

Special Track at ISVC 2005: “Mediated Reality”

<http://www.isvc05.net/>

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Context

Visual Computing is the umbrella theme of this conference ISVC 2005. Visual computing has two aspects: input into a computing system through computer vision methods, and visual output from a computing system through computer graphics.

One research area that combines these two methodologies (among others) is “**Mediated Reality**” that links this visual input and output together to form a visual filter, according to real-time image processing frameworks that modify the visual perception of reality.

Augmented Reality, Mixed Reality, and Diminished Reality are concepts of information presentation to the user, included under the umbrella “Mediated Reality”. This output methodology is aimed at fusing the output information from computing systems with the perception of the environment by the user through human senses, such that this perception is seamlessly altered (mediated) to include this computer generated information as a part of the perceived environment.

In addition, Mediated Reality often includes computer vision technology as a method to sense the viewing direction of the user and to obtain scene context and environment. Therefore, Mediated Reality includes both visual input and output.

Mediated Reality in general is not limited to the visual domain, but includes all human senses. This special track of the ISVC symposium, however, will focus only on the visual domain, to be in accordance with the overall focus of ISVC.

In this special track, papers are being sought that address specifically the visual domains of Mediated Reality. Specifically, the following topics are of interest:

- Approaches or solutions for visual sensing of context, environment, and user location, utilizing computer graphics for prediction and visual expectation,
- Specific issues regarding visual rendition, for natural seamless perception by users, based on physiological and ergonomic research results,
- Visual Mediated Reality applications.

Papers that address solely computer vision based methods, without specific relation to Mediated Reality, will not be considered for this special track (they still may, however, be submitted for ISVC in general). Papers which address both visual input and output in the context of Mediated Reality, will receive the highest marks on relevance for this special track.

Submission and Review Process

The paper should not exceed 8 pages. Submission deadline is June 13, 2005. For formatting and submission, follow the guidelines and procedures set by ISVC (www.isvc05.net). In addition, please email a copy of the paper to rbehringer@rWSC.com and note that this submission is intended for the special ISVC track on “Mediated Reality”. The papers will undergo a blind review process, as outlined in the ISVC web site.