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Nota di contenuto	Virtual Reality and Computer Graphics -- A Novel Parameter Learning Method of Virtual Garment -- Augmented Reality as Perceptual Reality -- A Multimodal Reference Resolution Approach in Virtual Environment -- SC: Prototypes for Interactive Architecture -- Model-Based Design of Virtual Environment Behavior -- Beh-VR: Modeling Behavior of Dynamic Virtual Reality Contents -- N'Files – A Space to React. Communication Between Architecture and Its Users -- IPML: Extending SMIL for Distributed Multimedia Presentations -- The Use of Multi-sensory

Feedback to Improve the Usability of a Virtual Assembly Environment -- GPU-Based Soft Shadow Rendering Using Non-linear Pre-computed Radiance Transfer Approximation -- Predictive Occlusion Culling for Interactive Rendering of Large Complex Virtual Scene -- A Study on Perception and Operation Using Free Form Projection Display -- A Service-Oriented Architecture for Progressive Delivery and Adaptive Rendering of 3D Content -- Vision and Image Technology -- Embedding Image Watermarks into Local Linear Singularity Coefficients in Ridgelet Domain -- Rotated Haar-Like Features for Face Detection with In-Plane Rotation -- Contour Grouping: Focusing on Image Patches Around Edges -- Synthetic Stereoscopic Panoramic Images -- Building a Sparse Kernel Classifier on Riemannian Manifold -- Three-Dimension Maximum Between-Cluster Variance Image Segmentation Method Based on Chaotic Optimization -- A Multi-sensor Image Registration Method Based on Harris Corner Matching -- Graph Based Energy for Active Object Removal -- Object-Based Image Recoloring Using Alpha Matte and Color Histogram Specification -- Reconstructing Symmetric Curved Surfaces from a Single Image and Its Application -- Geometry Processing -- Constructing 3D Surface from Planar Contours with Grid Adjustment Analysis -- Geometric Modeling for Interpolation Surfaces Based on Blended Coordinate System -- Orthogonal Least Square RBF Based Implicit Surface Reconstruction Methods -- An Interpolatory Subdivision Scheme for Triangular Meshes and Progressive Transmission -- Geometric Hermite Curves Based on Different Objective Functions -- Aligning 3D Polygonal Models with Improved PCA -- Collaborative Systems and GIS-Related -- A Crowd Evacuation System in Emergency Situation Based on Dynamics Model -- Come Closer: Encouraging Collaborative Behaviour in a Multimedia Environment -- The Component Based Factory Automation Control in the Internet Environment -- Database, Communication and Creation – A Research on Cultural Heritage-Based Educational Models -- An Adaptive Reliable QoS for Resource Errors Running on Ubiquitous Computing Environments -- Learner’s Tailoring E-Learning System on the Item Revision Difficulty Using PetriNet -- A Time-Controlling Terrain Rendering Algorithm -- Developing and Analyzing Geographical Content Display System by Using RFID -- Digital Heritage and Healthcare -- Determination of Ancient Manufacturing Techniques of Ceramics by 3D Shape Estimation -- CG Restoration of a Historical Noh Stage and Its Use for Edutainment -- Surveying and Mapping Caves by Using 3D Digital Technologies -- On the Use of 3D Scanner for Chinese Opera Documentation -- 3D Data Retrieval of Archaeological Pottery -- Participation as a Model the Canadian Heritage Information Network -- 3D Digital Archive of the Burghers of Calais -- The EPOCH Multimodal Interface for Interacting with Digital Heritage Artefacts -- Virtual Manuscripts for an Enhanced Museum and Web Experience ‘Living Manuscripts’ -- Note-Taking Support for Nurses Using Digital Pen Character Recognition System -- Sensing and Robotics -- Human-Robot Interaction in a Ubiquitous House -- Development and Evaluation of a Hybrid Shared Tele-Haptic System -- Experimental Investigation on Integral Cognition by Multiple Senses -- Object Detection for a Mobile Robot Using Mixed Reality -- A Humanoid Robot to Prevent Children Accidents -- The Arts and Gaming -- Facial Sketch Rendering and Animation for Fun Communications -- Implementation of a Notation-Based Motion Choreography System -- Nomadic Perspectives: Spatial Representation in Oriental Scroll Painting and Holographic Panoramagrams -- Urban-Planning Game -- Virtual Network Marathon: Fitness-Oriented E-Sports in Distributed Virtual Environment -- Creating an Authentic Aural Experience in the Digital

Songlines Game Engine: Part of a Contextualised Cultural Heritage Knowledge Toolkit -- 3D Interactive Computer Games as a Pedagogical Tool.