### Emerging Technologies

**Tuesday, 03 November**
**09:30 – 16:30**

**Kobe Int’l Exhibition Hall No. 2, Convention Hall, Level 1**

#### Emerging Technologies

- Ballumiere: Real-time Tracking and Projection System for High-Speed Flying Balls
- Bump Ahead: Easy-to-Design Haptic Surface using Magnet Array
- CalibraTable: Tabletop System for Influencing Eating Behavior
- ChameleonMask: A Human-Surrogate System with a Telepresence Face
- Consistent Desktop Sharing Based on Document Coordinate System for Face-to-Face Online Meeting
- Diminshable Visual Markers on Fabricated Projection Object for Dynamic Spatial Augmented Reality
- Dollhouse VR: A Multi-view, Multi-user Collaborative Design Workspace with VR Technology
- Ear Ball for Empathy: Research into the Simulation of Sensory Experiences Common to Developmental Disorders
- Elastylus: Flexible Haptic Painting Stylus
- Electric Bow Interface 3D
- fVisiOn: Interactive Glasses-free Tabletop 3D Images Floated by Conical Screen and Modular Projector Arrays
- Interactive Volumetric Fog Display
- JackIn Head: An Immersive Human-Human Telepresence System
- Ketsuro-Graffiti: A Canvas with Computer Generated Water Condensation
- Living Book of Anatomy Project: See your Insides in Motion!
- MUBASE and SASR System
- Novel 3D Head-Up-Display for Automobile
- Peeling Museum
- Please Show Me Inside: Improving the Depth Perception Using Virtual Mask in Stereoscopic AR
- R2D2 w/ AirR: Real Time & Real Space Double-Layered Display with Aerial Imaging by Retro-Reflection
- Scope+: A Stereoscopic Video See-Through Augmented Reality Microscope
- SkinWatch: Adapting Skin as a Gesture Surface
- Sticky Projection Mapping: 450-fps Tracking Projection onto a Moving Planar Surface
- ThirdHand: Wearing a Robotic Arm to Experience Rich Force Feedback
- TransformTable
- Twech: A Mobile Platform to Search and Share Visuo-tactile Experiences
- WholeGrip: Grip Type Master Hand with the Whole Hand Tactile Feedback
- X-Dimensional Display: Superimposing 2D Cross Sectional Image inside 3D Wireframe Aerial Image
- Yubi-Toko: Finger Walking
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<th>Time</th>
<th>Session</th>
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<tr>
<td>13:00 – 13:15</td>
<td>Emerging Technologies Talk</td>
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<tr>
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<td>Emerging Technologies Welcome and Introduction: Including an Overview of</td>
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<td>Review Process and Results</td>
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<td>13:15 – 14:15</td>
<td>Emerging Technologies Talk</td>
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<td></td>
<td>Session One: Enhance Real World by Projection Mapping</td>
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<td>- Interactive Volumetric Fog Display</td>
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<td>- Diminishable Visual Markers on Fabricated Projection Object for</td>
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<td>Dynamic Spatial Augmented Reality</td>
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<td>- Sticky Projection Mapping: 450-fps Tracking Projection onto a Moving</td>
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<td>Planar Surface</td>
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<td>14:25 – 15:45</td>
<td>Emerging Technologies Talk</td>
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<td>Session Two: Displays – Beyond Pixels</td>
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<td>- Ketsuro-Graffiti: A Canvas with Computer Generated Water Condensation</td>
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<td>- fVisiOn: Interactive Glasses-free Tabletop 3D Images Floated by</td>
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<td>Conical Screen and Modular Projector Arrays</td>
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<td>- R2D2 w/ AIRR: Real Time &amp; Real Space Double-Layered Display with</td>
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<td>Aerial Imaging by Retro-Reflection</td>
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<td>- X-Dimensional Display: Superimposing 2D Cross Sectional Image inside</td>
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<td>3D Wireframe Aerial Image</td>
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- Yubi-Toko: Finger Walking in Snowy Scene using Pseudo-haptic Technique on Touchpad |
### Emerging Technologies

**Wednesday, 04 November**

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<tr>
<td>11:00 – 12:00</td>
<td><strong>Emerging Technologies Talk</strong>&lt;br&gt;Session Three: Touch the Surface&lt;br&gt;- Yubi-Toko: Finger Walking in Snowy Scene using Pseudo-haptic Technique on Touchpad&lt;br&gt;- Twech: A Mobile Platform to Search and Share Visuo-tactile Experiences&lt;br&gt;- Elastylus: Flexible Haptic Painting Stylus</td>
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<td>13:00 – 14:20</td>
<td><strong>Emerging Technologies Talk</strong>&lt;br&gt;Session Four: Human Interfaces&lt;br&gt;- ChameleonMask: A Human-Surrogate System with a Telepresence Face&lt;br&gt;- JackIn Head: An Immersive Human-Human Telepresence System&lt;br&gt;- SkinWatch: Adapting Skin as a Gesture Surface&lt;br&gt;- Ear Ball for Empathy: Research into the Simulation of Sensory Experiences Common to Developmental Disorders</td>
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<td>14:30 – 15:50</td>
<td><strong>Emerging Technologies Talk</strong>&lt;br&gt;Session Five: AR for Various Scenes&lt;br&gt;- CalibraTable: Tabletop System for Influencing Eating Behavior&lt;br&gt;- Living Book of Anatomy Project: See your Insides in Motion!&lt;br&gt;- Please Show Me Inside: Improving the Depth Perception Using Virtual Mask in Stereoscopic AR&lt;br&gt;- Scope+: A Stereoscopic Video See-Through Augmented Reality Microscope</td>
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**Emerging Technologies**

**Thursday, 05 November**

09:30 – 16:30

Kobe Int’l Exhibition Hall No. 2, Convention Hall, Level 1

**Emerging Technologies**

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| 11:00 – 12:00 | **Emerging Technologies Talk**  
**Session Six: Sports – Toward 2020**  
- Ballumiere: Real-time Tracking and Projection System for High-Speed Flying Balls  
- Electric Bow Interface 3D |
| 13:00 – 14:20 | **Emerging Technologies Talk**  
**Session Seven: Feel It!**  
- ThirdHand: Wearing a Robotic Arm to Experience Rich Force Feedback  
- WholeGrip: Grip Type Master Hand with the Whole Hand Tactile Feedback  
- Bump Ahead: Easy-to-Design Haptic Surface using Magnet Array  
- Peeling Museum |
| 14:30 – 15:50 | **Emerging Technologies Talk**  
**Session Eight: Cool Collaborative Technologies**  
- TransformTable  
- Dollhouse VR: A Multi-view, Multi-user Collaborative Design Workspace with VR Technology  
- Consistent Desktop Sharing Based on Document Coordinate System for Face-to-Face Online Meeting  
- MUBASE and SASR System |
| 16:00 – 16:15 | **Kobe Int’l Exhibition Hall No. 2, Convention Hall, Level 1**  
**Emerging Technologies Talk**  
**Emerging Technologies Prize Ceremony**  
- Yuichi Itoh, Emerging Technologies Chair |