Message from the Technical Program Chairs

ICVRV 2013

ICVRV, the International Conference on Virtual Reality and Visualization, was initiated in Beijing, China on 4-5 November 2011. Following the success of the first event, the second event ICVRV 2012 was held in Qinhuangdao, China on 14-15 September 2012, and ICVRV 2013 was held on 14-15 September 2013 in Xi’an, China.

On behalf of the technical program committee, we are pleased to present the program for ICVRV 2013. This year’s program consists of thirty-nine regular papers and twenty-nine short papers, where eight regular papers will be published in Transactions on Edutainment (ToE), and other papers will be included in this proceedings book.

We are also honored to announce seven plenary presentations delivered by Prof. Mateu Sbert (University of Girona, Spain), Prof. Enhua Wu (University of Macau, China), Prof. Shimin HU (Tsinghua University, China), Prof. Hujun BAO (Zhejiang University, China), Prof. Yongtian WANG (Beijing Institute of Technology, China), Prof. Guoping WANG (Peking University, China) and Prof. Zhigeng PAN (Hangzhou Normal University, China).

The technical program committee of ICVRV 2013 received 193 submissions from Algeria, American Samoa, China, Czech Republic, Pakistan, Sweden, United Kingdom, and United States. These submissions show very encouraging community awareness and author support for the conference. The acceptance rate for regular papers is 19.5%. Each paper was assigned to at least two reviewers. The selected regular and short papers cover a variety of topics ranging from Animation, Application of the virtual human body, Augmented reality (AR), Behavioral Modeling, Data Visualization, Digital Entertainment and Education, Distributed Systems, Distributed Virtual Environment, Dynamic Texture Synthesis, Embedded Graphics System, Geometry compression, Graphics hardware acceleration, Growth of virtual plant simulation, Haptic rendering touch, Human-computer interaction technology, Image-based rendering, Intelligent Virtual Environment, Machine Vision, Mixed Reality, Modeling Technique, Multimedia, Multi-resolution techniques, Optical Display Technology, Real-time graphics rendering, Simulation, Three-dimensional data acquisition techniques, Three-dimensional Geographic Information System, Three-dimensional reconstruction of medical images, Various types of simulators, Virtual Design / Manufacturing / Engineering, Virtual Geographic Environments, Visualization of Mining and Exploration, Volume Rendering, VR application of pattern recognition, VR applications, VR Games, VR sensor technology, VR system architecture, and Web-3D.

IEEE Computer Society cordially co-sponsored ICVRV, and many IEEE members devoted enormous time and efforts to maintain the high technical standard of the conference. Our sincerely appreciation goes to the Computer Society and IEEE experts. We would also like to thank the Conference Publishing Services (CPS) staff who helped to make the publication process successful, to thank Dr. Xun Luo from Qualcomm Research on the publication of this proceedings book through IEEE CPS.

The success of ICVRV 2013 is also due to the financial and practical support of various institutions. We would like to thank all of them for offering the opportunity to organize ICVRV 2013 in a way that provided a diversified scientific and social program. Especially, we would like to thank all members of the International Program Committee and Organizing Committee for their great job in defining the conference topics, reviewing the large number of submitted papers, and managing to put all the material together for this great event.
As a vibrantly young international forum for virtual reality and visualization researchers, engineers and students, ICVRV is striving to be an enjoyable, stimulating, interesting and thought-provoking event for all the participants. We look forward to meeting you in Xi’an, and hope ICVRV to be more successful in following years.

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