information and Crocheting Meaning: Designing Complex Information for Museum Audiences <i>Anita Kocsis</i>
11:45 - 12:10		Generative Website: Visualising Possible Stories <i>Shigeki Amitani, Ernest Edmonds</i>
12:10 - 12:35		Examination of Mixed Reality System Adequate for Outdoor Contents as Artistic Expression <i>Takahiro Kobayashi, Hiroyuki Ishihara, Akitsugu Maebayashi, Masami Hirabayashi, Atsuhito Sekiguchi</i>
12:35 - 13:00		Collision Sound Representation for Realtime Synthesis <i>Sukjung Sung, Jeonseon Yi, S.E. Jeong, Yanghee Nam</i>
13:00 - 14:00 LUNCH		
Z2-315 Virtual Environments II: Creative Virtual Environments		
Z2-306 Round Table IV: Virtual Environments		
14:00- 15:40	Chair: Altion Simo	14.00- 15.40 Chair: James Hills
Prototypes for Automated Architectural 3D-Layout		Challenges in Prototyping Email in Three Dimensions
<i>Henriette Bier, Adriaan de Jong, Gijs van der Hooft, Niels Brouwers, Marijn Heule, Hans van Maaren</i>		<i>Linda Leung, Tania Humphreys, Alastair Weakley</i>
14:00 - 14:20		Architectural e-contents disclosed
		<i>Herman Neuckermans, Martin Wolpers, Ann Heylighen, Mathias Casaer, Erik Duval, Mario Santana-Quintero</i>
14:20 - 14:40	Presence and the hybrid design process in interior architectural education	Scribble: Back to the Future of Visual document Mark-up
	<i>Marisha McAuliffe</i>	<i>Jane Burry, Alastair Weakley, Keith Deverell, Laurene Vaughan, Jeremy Yuille</i>
14:40 - 15:00	The Role of Generative Arts in Supporting Cultural Participation: A conceptualisation of the Jam2Jam network Jamming Tool	Virtual Reality as a New Practice in the City Planning Process
	<i>Barbara Adkins, Steve Dillon, Andrew Brown, Kathy Hirche, Craig Gibbons</i>	<i>Kaj Suneson, Dan Paulin</i>
15:00 - 15:20	The metaplastic virtual spaces	
	<i>Gianluca Mura</i>	
15:20 - 15:40	Constructing a Virtual Tower of Babel: a case study in cross-cultural collaboration across three continents	
	<i>Ekaterina Prasolova-Forland, Theodor Wyeid, Teng-Wen Chang</i>	
15:40 - 16:10 Break		
Z2-315 Closing Keynote		
Chair: Jeff Jones		
Closing Keynote:		
16:10 - 17:00		Pencils, wikis, and cyber-scribbles <i>Mark Burry</i>
17:00 - 17:30		Award of Best Papers Award of Student Bursaries
17.30 Closing Reception		
Z2-level 3		