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RESEARCH INTERESTS

Mixed / Augmented Reality (MR/AR), Optical See-Through Head-Mounted Displays (OST-HMDs), Realistic Visual Appearance Reproduction, Vision Augmentation, Metaverse Interaction

WORK EXPERIENCE

Jul. 2023 - Present  Tokyo, Japan	Senior Research Scientist Cluster Metaverse Lab, Cluster Inc.	 AR Displays Personalized VR/AR Interaction
Jul. 2023 - Present  Tokyo, Japan	Visiting Researcher The University of Tokyo, Jun Rekimoto Lab.	 AR Displays Vision Augmentation
Apr. 2022 - Jun. 2023  Tokyo, Japan	JSPS Research Fellow (PD) The University of Tokyo (Advisor : Jun Rekimoto)	 AR Displays Vision Augmentation
Jun. 2021 - Jun. 2023  Kyoto, Japan	Non-full-time Researcher Sony Computer Science Laboratories Kyoto	 AR Displays Neural Rendering
Dec. 2022 - Jan. 2023 Nov. 2019 - Jan. 2020  Otago, New Zealand	Visiting Researcher University of Otago (Advisor : Tobias Langlotz)	 AR Displays Vision Augmentation
Apr. 2020 - Mar. 2022  Tokyo, Japan	JSPS Research Fellow (DC2) Tokyo Institute of Technology (Advisor : Yuta Itoh)	 AR Displays Vision Augmentation
Jan. 2019 - Mar. 2020  Yokohama, Japan	Project Researcher Keio University (Advisor : Maki Sugimoto)	 Collective Visual Sensing
Apr. 2017 - Dec. 2018  Yokosuka, Japan	Full-time Researcher NTT Service Evolution Laboratory	 Object Tracking Conditioned Image Generation
Apr. 2017 - Sep. 2017  Tokyo, Japan	System Engineer (Short-term Contract) NTT DATA Corporation	 Mobile Application Development

EDUCATION

Apr. 2019- Mar. 2022  Tokyo, Japan	Ph. D. of Engineering Tokyo Institute of Technology (Supervisor : Yuta Itoh) Title: "Realistic Appearance Reproduction by Optical See-Through Head-Mounted Display based on Light Measurement and Modulation"
Apr. 2015 - Mar. 2017  Yokohama, Japan	M.S. of Engineering Keio University (Supervisor : Maki Sugimoto)

GRANTS

Oct. 2025 - Mar. 2029 (active)	(PI) JST PRESTO "Symbiotic AI Fundamentals" Project: "Infrastructure for Human-AI Collaborative Community Building in the Metaverse"	40.0 M JPY
Apr. 2025 - Mar. 2028 (active)	(PI) JSPS Grant-in-Aid for Scientific Research (B) 25K03173 Project: "Visual Augmentation through Integration of Event-Based Ocular Aberration Measurement and Retinal Projection"	7.7 M JPY
Apr. 2025 - Mar. 2028 (active)	(Co-PI) JSPS Grant-in-Aid for Scientific Research (B) 25K00145 Project: "Tactile Display Using Photo-acoustic Effects Generated by Laser-Induced Cavitation" (PI: Takefumi Hiraki)	3.2 M JPY
Feb. 2024 - Mar. 2027 (active)	(Co-PI) JST ASPIRE for Rising Scientists JPMJAP2327 Project: "Seamless Reality: A Technological Foundation for Merging Cyber-Physical Spaces through Real-World-Oriented Avatars" (PI: Yuta Itoh)	30.6 M JPY
Sep. 2024 - Mar. 2027 (active)	(Co-PI) JSPS KAKENHI for the Promotion of Joint International Research 24KK00187 Project: "Unobtrusive Augmented Reality Visual Guidance with Visual Modality Modulation" (PI: Yuta Itoh)	6.5 M JPY
Apr. 2023 - Mar. 2025	(PI) JSPS KAKENHI for Early-Career Scientists 23K16920 Project: "Spatial Calibration of Head-Mounted Displays Based on Implicit Function Representation of Light Fields Using Deep Learning"	3.5 M JPY
Apr. 2022 - Mar. 2025	(PI) JSPS KAKENHI for JSPS Research Fellow (PD) 22J01340 Project: "Low-latency Vision Augmentation Integrating High-Speed Human and Environmental Measurements with Field-of-View Prediction"	3.4 M JPY
Apr. 2020 - Mar. 2022	(PI) JSPS KAKENHI for JSPS Research Fellow (DC2) 20J14971 Project: "Visual Appearance Reproduction by Optical See-Through Head-Mounted Displays based on Measurement and Modulation of Lights"	1.9 M JPY
Apr. 2019 - Mar. 2020	Tokyo Tech TSUBAME Scholarship for Doctoral Students	0.5 M JPY

