



VHCIE@IEEEVR2021

VHCIE is a half a day workshop associated with the [IEEE VR conference](#) that aims at presenting state of the art character and crowd animation techniques for interactive characters, examples of new research opportunities by the availability of populated virtual environment, new research on avatars as well as discussing technological requirements for future applications.

When
Mars 22nd,

Where
Lisbon, Portugal

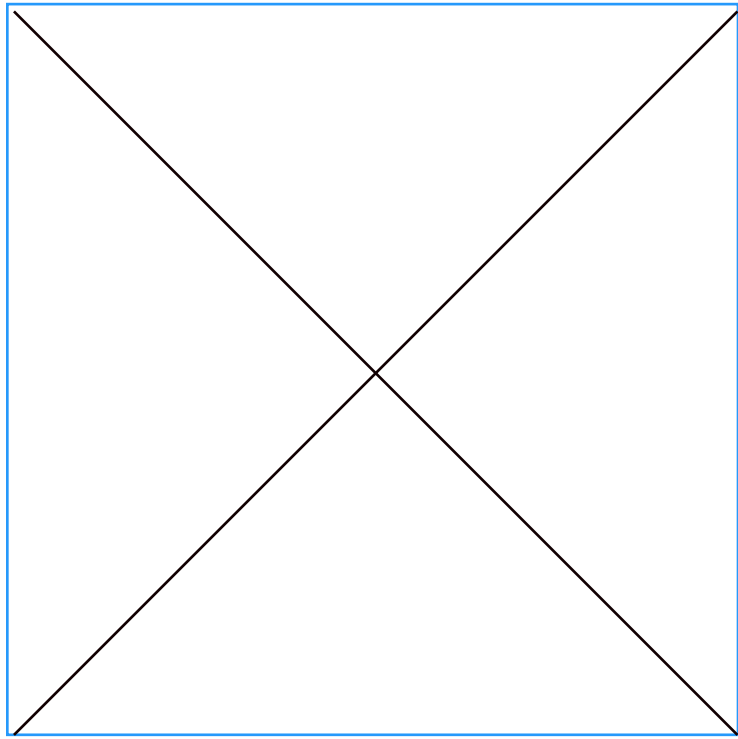
SUBMISSION

Register on IEEE



SUBMISSIONS 01/12/2021	NOTIFICATIONS 30/12/2021	CAMERA READY VERSION 03/02/2021	WORKSHOP 22/03/2021
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Keynote speaker



CHRISTIAAN HUYGENS
Mathematician, astronomer, and physicist

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APPLICATIONS AND IMPLICATIONS OF VIRTUAL EMBODIMENT
First session 1:35 - 2:20

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ALL THE SCHEDULE

What to expect

1

Present state of the art character and crowd animation techniques for interactive characters

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2

Present some examples of new research opportunities by the availability of populated virtual environment

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3

Present new research on avatars

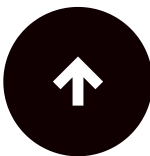
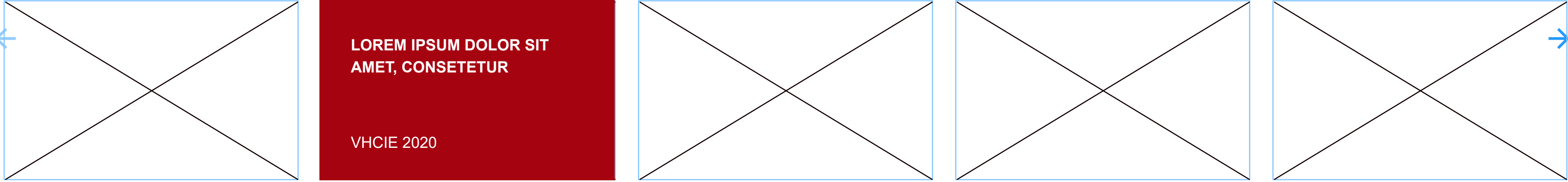
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4

Discuss technological requirements for future applications

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Highlights of the previous edition



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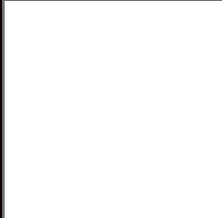


