

Demo List *At ProjectR*

Hand gesture-based interaction
in a 360 VR movie

Humayun Khan - HIT Lab NZ

Haptic contact in Immersive 360 VR
movie

Prasanth Sasikmar - HIT Lab NZ

CanvoX: High-Resolution VR Painting
for Large Volumetric Canvas

Yeojin Kim - Ewha Womans University

An Interactive haptic feedback
system for virtual hand-grasping

HyunJung Kim - Ewha Womans University

Reconstructing Depth from
Mono 360 Video Based on the
Camera Motion

Joonsuk Park - Hongik University

Steradian Gallery, a virtual art
experience

Kevin Romond - Weta Digital

MR360 Future Cinematic
Composition

**Lohit Petikam and Ian Loh
DreamFlux, VUW**

MR360 Underwater

**Stephen Thompson and Andrew Chalmers
DreamFlux, VUW**

Keep in touch!

Taehyun Rhee

A/Prof. VUW

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Photos will be available at:

[computergraphics.ac.nz/
hdi4d/w5.html](http://computergraphics.ac.nz/hdi4d/w5.html)

Help!?

Volunteers will be at the event
to help you. You can locate
them by their badge. For event
emergencies, please contact:

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EWHW WOMANS UNIVERSITY



홍익대학교
HONGIK UNIVERSITY

HDI²4D

HDI² 4D
NOV 2017

Human-Digital Content Interaction for Immersive 4D Home Entertainment

5th

NZ/KOREA
Workshop

Programme

Schedule

Thursday 16 November

Opening 9:00am
At Te Papa, Rangimarie Room 1 9:20am

Welcome & Introduction
A/Prof. Taehyun Rhee (VUW) - VUW

Demos 1:00pm
At ProjectR 2:00pm

Guided walk to ProjectR. See back for list of demos.

Wifi Access @Te Papa

SSID
Te-Papa-Events

Passcode
events

Te Papa

55 Cable Street
Te Aro
Wellington 6011

ProjectR

Level 2, NEC House
40 Taranaki Street
Te Aro
Wellington 6011

Wellington Club

Wellington Club
Building Level 4
88 The Terrace
Wellington 6011

1 Augmented & Mixed Realities 9:20am
At Te Papa, Rangimarie Room 1 10:40am

Session 1 Chair
Prof. Neil Dodgson - VUW

An Overview of Mixed-Reality
Research at the HIT Lab NZ
Prof. Robert W. Lindeman - HIT Lab NZ

Gamification of Life -
The AR Intrusion
Taylor Carrasco - MIXT

Reconstructing Depth from
Mono 360 Video Based on the
Camera Motion
Joonsuk Park - Hongik University

MR360: Mixed Reality Rendering
for 360° Panoramic Videos
Lohit Petikam - VUW

Morning Tea 10:40am
At Te Papa, Rangimarie Room 1 11:00am

2 VR & 4D Interaction 11:00am
Back to Rangimarie Room 1 12:00pm

Session 2 Chair
Prof. Young J Kim - Ewha Womans University

H-Wall: Encountered-type Haptic
Display for VR Environment using
Per-plane Reachability Maps
Yaesol Kim - Ewha Womans University

Hand gesture-based interaction
in a 360 VR movie
Humayun Khan - HIT Lab NZ

Artistic Pen Drawing on an
Arbitrary Surface using an
Impedance-controlled Robot
Daeun Song - Ewha Womans University

Lunch 12:00pm
At Te Papa, Rangimarie Room 1 1:00pm

3 VR Experiences 2:00pm
At Te Papa, Rangimarie Room 1 3:20pm

Session 3 Chair
Prof. Rob Lindeman - HIT Lab NZ

Bringing Cinema Studies to VR: Film
Phenomenology and Synaesthesia
Miriam Ross - VUW

Creating Empowering, Empathic
Experiences in VR
Meredith Meyer-Nichols - Wrestler

CanvoX: High-Resolution VR Painting
for Large Volumetric Canvas
Yeojin Kim - Ewha Womans University

Untethered Interactive 360 - making
VR accessible
Jessica Manins - ProjectR

Afternoon Tea 3:20pm
At Te Papa, Rangimarie Room 1 3:50pm

4 VR & Beyond 3:50pm
At Te Papa, Rangimarie Room 1 4:50pm

Session 4 Chair
Dr. Gun Lee - University of South Australia

Cinematic 360 Production, A Case
Study: The Good, the Bad, and the
Ugly
Raqi Syed - VUW

Beyond Visualisation: Creating Digital
Tools for Architectural Design
Tane Moleta - VUW

Overview of Research at VCG lab CG,
VR/MR, and Perception
Andrew Chalmers & Kieran Carnegie - VUW

Closing 4:50pm

Group Photo 5:20pm

Reception Dinner
At Wellington Club 6:30pm

Guided walk along the waterfront,
or by shuttle.