AWARDS

International

Oct. 2025	Best Paper Award, IEEE ISEMV 2025 H. Tsutsui, T. Hiraki, Y. Hiroi , S. Hasegawa, "Community Analysis of Social Virtual Reality Based on Large-Scale Log Data"
Aug. 2024	1st Place in SIGGRAPH 2024 Student Research Competition for Undergraduate Work S. Hattori, Y. Hiroi , T. Hiraki, "Measurement of the Imperceptible Threshold for Color Vibration Pairs Selected by using MacAdam Ellipse"
Mar. 2024	Best Paper Honorable Mention, IEEE VR 2024 H. Aoki, T. Tochimoto, Y. Hiroi , Y. Itoh, "Towards Co-operative Beaming Displays: Dual Steering Projectors for Extended Projection Volume and Head Orientation Range"
Mar. 2023	Best Poster Honorable Mention, Augmented Humans 2023 Y. Koike, Y. Hiroi , Y. Itoh, J. Rekimoto. 2023. "Brain-Computer Interface using Directional Auditory Perception"
Mar. 2017	Best Paper 3rd Place, Augmented Human 2017 Y. Hiroi , Y. Itoh, T. Hamasaki, M. Sugimoto, "AdaptiVisor: Assisting Eye Adaptation via Occlusive Optical See-Through Head-Mounted Displays"

Domestic

May. 2025	拡張体験デザイン協会 (DAXX) Good Experience Design Award 2025 R. Kurai, H. Yanagawa, Y. Hiroi , T. Hiraki, "MetaGadget: An Accessible Framework for IoT Integration into Commercial Metaverse Platforms"
Mar. 2025	インタラクティブ発表賞（PC推薦）, インタラクション 2025 沈有方, 土佐凜斗, 畠田裕二, 廣井裕一 , 平木剛史, 苗村健, "HMDユーザーの探索行動支援に向けた目立たない両眼相補的色振動による視線誘導", 情報処理学会 インタラクション2025, 2025年
Dec. 2024	特集テーマセッション賞（ソーシャル・インタラクション）, HCGシンポジウム 2024 花島諒, 平木剛史, 浦川智弘, 倉井龍太郎, 廣井裕一 , 大山潤爾, "メタバース社会のコミュニケーションにおける感情表現の大規模調査：ソーシャルVRのエモート分析から", 電子情報通信学会 HCGシンポジウム, 2024年
Jun. 2023	2022年 日本の光学研究を代表する成果に選定, 日本光学会 Y. Hiroi , K. Someya, Y. Itoh, "Neural Distortion Fields for Spatial Calibration of Wide Field-of-View Near-Eye Displays", OSA Optics Express, 2022.
Mar. 2019	SIG-MR賞, 日本VR学会複合現実感研究会 浜崎巧, 伊藤勇太, 廣井裕一 , 岩井大輔, 杉本麻樹, "光学透過型ヘッドマウントディスプレイを組み合わせた高ダイナミックレンジなプロジェクションマッピング", 第57回 複合現実感研究会 (SIG-MR), 2019年
Feb. 2014	CG-ARTS賞, 画像情報教育振興協会 廣井裕一 、CG-ARTS主催のエキスパート認定試験で優秀な成績を収める (CGエンジニアエキスパート、画像処理エンジニアエキスパート)