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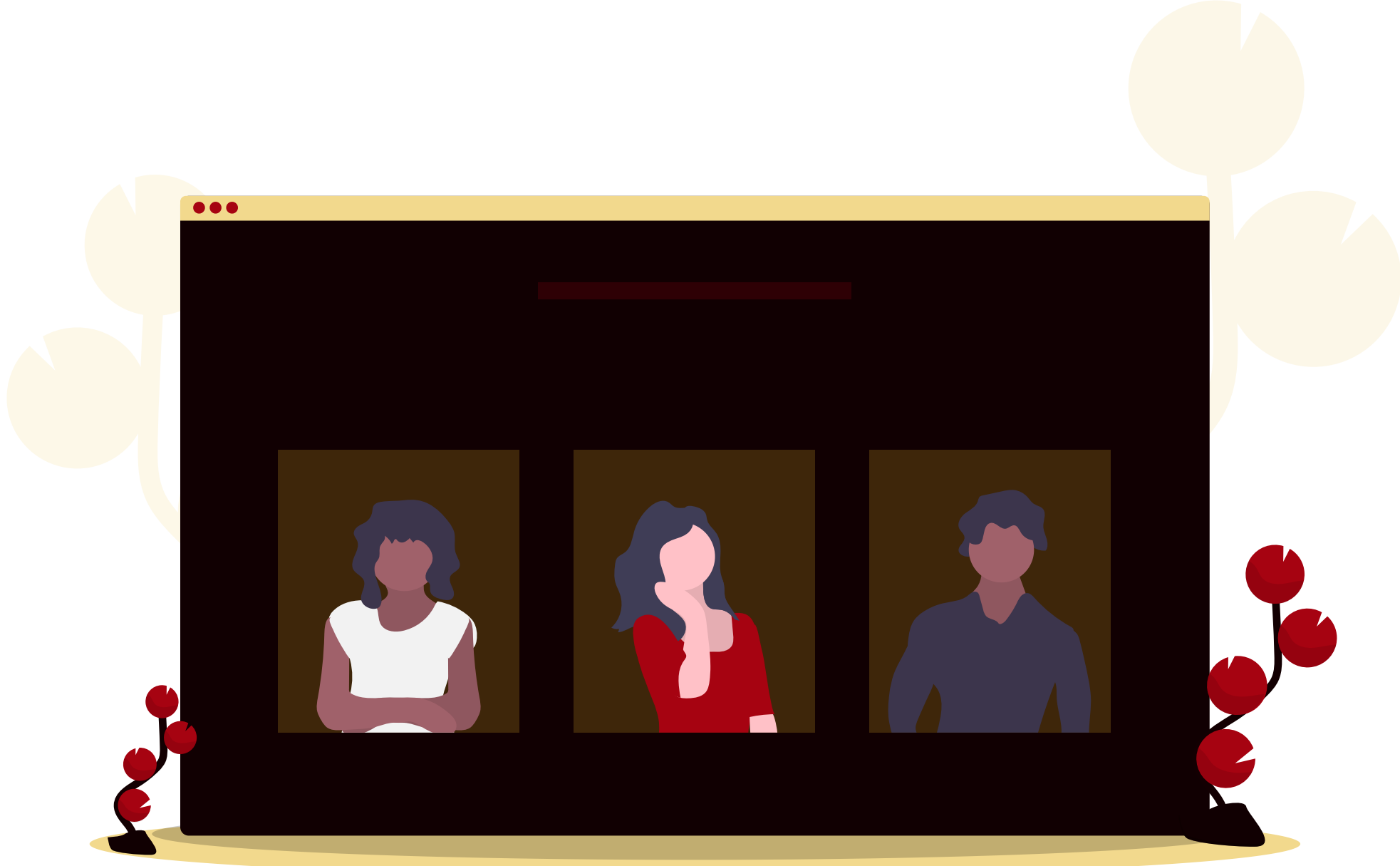
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Committee

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Workshop chairs

Name Surname
Co-Founder & CTO

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CONTACT

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Co-Founder & CTO

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CONTACT

Committee members

CHRISTIAAN HUYGENS
Mathematician, astronomer, and physicist

MARIE HENRI ANDOYER
Mathematician and astronomer

ANNETTE FERGUSON
Astronomer, professor at the Institute for Astronomy (Edinburgh)

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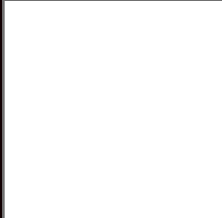


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Schedule

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First session

INTRODUCTION	
1:30 - 1:35	
1:35 - 2:20	<div>Invited speaker - Tabitha Peck</div> <div>APPLICATIONS AND IMPLICATIONS OF VIRTUAL EMBODIMENT</div> <div>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut ero labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco poriti laboris nisi ut aliquip ex ea commodo consequat.</div>
2:20 - 2:40	<div>Reimer, D., Langbehn, E., Kaufmann, H., Scherzer, D.</div> <div>THE INFLUENCE OF FULL-BODY REPRESENTATION ON TRANSLATION AND CURVATURE GAIN</div> <div>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut ero labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco poriti laboris nisi ut aliquip ex ea commodo consequat.</div>
2:40 - 3:00	<div>Reimer, D., Langbehn, E., Kaufmann, H., Scherzer, D.</div> <div>TOWARDS A GRAPHICAL USER INTERFACE FOR EXPLORING CROWD SIMULATIONS</div> <div>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut ero labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco poriti laboris nisi ut aliquip ex ea commodo consequat.</div>
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Second session

1:35 - 2:20	<div>Invited speaker - Tabitha Peck</div> <div>APPLICATIONS AND IMPLICATIONS OF VIRTUAL EMBODIMENT</div> <div>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut ero labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco poriti laboris nisi ut aliquip ex ea commodo consequat.</div>
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Concluding remarks

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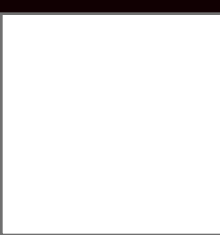


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Submission

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Announcement

Rejected papers from IEEE VR conference track can be considered for oral presentation to our workshop upon the following conditions:

- Paper should fit the workshop topics
- Paper will appear as abstract only, the content of the paper will not be part of the IEEE Digital library
- Authors should send us the complete version of the rejected paper as well as the summary of the reviews so as to make a decision to accept this contribution to the workshop (the paper and the meta review will be kept strictly confidential between the VHCIE organizers)
- Decision will be sent before February 1st

Topics of interest

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Instructions for submission

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- 1 Submissions must be in PDF format, using the IEEE VR
- 2 Paper length:
 - Research papers: 4-6 pages
 - Technical notes: 2-4 pages
 - Position papers: 2-4 pages
- 3 Papers should be submitted by email to vhcie.vr@gmail.com.

Papers (not abstracts) will be included in the IEEE Xplore library and will

Submit your work

Papers should be submitted by email to:

vhcie.vr@gmail.com



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