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Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 9254
Disciplina	006.6
Soggetti	Optical data processing User interfaces (Computer systems) Application software Computer simulation Education—Data processing Computer Imaging, Vision, Pattern Recognition and Graphics User Interfaces and Human Computer Interaction Computer Applications Simulation and Modeling Computers and Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Tutorials -- Research, Prototyping, and Product Development of Medical Simulation Applications Using the SOFA Framework.-Cultural Heritage Innovation Design: what Caught my Eye -- Keynote Speeches -- How Touch and Smell Enhance the Realism of our Virtual Experiences -- Collaborative Interactions within Immersive Environments: Advantages, Drawbacks and Current Research Issues on Multi-Stereoscopic CAVE-like Setups -- Touchless Interaction in Surgery: the Medical Imaging Toolkit Experience -- Virtual Museums Interacting and Augmenting Cultural Heritage: an European Perspective -- Applications in Cultural Heritage -- Integrated Technologies for

Museum Communication and Interactive Apps in the PON DiCet Project -- "Social Heritage" Augmented Reality Application to Heritage Education -- Making Visible the Invisible. Augmented Reality Visualization for 3D Reconstructions of Archaeological Sites -- Advanced interaction with Paintings by Augmented Reality and High Resolution Visualization. A real Case Exhibition -- Cloud Computing and Augmented Reality for Cultural Heritage -- Augmented and Mixed Reality -- Accurate on Site Georeferenced Subsurface Utility Model Visualisation -- The Augmented Reality Story Book Project: A Collection of Balinese Myths and Legends -- ARBS: An Interactive and Collaborative System for Augmented Reality Books -- Robust Model Based Tracking using Edge Mapping and Refinement -- Augmented Reality, Embodied Cognition and Learning -- OscARsWelt: A Collaborative Augmented Reality Game -- Device Registration for 3D Geometry-based User-Perspective Rendering in Hand-Held Video See-Through Augmented Reality -- Creativity Support in Projection-based Augmented Environments -- IMU Drift reduction for Augmented Reality Applications -- Applications in Medicine -- Serious games for rehabilitation using head-mounted display and haptic devices -- VR-based Serious Game Designed for Medical Ethics Training -- Scalable Medical Viewer for Virtual Reality Environments -- A Pre-Operative Planning Module for an Augmented Reality Application in Maxillo-Facial Surgery -- Augmented Reality Assisted Brain Tumor Extraction in Mice -- Applications in Industry and Robotics -- A Virtual Prototyping Platform to Improve CAE Analysis Workflow -- A Proposed Hardware-Software Architecture for Virtual Reality in Industrial Applications -- Using Haptic Forces Feedback for immersive and interactive simulation in industrial context -- A Flexible AR-based Training System for Industrial Maintenance -- Training in VR: a preliminary study on learning Assembly/Disassembly sequences -- Applying Aesthetic Rules in Virtual Environments by means of Semantic Web Technologies -- Bilateral Control of a Robotic Arm Through Brain Signals -- Interfaces -- Natural user interfaces for virtual character full body and facial animation in immersive virtual worlds -- ARTworks: an Augmented Reality Interface as an aid for Restoration Professionals -- Design and preliminary evaluation of free-hand travel techniques for wearable immersive virtual reality systems with egocentric sensing -- Perception of Basic Emotions from Facial Expressions of Dynamic Virtual Avatars -- Bridging Offline and Online World through Augmentable Smart Glass Interfaces -- Touchless Interaction for Command and Control in Military Operations -- Short Papers -- Development of a framework to support Virtual Review within complex-product lifecycle management. 3D Physics Virtual Laboratory as a Teaching Platform -- Experiences in Development of an Augmented Reality Dressing Room -- Development of a Virtual laboratory for investigating the interaction of materials with plasma -- Aspects Concerning Algorithms of VRML Surfaces' Generation -- Towards a Framework for Information Presentation in Augmented Reality for the Support of Procedural Tasks -- A dynamic-oriented Decision Support System for group Interview Knapsack Problem -- Virtual Reality as Cross-Domain Language in Collaborative Environments.

Sommario/riassunto

This book constitutes the refereed proceedings of the Second International Conference on Augmented and Virtual Reality, AVR 2015, held in Lecce, Italy, in September 2015. The 32 papers and 8 short papers presented were carefully reviewed and selected from 82 submissions. The SALENTO AVR 2015 conference brings together a community of researchers from academia and industry, computer scientists, engineers, and physicians in order to share points of views,

knowledge, experiences, and scientific and technical results related to state-of-the-art solutions and technologies on virtual and augmented reality applications for medicine, cultural heritage, education, industrial sectors, as well as the demonstration of advanced products and technologies.