TEACHING EXPERIENCE

Oct. 2025 - Mar. 2026	Lecturer on "Contents Development" (0ATW217) University of Tsukuba Delivered a hands-on workshop on video production with Adobe After Effects, complemented by lectures on the underlying principles of digital image processing, color science, and computer graphics for MEng.
Apr. 2020 - Jul. 2020	Teaching Assistant on "Augmented Reality" (CSC.T439) Tokyo Institute of Technology
Apr. 2019 - Jul. 2019	Implemented code, created teaching materials and supported the class for MEng/Ph.D. students to develop applications with full-scratch implementation of AR markers using Processing, OpenGL and OpenCV.
Sep. 2015 - Mar. 2016	Teaching Assistant on "Experiments in Information Engineering II" Keio University Implemented code, created teaching materials and supported the class for Bachelor 3 rd students to develop 3D AR applications with Unity and PlayStation Move Controller.

SKILLS

Technical

Very Experienced: Python, PyTorch, MATLAB, C++, C#, Microsoft Office, Adobe Aftereffects, Adobe Animate, **Experienced:** Unity, C, Java, JAX, TensorFlow, Processing, Arduino, Optics Design for Head-Mounted Displays and Projectors, WebRTC, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Blender, Git, **Basics:** Network Communication (WebRTC), JavaScript, Motion Capture, Raspberry Pi, Robot Operation System (ROS)

Language

Japanese: Native, **English:** Advanced / CEFR C1 (EIKEN English Proficiency Test Grade 1, Mar 2025)
Chinese: Pre-Intermediate / CEFR A2 (HSK Level 3, Jul 2024)
Korean: Basic / CEFR A1 (TOPIK Level 1, Dec 2025)
French, Russian & Arabic : Beginner

PATENTS

US Patent

Registered 2022 Y. Ishii, K. Hidaka, Y. Tonomura, T. Tokunaga, **Y. Hiroi**, "Object tracking device, object tracking method, and object tracking program", Nippon Telegraph and Telephone Corp, 2022-07-26. US11398049

Y. Hiroi, Y. Ishii, T. Tokunaga, Y. Tonomura, K. Hidaka, "Object tracker, object tracking method, and computer program", Nippon Telegraph and Telephone Corp, 2022-02-22 US11257224

Pending 2023 C. W. Ooi, Y. Hiroi, Y. Itoh, "An Occlusion-Capable Optical See-Through Head-Mounted Display", The University of Tokyo, 2023-03-10 US63/489,502

Japanese Patent

Registered 2021 **Y. Hiroi**, Y. Ishii, T. Tokunaga, Y. Tonomura, K. Hidaka, "Object tracker, object tracking method, and computer program", Nippon Telegraph and Telephone Corp, 2021-03-10 No. 6850741

 2020 Y. Ishii, K. Hidaka, Y. Tonomura, T. Tokunaga, **Y. Hiroi**, "Object tracking device, object tracking method, and object tracking program", Nippon Telegraph and Telephone Corp, 2020-11-11. No. 6793151

Pending 2024 **Y. Hiroi**, T. Hiraki, "Information Processing Equipment, Information Processing Methods, and Programs", Cluster Inc., 2024-03-12 Appl. No. 2024-037967

SERVICE

Editorial Service

Journal Editor 2025- Journal Editor Committee, Virtual Reality Society of Japan (VRSJ)

Guest Editor 2025 Special Issue on "AI and VR", Journal of VRSJ

Conference Organization 2026 Workshop Organizer - "4th Workshop on Seamless Reality : AR Technologies for Seamless Perception and Cognition between Cyber and Physical Spaces (WSR)", IEEE VR 2026

 2025 Program Chair, APMAR 2025

 Workshop Organizer - "2nd & 3rd Workshop on Seamless Reality : AR Technologies for Seamless Perception and Cognition between Cyber and Physical Spaces (WSR)", IEEE VR 2025 / ISMAR 2025

 2024 Workshop Organizer - "1st Workshop on Seamless Reality : AR Technologies for Seamless Perception and Cognition between Cyber and Physical Spaces (WSR)", IEEE VR 2024

Program Committees (PC)

2026 IEEE VR

2025 IEEE VR, IEEE ISMAR, ICAT-EGVE

2024 IEEE ISMAR, ICAT-EGVE, APMAR

Journal Reviewer

International 2025 IEEE TVCG x1, OPTICA Optics Express x4, OPTICA Optics Letters x1, OPTICA Applied Optics x1

