CALL FOR SUBMISSIONS!   CALL FOR PARTICIPATION!

IEEE VR 2007 Workshop:
The Future Standards for Immersive VR

AIMS AND SCOPE OF THE WORKSHOP
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This workshop intends to bridge the historical rift between the VR and Web3D Communities. While the two fields of Web 3D graphics and VR 3D graphics have tended to view their technology as different beasts, they have many of the same requirements in terms of virtual world content - modeling, lighting, animation, and interaction/direct manipulation. Indeed, commodity hardware and open-source software advances enable a spectrum of immersion- not an all-or-nothing proposition or 'just for national labs only'…

This workshop will highlight common interests in seamless access to network-based VR content and resources. We intend to critically examine the philosophies and feature sets of various scenegraph tools including ISO-based scenegraph standards such as X3D/VRML in immersive contexts. For example, what are common requirements for a data archive format that provides expressive runtime and application behavior? Through multiple tool and application examples, we will attempt to illuminate the commonalities and differences between the communities and develop a common roadmap of education and effort.

WORKSHOP FORMAT AND PARTICIPATION
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The workshop will take place **Saturday March 10** (all full day, 8:30–5:00) at IEEE VR 2007 in Charlotte, NC [http://conferences.computer.org/vr/]. Any researcher, implementer, or end–user with a perspective on Standards and immersive systems is welcome to participate. Interactive presentations will be conducted throughout the morning and early afternoon, concluding with an open discussion highlighting open issues and roadmap items.

SUBMISSIONS
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Participants are invited to submit position papers that address the theme Web3D vs VR scenegraphs and technology. These papers will be reviewed by the organizers. Position papers should include examples, challenges, and/or opportunities for describing immersive scenegraphs through standards–based languages. The papers and presentations will provide the basis for the plenary discussion. Papers may be between 2 and 5 pages, and they should be formatted according to the TCVG Publication format in Quality PDF. *Workshop papers will be published in the conference DVD ROM.*

Intention to submit is due by January 5 – with abstract and author list.
Authors will be notified January 14.
Final submissions will be due January 26.

Please email all submissions and questions to: npolys@vt.edu

ORGANIZERS
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      Nicholas F. Polys, Virginia Tech USA
      Anthony Steed, University College UK
      Johannes Behr, ZGDV Germany
      Don Brutzman, Naval Postgraduate School USA