

Conference	Location	Date	Intuition Partner active	Dissemination activity			Importance for Intuition/ status
				Paper/Poster/Session	Booth/ Stand	Poster/ Leaflets	
<b>2005</b>							
<b>WSCG</b>	Plzen - Bory, Czech Republic	January 31 - February 4, 2005	INRIA				high
			FhG-IAO				
			HUT	Paper: <i>Broadcast GL: An Alternative Method for Distributing OpenGL API Calls to Multiple Rendering Slaves</i>			
<b>SPIE</b>	San Jose, USA	January 2005	COAT-Basel	Paper: <i>Low loss filter for stereoscopic projection with LCD projectors</i>		yes	Medium/ achieved
<b>IADIS</b> International Conference Mobile Learning	Qawra, Malta	June 28-30, 2005	UniTwente				low
<b>SIGGRAPH</b>	Los Angeles, USA	July, 2005	INRIA				high
			HUT	Paper: <i>Ambient Occlusion Fields</i>			
<b>DAFx</b> The 8th International Conference on Digital Audio Effects	Madrid, Spain	September 20 – 22, 2005	HUT	Paper: <i>An Eyes-Free User Interface Controlled by Finger Snaps</i>			low
ACM Conference on <b>CHI</b>	Portland, USA	April 2 -7, 2005	HUT	Paper: <i>Ari Martial Arts in Artificial Reality</i>			
Monte Carlo and Quasi Monte Carlo			HUT	Paper: <i>Irradiance Filtering for Monte Carlo Ray Tracing</i>			
International Conference on New Interfaces for Musical Expression ( <b>NIME05</b> )			HUT	Paper: <i>Tapio Experiments with Virtual Reality Instruments</i> Paper: <i>User Interface Comparison for Virtual Drums</i>			
Forum Acusticum	Budapest, Hungary	Aug 29 – Sept 2, 2005	HUT	Paper: <i>Evaluation of Auralization Results</i>			

International Symposium on Mixed Reality	Riika, Latvia	September 20 – 21, 2005	HUT	Paper: <i>Designing Digital Sports - a Case of Mixed Reality Martial Arts</i>			
The 6th International Workshop on Gesture in Human-Computer Interaction and Simulation	Vannes, France	Mai 18 – 20, 2005	HUT	Paper: <i>Swimming in a Virtual Aquarium</i>			
<b>IEEE VR</b>	Bonn, Germany	March, 2005	FhG-IAO		yes	yes	High
			VTT		yes		
			COAT-Basel				
			INRIA	Paper: <i>Virtual Technical Trainer: Learning How to Use Milling Machines with Multi-Sensory Feedback in Virtual Reality</i> Paper: <i>Influence of Control/Display Ratio on the Perception of Mass of Manipulated Objects in Virtual Environments</i>			
			HUT	Paper: <i>Working 3D Meshes and Particles with Finger Tips. Towards an Immersive Artists' Interface</i>			
<b>HCI</b>	Las Vegas, USA	July 2005	COAT-Basel	Paper: <i>Optimizing VR-Systems for office workplaces</i> Paper: <i>Design of 3D interaction devices</i>		yes	Medium/achieved
			Forth	Session:			
			FhG-IAO	Paper: <i>VR work place systems</i>			
			UniTwente				

<b>Virtual Concept</b>	Biarritz, France	Nov. 8-10, 2005	Uni Twente	Paper: <i>Using virtual reality for scenario based product design</i>	yes	yes	High/planned
			Labein	Paper: <i>Analysing different architectures of a distributed environment for assembly simulation</i> Paper: <i>Virtual fire safety environment</i>			
			Haption	Organising Intuition exhibition booth			
<b>Virtual Storytelling</b> , Using Virtual Reality Technologies for Storytelling	Strasbourg, France	Nov. 30- Dec. 2, 2005	ICCS				Medium/ planned
<b>Laval Virtual</b> , 7th International Conference on Virtual Reality VRIC	Laval, France	April 20 – 22, 2005	Labein	Paper: <i>Component-based approach for Mixed Reality Applications Development</i>		yes	High/ achieved
			PUE	Learning seminar presentation: <i>Mixed Reality for Interactive Learning of Cultural Heritage</i>			
			PUE	Paper: <i>Interactive Production of Dynamic 3D Sceneries for Virtual Television Studio</i>			
			INRIA	Paper: <i>Giat Virtual Training Formation à la maintenance</i>			
<b>ICMR</b>	Cranfield	September 2005	Labein	Paper: <i>Architectures for distributed multimodal virtual environments</i>			Medium/ achieved
<b>ENACTIVE</b> conference	Genoa, Italy	November 17-18, 2005	Labein				Medium/ planned
<b>ENACTIVE</b> workshop	Pisa, Italy	March 2005	Labein				medium
<b>Worldhaptics</b>	Pisa, Italy	March 2005	Labein				high
			INRIA	Paper: <i>A4: A Technique to Improve Perception of Contacts with Under-Actuated Haptic Devices in Virtual Reality</i> Paper: <i>The “Bubble” Technique:</i>			

