

Workshop on Augmented Reality Super Models

In conjunction with IEEE ISMAR 2010,
Seoul, Korea



<http://www.icg.tugraz.at/News/workshop-augmented-reality-super-models>

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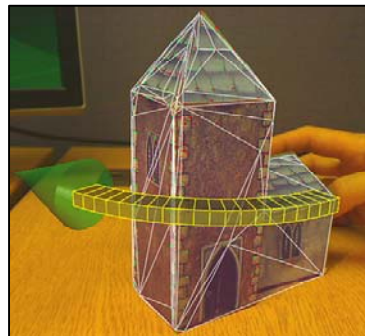
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Important Dates:

Paper submission:
September 6, 2010
Notification of acceptance:
September 20, 2010
Final version:
September 27, 2010
Workshop:
October 13, 2010

CALL FOR PAPERS



High quality Augmented Reality applications depend crucially on 3D models for visualization, high-precision tracking and interaction. The generation and use of 3D models for AR has come a long way from static models, offline creation to online capture during operation. Parallel to this development, 3D models already have a long history of more than 20 years in Computer Vision and Image Processing. Recently, SLAM has become an important area closely linked to AR, since it inherently combines the task of self-localization and tracking, and the task of mapping and reconstructing the users environment.

Aims and Scope:

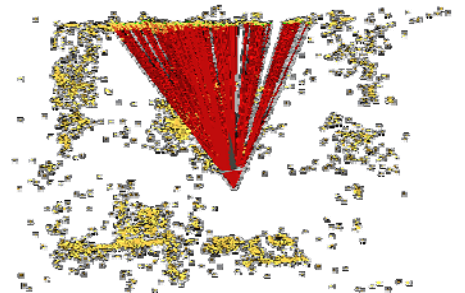
The motivation of this workshop is to discuss the applications of 3D models in the field of AR, as well as to discuss the current state of the art in generation methods for high quality 3D models. In this respect we want to raise awareness for the large number of possible applications of 3D models in AR. The workshop will comprise of a paper session where modelling papers, late-breaking results and overviews over state-of-the-art are presented. In the afternoon, we will follow up with discussion sessions on different topics in Models for AR and a short closing session.

We want to collect ideas and thoughts of researches about desired properties of models, as well as debate about current and future needs of reconstruction methods for AR.

Topics:

Possible topics include, but are not limited to:

- SLAM
- Online Reconstruction
- Interactive Reconstruction
- User Interfaces for Annotations and Modelling
- User Generated Content in AR
- New Sensors
- GPU methods
- Scalability of reconstruction frameworks from small workspaces up to urban environments
- Computational considerations of modelling approaches



Participation is open to all attendees registering for the workshop, not only to presenters of modelling statements. We explicitly invite non-research attendees to join us as well and provide valuable insight into commercial areas of interest and constraints.

Submission Format:

The workshop will be an opportunity to present short modelling papers on topics relevant for Mixed and Augmented Reality. To present at the workshop, submit a 4-page modelling paper using the TVCG paper template for ISMAR 2010 papers (available from <http://www.cs.sfu.ca/~vis/Tasks/camera.html>) by sending it to the email "ar_supermodels@lists.icg.tugraz.at". The modelling papers will be reviewed by the organizing committee and selected for presentation. Authors will be notified of the results and a final deadline for submitting the final version. For continuously updated information refer to the workshop webpage <http://www.icg.tugraz.at/News/workshop-augmented-reality-super-models>