

1. Record Nr.	UNINA9910483089903321
Titolo	Advances in artificial reality and tele-existence : 16th International Conference on Artificial Reality and Telexistence, ICAT 2006, Hangzhou, China, November 29 - December 1, 2006 : proceedings // Zhigeng Pan ... [et al.] (eds.)
Pubbl/distr/stampa	Berlin ; ; New York, : Springer-Verlag, c2006
ISBN	3-540-49779-X
Edizione	[1st ed. 2006.]
Descrizione fisica	1 online resource (XLVI, 1350 p.)
Collana	Lecture notes in computer science, , 0302-9743 ; ; 4282 LNCS sublibrary. SL 3, Information systems and applications, incl. Internet/Web, and HCI
Altri autori (Persone)	PanZhigeng <1965->
Disciplina	006.8
Soggetti	Human-computer interaction Virtual computer systems Virtual reality - Technological innovations
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	" ... held at the Zhejiang University of Technology, Hangzhou, P.R. China ... "--P. [v].
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Anthropomorphic Intelligent Robotics, Artificial Life -- Augmented Reality/Mixed Reality -- Distributed and Collaborative VR System -- Haptics, Human Factors of VR -- Innovative Applications of VR -- Motion Tracking -- Real Time Computer Simulation -- Tools and Technique for Modeling VR Systems -- Ubiquitous/Wearable Computing -- Virtual Heritage, Virtual Medicine and Health Science -- Virtual Reality -- VR Interaction and Navigation Techniques.
Sommario/riassunto	ICAT is the oldest international conference on virtual reality and tele-existence. ICAT 2006 not only looked for innovations in the technology itself, but also explored novel ways to transfer and express information and creative ideas to the society and people. The 16th International Conference on Artificial Reality and Telexistence was held at the Zhejiang University of Technology, Hangzhou, P. R. China from November 29 to December 1, 2006. The main purpose of the conference is to provide opportunities for researchers and practitioners to present their research findings and exchange opinions on the development and use of such systems. The conference included plenary

invited talks, workshops, tutorials, and paper presentation tracks. The main conference received 523 submissions in total from 21 different countries, including China (mainland, Hong Kong, Taiwan), USA, UK, Germany, Austria, France, Australia, Canada, Korea, Japan, Malaysia, Mexico, etc. , of which 138 papers were accepted for this volume and 11 papers were invited to submit extended versions for a special issue of International Journal of Virtual Reality (IJVR, 5(4)).