 2024 IEEE TVCG x2, Elsevier Displays x1

 2023 OPTICA Applied Optics x1

 2021 OPTICA Optics Express x1

Domestic 2023 Journal of the Virtual Reality Society of Japan (VRSJ) x1

Conference Reviewer	2025	IEEE VR x9 (PC), IEEE ISMAR x9 (PC)
	2024	IEEE ISMAR x5 (PC), ICAT-EGVE x3 (PC), ACM VRST x3, IEEE VR x2, ACM CHI x1, ACM SUI x1, APMAR x1 (PC), SIGGRAPH Asia E-Tech x1
	2023	IEEE ISMAR x3, IEEE VR x1, ACM SUI x1
Academic Society Memberships	Committee -	Domestic: 2023- VRSJ Special Interests Group of Mixed Reality (SIG-MR)
	Member -	International: IEEE, ACM Domestic: VRSJ
Others	2025	Session Chair, IEEE VR / IMID / APMAR
	2024	Session Chair, IEEE VR
	2022	Session Chair, ACM VRST

PUBLICATIONS AND PRESENTATION LIST

- International Journals & Magazines (Peer-Reviewed)**
- (under review) Michikuni Eguchi, Madoka Ito, Tomohiro Hayase, **Yuichi Hiroi** and Takefumi Hiraki, "Cluster Haptic Texture Database: Haptic Texture Database with Variety in Velocity and Direction of Sliding Contacts", Nature Scientific Data.
- 2026 1. (to appear) Ryutaro Kurai, Takefumi Hiraki, **Yuichi Hiroi**, Yutaro Hirao, Monica Perusquia-Hernandez, Hideaki Uchiyama, Kiyoshi Kiyokawa, "MetaProxy: Bridging Agents and Environments in Commercial Metaverse Platforms through Remote Intermediary Monitoring", IEICE Special Session of Human Communication VII, 2026.
 - 2025 2. **Yuichi Hiroi**, Yuji Hatada, Takefumi Hiraki, "Cross-Reality Lifestyle: Integrating Physical and Virtual Lives through Multi-Platform Metaverse", IEEE Pervasive Computing, Early Access, 2025.
 - 3. Ryutaro Kurai, Hikari Yanagawa, **Yuichi Hiroi**, Takefumi Hiraki, "MetaGadget: An Accessible Framework for IoT Integration into Commercial Metaverse Platforms", IEEE Pervasive Computing, Early Access, 2025.
 - 4. Ryutaro Kurai, Takefumi Hiraki, **Yuichi Hiroi**, Yutaro Hirao, Monica Perusquia-Hernandez, Hideaki Uchiyama, Kiyoshi Kiyokawa, "MagicCraft: Natural Language-Driven Generation of Dynamic and Interactive 3D Objects for Commercial Metaverse Platforms", IEEE Access, vol. 13, pp. 132459-132474, 2025.
 - 5. Rinto Tosa, Shingo Hattori, **Yuichi Hiroi**, Yuta Itoh, Takefumi Hiraki, "ChromaGazer: Unobtrusive Visual Modulation using Imperceptible Color Vibrations for Visual Guidance", IEEE Transaction on Visualization and Computer Graphics (TVCG), vol. 31, no. 5, pp. 3450-3458, 2025 (Also presented at IEEE VR 2025).
 - 6. Ryutaro Kurai, Takefumi Hiraki, **Yuichi Hiroi**, Yutaro Hirao, Monica Perusquia-Hernandez, Hideaki Uchiyama and Kiyoshi Kiyokawa, "MagicItem: Dynamic Behavior Design of Virtual Objects with Large Language Models in a Commercial Metaverse Platform," IEEE Access, vol. 13, pp. 19132-19143, 2025.
 - 2024 7. Rina Nagano, Takehiro Kinoshita, Shingo Hattori, **Yuichi Hiroi**, Yuta Itoh, Takefumi Hiraki, "HaptioFloater: A Low-latency Visuo-Haptic Mid-Air Display by Embedding Imperceptible Color-Vibration Signals", IEEE Transaction on Visualization and Computer Graphics (TVCG), vol. 30, no. 11, pp. 7463-7472, 2024 (Also presented at IEEE ISMAR 2024)
 - 8. Hiroto Aoki, Takumi Tochimoto, **Yuichi Hiroi**, Yuta Itoh, "Towards Co-operative Beaming Displays: Dual Steering Projectors for Extended Projection Volume and Head Orientation Range," IEEE Transaction on Visualization and Computer Graphics (TVCG), vol. 30, no. 5, pp. 2309-2318, 2024 (Also presented at IEEE VR 2024)
 - 9. **Yuichi Hiroi**, Takefumi Hiraki, Yuta Itoh, "StainedSweeper: Compact, Variable-Intensity Light-Attenuation Display with Sweeping Tunable Retarders", IEEE Transaction on Visualization and Computer Graphics (TVCG), vol. 30, no. 5, pp. 2682-2692, 2024 (Also presented at IEEE VR 2024)
 - 2023 10. **Yuichi Hiroi**, Akira Watanabe, Yuri Mikawa, Yuta Itoh, "Low-Latency Beaming Display: Implementation of Wearable, 133µs Motion-to-Photon Latency Near-eye Display", IEEE Transaction on Visualization and Computer Graphics (TVCG), vol. 29, no. 11, pp. 4761-4771, 2023 (Also presented at IEEE ISMAR 2023)
 - 2022 11. **Yuichi Hiroi**, Kiyosato Someya, Yuta Itoh, "Neural Distortion Fields for Spatial Calibration of Wide Field-of-View Near-Eye Displays", Optics Express, Vol. 30, Issue 22, pp. 40628-340644, 2022.
 - 2021 12. **Yuichi Hiroi**, Takumi Kaminokado, Shunsuke Ono, Yuta Itoh, "Focal Surface Occlusion", Optics Express, Vol. 29, Issue 22, pp. 36581-36597, 2021.

