

Call for Papers
6th IEEE VR Internal Workshop on Animation in Virtual and Augmented Environments
(ANIVAE-2023)

26.3.2022 in Shanghai, China, in conjunction with IEEE Virtual Reality 2023 (*held on-site*)
<https://anivae.fhstp.ac.at>

Description

Animation is an extensive and heterogeneous media form. Often associated with cinema and television, animated images have entered many areas of life, particularly games, installations, or data visualizations, taking on operative, communicative, epistemic, and didactic tasks, among other things. In this context, Suzanne Buchan (2013) speaks of pervasive animation, a media world in which animated images are omnipresent. Also, in one of the most innovative fields of motion picture production, augmented and virtual reality, animation is an integral part of artistic, scientific, and economic applications in animated forms as well as mixed with live-recorded footage.

Connecting specialists from various digital humanities research areas (such as animation, games, and media studies) with experts from both vision-oriented computer science areas (such as computer graphics or information visualization) and experts from technically oriented computer-science areas (such as data integration, internet-of-things or smart automation), the ANIVAE workshop aims to create an open and exciting environment. By encouraging synergies of interdisciplinary approaches, the workshop maps animation within the AVR context from different angles and creates new knowledge in this research field.

ANIVAE wants to account for the state-of-the-art research in digital humanities with (software) design and visualization for AVR systems, to shape a common understanding, to compare systems and approaches and derive common paradigms, to develop useful and necessary methods and techniques, and to foster new ideas.

Topics of interest include (but are not limited to):

- Animated reality vs. mixed reality content
- Animation techniques in AVR environments
- Hardware/Software support for animation in AVR
- Interdisciplinary and intermedia approaches (e.g., games, film, theatre, fine arts, etc.)
- Motion and/or performance capture
- Tools/methods/use cases for Interactive dissemination of animated AVR content
- Use Cases and Applications of animated content in AVR environments
- User Acceptance of animated AVR contents
- Media Art & Virtual/Augmented Reality
- Generative art in AR/VR
- Animated hybrid documentaries in AR/VR
- AR/VR Narrative games and films
- AR/VR Data Visualizations
- Interactivity and immersive play in Extended Reality (XR)
- Teaching and learning animation in VR
- New forms of algorithmic storytelling in VR
- Tactility and physicality of AR/VR
- Digital materiality in AR/VR
- Sound art and design in VR

Deadlines & Dates

Paper Submission Deadline: January 2, 2023

Notification of acceptance: January 20, 2023

Camera-ready Deadline: January 30, 2023

Workshop day: March 26, 2023

Contribution Formats

Following the last years, contributions are planned to be included and indexed in the IEEE digital library.

1. Research Papers (6-8 pages) Novel results in the field in the categories mentioned above related to VR/AR/XR/HCI development.
2. Short Papers (up to 4 pages) Preliminary results or work in progress.
3. State-of-the-Art Reports (6-8 pages) Surveys on the main results in this field, which will allow us to understand and compare achievements and approaches in tackling issues from the VR/AR/XR/HCI communities.

Papers must be written in English and follow the IEEE Computer Society format for VR Conference Papers described at: <http://junctionpublishing.org/vgvc/Tasks/camera.html>

All papers and camera-ready versions must be submitted electronically using the conference management tool found on the website: **TBD**

At least two program committee members will review submissions following a single-blind review process. Accepted papers will be given guidelines in preparing and submitting the final manuscript(s) together with the notification of acceptance.

Workshop Format

The ANIVAE workshop will be a half-day event. Accepted authors for the state-of-the-art descriptions and discussion essays will present their ideas in a panel-like format. Accepted contributions for research papers will be organized in sessions consisting of presentations and discussions.

During panels, we will encourage the active participation of the audience. We expect this structure to provide more focused discussions and a lively environment. Presenters will be asked to prepare a slide presentation of their accepted contribution. The general audience of this workshop will receive the workshop's program with a set of questions in advance, which will guide the discussion in each topic's panel.

Organizers

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Program committee (preliminary)

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