

VR Showcase

28 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

Venue: BHIRAJ Hall 3 - Experience Hall (Art Gallery)

Date/Time:

28 - 29 November 2017, 10:00am - 06:00pm

30 November 2017, 10:00am - 04:00pm

Anatomy Builder VR: Comparative Anatomy Lab Promoting Spatial Visualization

Anatomy Builder VR will be presented at the VR Showcase. Audience members will be able to experience the content via the HTC VIVE system in person. In addition, they will be able to see the VR environment via a display at the booth.

Presenter(s):

- 🔊 *Jinsil Hwaryoung Seo, Soft Interaction Lab, Texas A&M University, USA*
- 🔊 *Brian Michael Smith, Soft Interaction Lab, Texas A&M University, USA*
- 🔊 *Michael Bruner, Soft Interaction Lab, Texas A&M University, USA*

ANEEME: Synthesizing and Sharing Animation Building Blocks for Rapid Creation of 3D Virtual Scenes

ANEEME focuses on building technologies that rapidly synthesize animated visual scenes. This virtual reality experience immerses users to different styles and cultures of houses around the world. This application enable users to design, build, customize, and share their dream house.

Presenter(s):

- 🔊 *Vanessa H. Tan, University of the Philippines – Diliman - Philippines*
- 🔊 *Rowel O. Atienza, University of the Philippines – Diliman - Philippines*
- 🔊 *Maria Isabel Saldares, University of the Philippines – Diliman - Philippines*
- 🔊 *Joel Casimiro, University of the Philippines – Diliman - Philippines*
- 🔊 *Maria Shangrila Viola, University of the Philippines – Diliman - Philippines*

VR Showcase

28 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

BoEs: Attachable Haptics Bits on Gaming Controller for Designing Interactive Gameplay

We present Bits of Elements (BoEs), an attachable module system on gaming controller, which allow the game designer to rapidly prototype their VR controller with tactile sensations.

Presenter(s):

 *Ping-Hsuan Han, National Taiwan University, Taiwan*

EXA Episode 1 - Dimension 12

Recruits will undergo a training to access Dimension 12 lead by Commander Lee. In the midst of the training brief, an emergency will erupt causing system disruption. Discover the root cause to continue the journey towards Dimension 12.

Presenter(s):

 *Kew Chee, Dutajaya Media Sdn Bhd (DJM), Malaysia*

Light-Tracing: Ray-casted Movement for Improved Character Control in Platform Virtual Reality Gaming

Light Tracing is a novel navigational control scheme that ray casts an area to guide movement of a character in 3rd person view game scenes.

Presenter(s):

 *Clinton Anderson, University of Southern California, USA*

VR Showcase

28 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

Collaborative VR Painting in Web Browsers

Sponsored by



SA2017.SIGGRAPH.ORG

Organized by





10th Edition

SIGGRAPH
ASIA 2017
BANGKOK

Multi-A-Painter provides a simple but very engaging way for groups of VR users to interact, by creating 3D paintings in real-time. Painters simply click a URL to join a session, using any recent web browser that supports WebGL and WebVR.

Presenter(s):

- ☞ Jonathan Knispel, The University of Western Australia, Australia
- ☞ Fraser Bullock, The University of Western Australia, Australia

Recursive Function Space: Exploring Meta-cognitive Scenery via HMD

Recursive Function Space consists of four (RFS1.0) or six (RFS2.0) clones of the player (HMD wearer), characterized in a distinctive perspective transition among these clones that gives an out-of-body-like experience of seeing oneself, how one looks at oneself, and how one is looked by oneself.

Presenter(s):

- ☞ Kenri Kodaka, Nagoya City University, Japan
- ☞ Koyo Mori, Nagoya City University, Japan

ReverseCAVE Experience: Providing Reverse Perspectives for Sharing VR Experience

ReverseCAVE is a system for sharing the experiences of people in VR with others (observers). In addition, it is possible to visually recognize the actual appearance of the person performing the act at the motion capture studio and the superimposed character at the same time.