**International Conference Proceedings
(Peer-Reviewed)**

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| 2020 | <p>13. Takumi Kaminokado, Yuichi Hiroi, Yuta Itoh, "StainedView: Variable-Intensity Light Attenuation Display with Cascaded Spatial Color Filtering for Improved Color Fidelity," IEEE Transactions on Visualization and Computer Graphics (TVCG) 26(6): pp. 3576-3856, 2020 (Also presented at IEEE ISMAR 2020)</p> |
| 2018 | <p>14. Takumi Hamasaki, Yuta Itoh, Yuichi Hiroi, Daisuke Iwai, Maki Sugimoto, "HySAR: Hybrid Material Rendering by an Optical See-Through Head-Mounted Display with Spatial Augmented Reality Projection". IEEE Transaction on Visualization and Computer Graphics (TVCG) 24(4): pp. 1457-1466, 2018 (Also presented at IEEE VR 2018).</p> |
| <p>2026</p> <ol style="list-style-type: none"> 1. (to appear) Yuichi Hiroi, Yuki Imai, Hikari Yanagawa, Takefumi Hiraki, "Large-scale, Longitudinal Field Study of AI-agent-User Interactions in Commercial Metaverse", In Proceeding of IEEE International Conference on Artificial Intelligence and eXtended and Virtual Reality (AIxVR 2026), Osaka, Japan, 11 pages, Jan 26-28, 2026. | |
| 2025 | <ol style="list-style-type: none"> 2. Masahiro Nara, Ryusuke Miyazaki, Yuichi Hiroi, Takefumi Hiraki, Yuta Itoh, Shio Miyafuji, "Saccadance: Saccade-Aware Pattern Embedding for Gaze Guidance on High-Speed Displays", In Proceedings of International Conference of Virtual Reality Software Technology (VRST 2025), Montreal, Canada, 11 pages, Nov. 11-14, 2025. 3. Hiroto Tsutsui, Takefumi Hiraki, Yuichi Hiroi and Shoichi Hasegawa, "Community Analysis of Social Virtual Reality Based on Large-Scale Log Data", 2nd IEEE International Symposium on Emerging Metaverse (ISEMV 2025), Honolulu, USA, 9 pages, Oct. 19-20, 2025. 4. Masanori Ibara, Yuichi Hiroi, Takushi Kamegai and Takefumi Hiraki. "Implementation and Application of Multi-Format 3D Data Integration in a Cross-Device Commercial Metaverse Platform", Proceedings of the 2nd IEEE International Symposium on Emerging Metaverse (ISEMV 2025), Honolulu, USA, Oct. 19-20, 10 pages, 2025. 5. Masanori Ibara, Yuichi Hiroi, Takushi Kamegai, Yusuke Masubuchi, Kazuki Matsutani, Megumi Zaizen, Junya Morita, and Takefumi Hiraki, "Weather Synchronization in Digital Twin Environments for Shared VR Experience Using Commercial Metaverse Platforms," Proceedings of the 2nd IEEE International Symposium on Emerging Metaverse (ISEMV 2025), Honolulu, USA, Oct. 19-20, 4 pages, 2025. 6. Takekazu Kitagishi, Chun Wei Ooi, Yuichi Hiroi, Jun Rekimoto. "Pinching Visuo-haptic Display: Investigating Cross-Modal Effects of Visual Textures on Electrostatic Cloth Tactile Sensations", 27th ACM International Conference on Multimodal Interaction (ICMI 2025), Canberra, Australia, Oct. 13-17, 2025. 