## 2010 International Symposium on Ubiquitous Virtual Reality

## **ISUVR 2010**

## **Table of Contents**

Message from the General Chair  Message from the Program Chair  Organizing Committee  Program Committee  Steering Committee  Advisory Committee	viii ix xi		
		Reviewers	xiii
		Invited Papers	
		Image-Based Modelling for Augmenting Reality	1
		Simultaneous Localization and Mapping for Augmented Reality	
		Consumer Adoption of Cross Reality Systems	9
Physics-Based Character Animation for AR Applications	12		
Session 1: Defining Digital Ecosystem for U-VR			
Context-Aware Augmented Reality Authoring Tool in Digital Ecosystem	16		
Experience	20		
Changhyeon Lee, Hye Min Choi, and Yong-Moo Kwon	0.4		
Deformation and Simulation of 3D Contents for the Digilog Book	24		
and Kwan H. Lee	00		
Ubiquity: Micro to Macro Ecosystems?	∠8		

## Session 2: HCI for U-VR Digital Ecosystem

A Tangible Interface for Learning Recursion and Functional Programming	32
Juan Diego Tascón Vidarte, Christian Rinderknecht, Jee-In Kim,	
and HyungSeok Kim	
Evaluation of Tangible User Interfaces for Desktop AR	36
Andreas Dünser, Julian Looser, Raphaël Grasset, Hartmut Seichter,	
and Mark Billinghurst	
ARtalet: Tangible User Interface Based Immersive Augmented Reality	
Authoring Tool for Digilog Book	40
Taejin Ha, Woontack Woo, Youngho Lee, Junhun Lee, Jeha Ryu,	
Hankyun Choi, and Kwanheng Lee	
Research on Virtual World and Real World Integration for Batting Practice	44
Muhammad Rusdi Syamsuddin and Yong-Moo Kwon	
Session 3: Applications and Systems for U-VR Digital Ecosy	/stem
High-Performance Real-Time Face-Detection Architecture for HCl Applications	48
Dongil Han and Jongho Choi	
Unified Context-Aware Augmented Reality Application Framework	
for User-Driven Tour Guides	52
Choonsung Shin, Hyejin Kim, Changgu Kang, Youngkyoon Jang,	
Ahyoung Choi, and Woontack Woo	
Semiautomatic Segmentation of Nasal Airway Based on Collaborative	
Environment	56
Anna Seo, S. K. Chung, Jun Lee, Jee-In Kim, and HyungSeok Kim	
Author Index	61