Presenter(s):

- ☞ Akira Ishii, University of Tsukuba, Japan
- ☞ Masaya Tsuruta, University of Tsukuba, Japan
- ☞ Ippei Suzuki, University of Tsukuba, Japan
- ☞ Shuta Nakamae, University of Tsukuba, Japan
- ☞ Tatsuya Minagawa, University of Tsukuba, Japan
- ☞ Junichi Suzuki, University of Tsukuba, Japan
- ☞ Yoichi Ochiai, University of Tsukuba, Japan

VR Showcase

28 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

Stretchar(m) Makes Your Arms Elastic

Sponsored by



SA2017.SIGGRAPH.ORG

Organized by





Stretchar(m) gives a unique experience of having elastic arms that can be gradually extended or retracted where the virtual arms are visually stretched from the first person perspective in the head-mounted display (HMD) space, through a physical action of pulling a pole against each other.

Presenter(s):

- ☞ Kenri Kodaka, Nagoya City University, Japan
- ☞ Koyo Mori, Nagoya City University, Japan

The Blues

"The Blues" is an interactive experience about panic disorder and agoraphobia. It provides an intimate glimpse into what it's like to live with this illness on a physical and mental level. The only way to win the game is to exit the apartment and overcome the fear of being outside.

Presenter(s):

- ☞ Caty Davis Blattermann, Filmakademie Baden-Württemberg, Germany
- ☞ Malte Stehr, Filmakademie Baden-Württemberg, Germany

The Golden Guardian: Multi-Sensory Immersive Gaming Through Multi-sensory Spatial Cues

We present The Golden Guardian, a Virtual Reality (VR) game using multiple senses for spatial cue for creating an immersive game experience. We implemented visual feedback, audio feedback, and haptic feedback that delivering different cues in different situations in the virtual world.

Presenter(s):

- ☞ Taizhou Chen, City University of Hong Kong, Hong Kong
- ☞ Junyu Liu City University of Hong Kong, Hong Kong
- ☞ Kening Zhu, City University of Hong Kong, Hong Kong

VR Showcase

28 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

THE PLANET CUBE: A Full-dome/VR Surreal Short Film

Sponsored by



SA2017.SIGGRAPH.ORG

Organized by



THE PLANET CUBE is originally a surreal full-dome film about a journey to an imaginary planet that has cubic shape. This film takes audiences to a calm journey landing on each world, discovering and experiencing the surreal imaginary landscape. This film is made for sit-down VR as well.

Presenter(s):

- ☞ Nahomi Maki, Kanagawa Institute of Technology, Tokyo University of the Arts, Japan

The Simple Formula - The Augmented Virtuality Installation Work for "Breaking Glass"

"The Simple Formula" is an Augmented Virtuality installation work for glass breaking. This work involves user's body into the virtual space that is displayed in the front. In the virtual space the user will be faced a realistic glass wall and destroy it by taking "action" with his own body.

Presenter(s):

- ☞ Tatsuro Kudo, Kurume Institute of Technology, Japan

Virtual Reality Inspection and Painting with Measured BRDFs

A virtual reality painting application enabling the user to paint on 3D models with real measured materials, much like in the physical world. We enable analog artists to apply their skills directly on a digital model, and engineers to directly inspect BRDFs in a fast and intuitive way.

Presenter(s):

- ☞ Alessandro Dal Corso, Technical University of Denmark
- ☞ Jonathan Dyssel Stets, Technical University of Denmark
- ☞ Andrea Luongo, Technical University of Denmark

Walking Tour of Cultural Heritage Sites

Our work provides users with the high detailed 3D scanned data from the heritage site. Users tour the site by means of walking, moving their feet up and down to mimic the walking motion.

Presenter(s):

- ☞ Pongsagon Vichitvejpaisal, Thammasat University, Thailand
- ☞ Saran Sillapaphiromsuk, Nova Research, Thailand
- ☞ Pizzanu Kanongchaiyos, Chulalongkorn University Thailand