7. Hikari Yanagawa, Yuichi Hiroi, Satomi Tokida, Yuji Hatada, Takefumi Hiraki, "Navigation Pixie: Implementation and Empirical Study Toward On-demand Navigation Agents in Commercial Metaverse", In Proceedings of International Symposium on Mixed and Augmented Reality (ISMAR 2025), Daejeon, Korea, Oct. 8-12, 2025. 8. Youfang Shen, Rinto Tosa, Yuji Hatada, Yuichi Hiroi, Takefumi Hiraki, Takeshi Naemura, "ChromaGazer-HMD: Visual Modulation using Unobtrusive Color Vibration for Gaze Guidance with Head-Mounted Displays", Augmented Humans 25, Abu-dabi, UAE, 2025. 9. Yuta Itoh, Tomoya Nakamura, Yuichi Hiroi, Kaan Aksit, "Slim Light-Receiving Glasses for Wide Head Orientation-Capable Beaming Displays using Diffractive Waveguide", In Proceedings of IEEE International Conference of Virtual Reality 2025 (IEEE VR 2025), pp. 351-358, Saint-Malo, France, Mar. 8-12, 2025. |
| 2024 | <ol style="list-style-type: none"> 10. Yuichi Hiroi, Takefumi Hiraki, Yuta Itoh, "FactoredSweeper: Optical See-Through Display Integrating Light Attenuation and Addition with Single Spatial Light Modulator", In Proceedings of International Symposium on Mixed and Augmented Reality (ISMAR 2024), pp. 61-70, Seattle, USA, Oct. 21-25, 2024. |
| 2023 | <ol style="list-style-type: none"> 11. Hiroto Aoki, Yuichi Hiroi, Yuta Itoh, Jun Rekimoto, "Retinal Homing Display: Head-Tracking Auto-stereoscopic Retinal Projection Display", In Proceedings of International Conference of Virtual Reality Software Technology (VRST 2023), 13:1-13:10, Christchurch, New Zealand, 2023 12. Takekazu Kitagishi, Yuichi Hiroi, Yuna Watanabe, Yuta Itoh, Jun Rekimoto, "Telextile: End-to-end Remote Transmission of Fabric Tactile Sensation", In Proceedings of the ACM Symposium on User Interface Software and Technology 2023 (UIST 2023), 67:1-67:10, San Francisco, USA, 2023. 13. Chun Wei Ooi, Yuichi Hiroi, Yuta Itoh, "A Compact Photochromic Occlusion Capable See-through Display with Holographic Lenses", In Proceedings of IEEE International Conference of Virtual Reality 2023 (IEEE VR 2023), pp. 237-242, Shanghai, China, 2023. |
| 2022 | <ol style="list-style-type: none"> 14. Yuichi Hiroi, Yuta Itoh, Jun Rekimoto, "NeARportation: A Remote Real-time Neural Rendering Framework", In Proceedings of International Conference of Virtual Reality Software Technology (VRST 2022), 23:1-23:5, Tsukuba, Japan, 2022. 15. Zhang Zhibin, Yuichi Hiroi, Yuta Itoh, "Towards Spatial Airflow Interaction: Schlieren Imaging for Augmented Reality", In Proceedings of International Symposium on Mixed and Augmented Reality (ISMAR 2022), pp. 215-223, Singapore, Singapore, 2022. |

