Tutorial: Introduction to VR Technology

This tutorial is intended for those new to the VR/VE field. It will present topics related to Input Devices (such as Gesture Interfaces), Output Devices (such as Haptic Displays), Computing Architectures for VR, Modeling of virtual objects, VR Programming issues, Human Factors (user performance evaluations and cybersickness) and VR Applications. The tutorial is based on the book recently published by the Instructor (www.vrtechnology.org).

Lecturer
Grigore Burdea, Rutgers University

Tutorial: Open Scene Graph A: Introduction
Tutorial: Open Scene Graph B: Examples and Applications

This tutorial has two sessions. The first session serves as an introduction to Open Scene Graph. It will cover the basics of scene graph technology and how it benefits large 3D graphics software that requires high performance. OpenSceneGraph will be presented as the choice implementation of scene graph technology through use of standards, extensibility and flexibility. This session will also, briefly, touch on the benefits of using open source as a development platform. The second session will walk the attendee through several C++ code examples, discussing techniques and reasons for usage. The attendee should come away with a good start toward developing a specific application.

Lecturers
Don Burns, OpenSceneGraph
Robert Osfield, OpenSceneGraph