				<i>Interacting with Large Virtual Environments Using Haptic Devices with Limited Workspace</i>			
			PERCRO				
<b>CER</b> exhibition, Communicating European Research	Belgium	November 14-15, 2005	SpaceApps				low
<b>2<sup>nd</sup> INTUITION International Workshop</b>	Senlis, France	November 24 – 25, 2005	PUE				high
			COAT				
<b>ISMAR</b>	Vienna, Austria	October 4-10, 2005	ART			yes	medium
11th Int. Conf. On Virtual Reality Systems and Multimedia <b>VSMM</b>	Ghent, Belgium	October 3 - 7, 2005	PUE	Paper: <i>Image-based Photorealistic 3D Models for Virtual Museum Exhibitions</i>			medium
ACM Symposium on Virtual Reality Software and Technology - <b>VRST</b>	Monterey, CA, USA	November 7 - 9, 2005	PUE	Paper: <i>Dynamic Creation of Interactive Mixed Reality Presentations</i>			medium
IEEE International Symposium of Multimedia <b>ISM</b>	Irvine, CA, USA	December 12 - 14, 2005	PUE	Paper: <i>A Method of Holistic 3D Visualization of Arbitrarily Large Datasets</i>			medium
<b>CNIV</b>	Bucharest, Romania	October 28, 2005	Ovidius	Presentation in a plenary session: <i>INTUITION project</i> Paper: <i>Using a theater-based metaphor in education</i>		yes	medium

				(Intuition link on the conf. website)			
<b>Eurographics</b>	Dublin, Ireland	Aug 29 – Sept 2, 2005	INRIA	Paper: <i>Morphology-independent representation of motions for interactive human-like animation</i>			high
<b>IEEE-RAS</b> International Conference on Humanoid Robots	Tsukuba, Japan	December 5-7, 2005	INRIA	Paper: <i>Fast inverse kinematics and kinetics solver for human-like figures</i>			
<b>eChallenges</b>	Ljubljana, Slovenia	October 19 – 21, 2005	COAT-Basel	Paper: <i>Virtual Reality Systems in New Working Environments and how INTUITION will face this challenge</i>		yes	medium
			USAL				
<b>SIBGRAPI</b> , Symposium on CG and Image Processing	Natal, Brazil	October 9 – 12, 2005	Plzen	Presentation: <i>The INTUITION project</i>			medium
<b>IPT/EGVE</b>	Aalborg, Denmark	October 6 – 7	FhG-IAO			yes	high
<b>CAD/Graphics</b> International conference on Computer Aided Design and Computer Graphics.	Hong Kong	December 7 – 10, 2005	INRIA	Paper: <i>Dual Graph of a Mesh Partition for Interactive Analysis of Huge Digital Mockups</i>			
<b>2006</b>							
<b>WSCG</b>	Plzen - Bory, Czech Republic	January 3 - February 3, 2006					high
<b>SPIE</b> : “Stereoscopic Displays and Applications” and “The Engineering Reality of Virtual Reality”	San Jose, USA	January 15 – 19, 2006	Uni Warwick				Medium
<b>IEEE VR</b>	Alexandria, Virginia USA	March 25-29, 2006					high
<b>Siggraph</b>	Boston, USA	August 1-3, 2006	INRIA		yes	yes	High/ planned
			COAT-Basel				
<b>ADM</b> International Conference on Advanced	Harbin, China	January 2006	Labein	Paper: <i>Virtual Assembly Simulation In a Distributed Haptic Virtual Environment</i>			Medium