		16. Takumi Tochimoto, Yuichi Hiroi , Yuta Itoh, "CircadianVisor: Image Presentation With an Optical SeeThrough Display in Consideration of Circadian Illuminance", In Proceedings of the Augmented Humans International Conference (AHs 2021), pp. 66-76, 2021.
	2020	17. Yuichi Hiroi , Takumi Kaminokado, Atsushi Mori, Yuta Itoh, "DehazeGlasses: Optical Dehazing with an Occlusion Capable See-Through Display," In Proceedings of the Augmented Humans International Conference (AHs 2020), 3:1-3:11, Virtual, 2020.
	2017	18. Yuichi Hiroi , Yuta Itoh, Takumi Hamasaki, Maki Sugimoto, "AdaptiVisor: Assisting Eye Adaptation via Occlusive Optical See-Through Head-Mounted Displays," The 8th Augmented Human International Conference (AH 2017), 9:1-9:9, Silicon Valley, USA, Mar. 16-18, 2017.
International Conference Workshop Proceedings (Peer-Reviewed)		
	2025	1. Ryutaro Kurai, Yuji Hatada, Yuichi Hiroi , Takefumi Hiraki, "MagicPen: Interactive Sketch-to-3D Generation in Commercial Metaverse Platforms", 3rd Workshop on Seamless Reality: AR Technologies for Seamless Perception and Cognition between Cyber and Physical Spaces (3rd WSR workshop, ISMAR-Adjunct), 2025. 2. Atsuya Matsumoto, Hikari Yanagawa, Yuichi Hiroi , Yuji Hatada, Takuji Narumi, Takefumi Hiraki, "Dynamic Gimmick Leaning for Navigation Agents in Social VR Through User-Agent Dialogue", 3rd Workshop on Seamless Reality: AR Technologies for Seamless Perception and Cognition between Cyber and Physical Spaces (3rd WSR workshop, ISMAR-Adjunct), 2025. 3. Jonas Weigand, Yuichi Hiroi , Yuta Itoh, "BeamStellar: Low-Latency, 6-DoF Head Tracking for Beaming Displays with Spatio-Temporal LED Encoding", 2nd Workshop on Seamless Reality: AR Technologies for Seamless Perception and Cognition between Cyber and Physical Spaces (2nd WSR workshop, IEEEVR-Adjunct), 2025. 4. Yusuke Masubuchi, Takefumi Hiraki, Yuichi Hiroi , Masanori Ibara, Kazuki Matsutani, Megumi Zaizen, Junya Morita, "Development of Digital Twin Environment through Integration of Commercial Metaverse Platform and IoT Sensors of Smart Building", 2nd Workshop on Seamless Reality: AR Technologies for Seamless Perception and Cognition between Cyber and Physical Spaces (2nd WSR workshop, IEEEVR-Adjunct), 2025.
	2024	5. Ryutaro Kurai, Takefumi Hiraki, Yuichi Hiroi , Yutaro Hirao, Monica Perusquia-Hernandez, Hideki Uchiyama and Kiyoshi Kiyokawa, "Design and Implementation of Agent APIs for Large-scale Social VR Platforms", 1st Workshop on Seamless Reality: AR Technologies for Seamless Perception and Cognition between Cyber and Physical Spaces (1st WSR workshop, IEEEVR-Adjunct), 2024.
	2020	6. Yuichi Hiroi , Takumi Kaminokado, Atsushi Mori, Yuta Itoh, "DehazeGlasses: Optical Dehazing with an Occlusion Capable See-Through Display", 9th IEEE International Workshop on Computational Cameras and Displays (CCD, CVPR-Adjunct, 2020).
International Conference Poster (Peer-Reviewed)		
