FencingVis

Roy G. Biv, Ed Grimley, *Member, IEEE*, and Martha Stewart

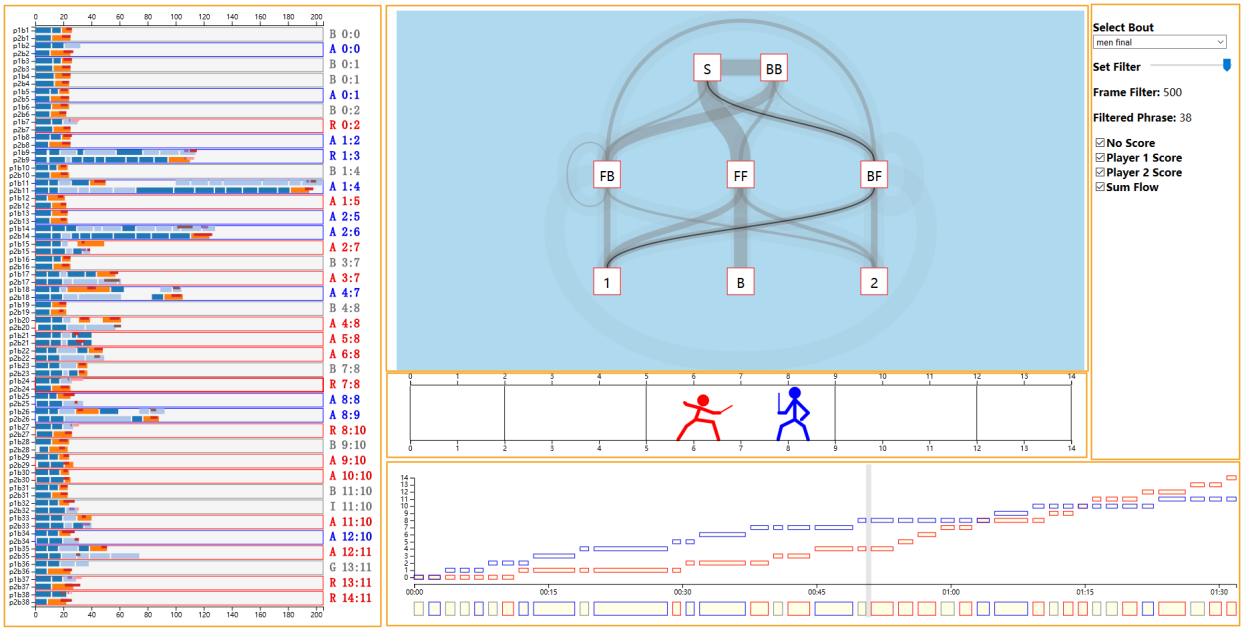

Fig. 1. In the Clouds: Vancouver from Cypress Mountain. Note that the teaser may not be wider than the abstract block.

Abstract—Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi. Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

Index Terms—Radiosity, global illumination, constant time

1 Introduction

[5] [3] [1] [4] [2] This template is for papers of VGTC-sponsored conferences such as IEEE VIS, IEEE VR, and ISMAR which are published as special issues of TVCG. The template does not contain the respective dates of the conference/journal issue, these will be entered by IEEE as part of the publication production process.

2 Related Work

2.1 Analysis and Visualization for Fencing

2.2 Sports Visualization

3 Background and System Overview

We will introduce the background knowledge of fencing, as long as the data we used and the analysis target. We will also give the main picture of our system.

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Manuscript received xx xxx. 201x; accepted xx xxx. 201x. Date of Publication xx xxx. 201x; date of current version xx xxx. 201x. For information on obtaining reprints of this article, please send e-mail to: reprints@ieee.org. Digital Object Identifier: xx.xxxx/TVCG.201x.xxxxxxx

3.1 Background

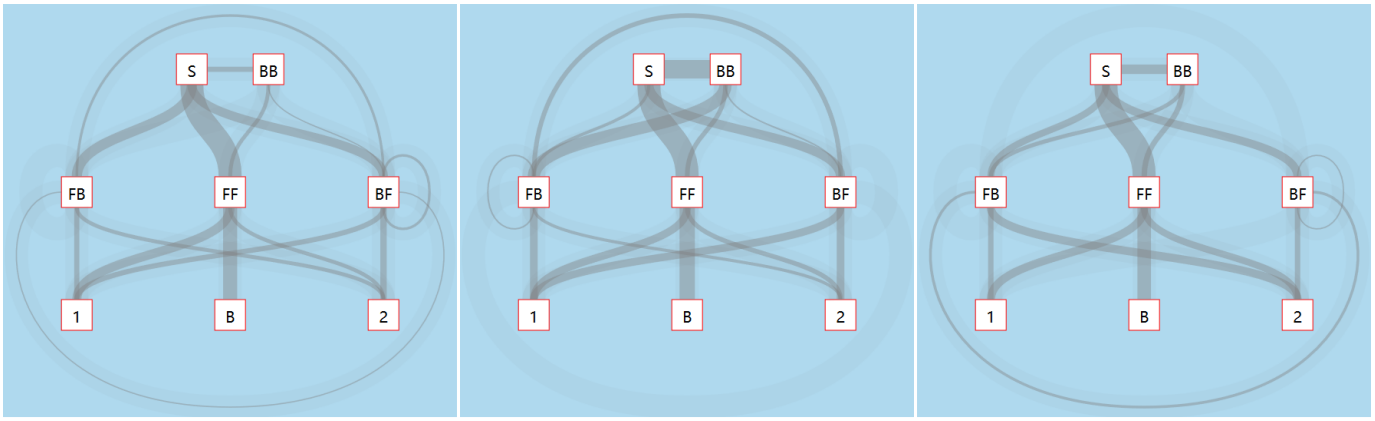
sabre

game

bout

phrase

offensive / defensive



a) Semifinal: Andras Szatmari VS. Vincent Anstett b) Final: Andras Szatmari VS. Bongil Gu c) Semifinal: Bongil Gu VS. Kamil Ibragimov

Fig. 2. A visualization of the data from **??**. The image is from [**?**] and is in the public domain.

3.2 Data Description
3.3 Requirement Analysis
3.4 System Overview
4 FencingVis
4.1 Bout View
4.2 Motion View
4.3 Tactic Flow View
4.4 Animation Replay
4.5 Interaction
4.6 Cross-View Analysis
5 Case Study
6 Conclusion

Acknowledgments

The authors wish to thank A, B, C. This work was supported in part by a grant from XYZ.

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