Design and Manufacture							
<b>Edutainment</b> International Conference on E-learning and Games	Zhejiang University, China	April 16-18, 2006					Medium
<b>ACM VRST</b>							high
<b>Eurohaptics</b>	Paris, France	July 3 – 6, 2006					high
<b>Laval Virtual</b>	Laval, France						high
<b>IPT/EGVE</b>							high
<b>afrigraph</b>	Cape Town, South Africa.	January 25- 27, 2006	Any volunteers? ☺				medium
<b>Medicine meets Virtual Reality 14</b>	Long Beach, CA, USA	January 24 – 27, 2006	UniTwente				Medium

#### **Intuition Related Books/Journal Publications:**

1. Izkara J.L.; Los Arcos J.L.; Maseda J.M; 'Component-based approach for Mixed Reality Applications' Development; Proceeding of Virtual Reality International Conference (VRIC) ISBN:2-9515730-4-9. 2005 Laval, Francia.
2. R. Iglesias, T. Gutierrez. C.A. Avizzano, G. Jansson, C. Magnusson, K. Rasmus. "*Haptic and Audio Interfaces and Applications for Blind People*". Special Issue of Virtual Reality journal: Haptic Interfaces and Applications, 2005 (to be approved).
3. Patel, M., M. White, N. Mourkoussis, K. Walczak, R. Wojciechowski, J. Chmielewski, Metadata Requirements for Digital Museum Environments, International Journal on Digital Libraries, Special issue on Digital Museum, Volume 5, Number 3; May 2005; pp. 179 – 192
4. Georges Dumont and Christofer Kühl **Simulator for Helping in Design of a New Active Catheter to Coloscopy** in Cutting Edge Robotics, p519-532, June, 2005

5. N. Mollet, De l'Objet-Relation au Construire en Faisant: **Application à la spécification de scénarios de formation à la maintenance en Réalité Virtuelle**, Thesis, University of Rennes I, July, 2005
6. C. Arrouet, M. Congedo, J.E. Marvie, F. Lamarche, A. Lécuyer, and B. Arnaldi, **Open-ViBE: a 3D Platform for Real-Time Neuroscience**, Journal of Neurotherapy, Vol. 9, Num. 1, 2005
7. Höysniemi, Johanna; Hämäläinen, Perttu; Turkki, Laura; Rouvi, Teppo Children's Intuitive Gestures in Vision-based Action Games Communications of the ACM, vol. 1, 44-50, 2005
8. Gröhn, Matti; Lokki, Tapio; Takala, Tapio Comparison of Auditory, Visual , and Audio-visual Navigation in a 3D Space ACM Transactions on Applied Perception, vol. 2, 2005
9. Akenine-Möller, Tomas; Aila, Timo Conservative and Tiled Rasterization Using a Modified Triangle Setup Journal of Graphics Tools, vol. 10, nr. 3, 2005
10. Laine, Samuli; Aila, Timo Hierarchical Penumbra Casting Computer Graphics Forum, vol. 24, nr. 3, 313-322, 2005
11. Lokki, Tapio; Gröhn, Matti Navigation with auditory cues in a virtual environment IEEE Multimedia, vol. 12, nr. 2, pp. 80-86, 2005
12. Laine, Samuli; Aila, Timo; Assarsson, Ulf; Lehtinen, Jaakko; Akenine-Möller Tomas Soft Shadow Volumes for Ray Tracing ACM Transactions on Graphics, vol. 24, nr. 3, 1156-1165, 2005
13. Laine, Samuli A General Algorithm for Output-Sensitive Visibility Preprocessing ACM SIGGRAPH 2005 Symposium on Interactive 3D Graphics and Games, Washington D.C., 3.4.-6.4.2005, 31-39, 2005
14. Laine, Samuli Split-Plane Shadow Volumes Laine, Graphics Hardware 2005, 23-32, 2005

A special issue will appear in the Springer journal Virtual Reality

(<http://link.springer.de/link/service/journals/10055/index.htm>).