	2025	1. Michikuni Eguchi, Takekazu Kitagishi, Yuichi Hiroi , Takefumi Hiraki, "Tactile Data Recording System for Clothing with Motion-Controlled Robotic Sliding", SIGGRAPH Asia 2025, Hong-Kong, Dec. 15-18, 2025. 2. Chun Wei Ooi, Yuichi Hiroi , Takefumi Hiraki, Yuta Itoh, "RAPHO: A Rapid Occluding Photochromic Based Occlusion-Capable Display", ISMAR 2025, Daejeon, Korea, Oct. 8-12, 2025. 3. Michikuni Eguchi, Yuichi Hiroi , Tomohiro Hayase, Takefumi Hiraki, "Cluster Haptic Texture Database: Haptic Texture Database with Controlled Sliding-Contact Interactions", IEEE World Haptics Conference 2025 Work-in-Progress, Suwon, Korea, Jul. 7-11, 2025. 4. Ryutaro Kurai, Takefumi Hiraki, Yuichi Hiroi , Yutaro Hirao, Monica Perusquia-Hernandez, Hideaki Uchiyama, Kiyoshi Kiyokawa, "An implementation of MagicCraft: Generating Interactive 3D Objects and Their Behaviors from Text for Commercial Metaverse Platforms", IEEE VR 2025 Adjunct, pp. 1284-1285, Saint-Malo, France, Mar. 8-12, 2025.
	2024	5. Yuta Itoh, Tomoya Nakamura, Yuichi Hiroi , Kaan Akşit, "Towards Mobile Beaming Displays with Thin Holographic Waveguides", IEEE ISMAR Adjunct 2024, pp. 475-476, Seattle, USA, Oct. 21-25, 2024. 6. Shingo Hattori, Yuichi Hiroi , Takefumi Hiraki, "Measurement of the Imperceptible Threshold for Color Vibration Pairs Selected by using MacAdam Ellipse", Proc. ACM SIGGRAPH 2024 Posters, pp. 68:1-2, Denver, CO, USA, Jul. 28-Aug. 1, 2024.
	2023	7. Takumi Tochimoto, Yuichi Hiroi , Yuta Itoh, "Dual Beaming Display for Extended Head Orientation and Projection Volume," IEEE ISMAR Adjunct 2023, Sydney, Australia, Oct. 16-20, 2023. 8. Yuto Koike, Yuichi Hiroi , Yuta Itoh, and Jun Rekimoto. 2023. Brain-Computer Interface using Directional Auditory Perception. In Proceedings of the Augmented Humans International Conference 2023 (AHs '23). Glasgow, UK, pp.342-345, 2023.
	2021	9. Mayu Kaneko, Yuichi Hiroi , Yuta Itoh, "Focus-Aware Retinal Projection-based Near-Eye Display", IEEE ISMAR Adjunct 2021, Bari, Italy/Virtual, Oct. 04-09, 2021.

- 2020 10. Xuan Zhang, Jonathan Lundgren, Yoya Mesaki, **Yuichi Hiroi**, Yuta Itoh, "Stencil Marker: Designing Partially Transparent Markers for Stacking Augmented Reality Objects", IEEE ISMAR Adjunct 2020, Recife, Brazil/Virtual, Nov. 09-13, 2020.
- 2019 11. Kiyosato Someya, Yuichi Hiroi, Makoto Yamada, Yuta Itoh, "OSTNet: Calibration Method for Optical See-Through Head-Mounted Displays via Non-Parametric Distortion Map Generation," IEEE ISMAR Adjunct 2019, Beijing, China, pp 259-260, Oct. 14-18, 2019.
- 2017 12. Yuichi Hiroi, Yuta Itoh, Takumi Hamasaki, Daisuke Iwai, Maki Sugimoto, "HySAR: Hybrid Material Rendering by an Optical See-Through Head-Mounted Display with Spatial Augmented Reality", IEEE VR Adjunct 2017, Los Angeles, CA, USA, pp. 211-212, Mar. 18-22, 2017.
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