



Tuesday, 03 November

Session

09:30 – 16:30

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

Emerging Technologies

- A Practical Ball Sports Platform Combining Dynamic Body Action with Real-time Computer Graphics during Ball Play
- 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
- Diminishable 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



Emerging Technologies



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Tuesday, 03 November	Session
13:00 – 13:15	Emerging Technologies Talk Emerging Technologies Welcome and Introduction: Including an Overview of Review Process and Results
13:15 – 14:15	Emerging Technologies Talk Session One: Enhance Real World by Projection Mapping <ul style="list-style-type: none">- Interactive Volumetric Fog Display- Diminishable Visual Markers on Fabricated Projection Object for Dynamic Spatial Augmented Reality- Sticky Projection Mapping: 450-fps Tracking Projection onto a Moving Planar Surface
14:25 – 15:45	Emerging Technologies Talk Session Two: Displays – Beyond Pixels <ul style="list-style-type: none">- Ketsuro-Graffiti: A Canvas with Computer Generated Water Condensation- fVisiOn: Interactive Glasses-free Tabletop 3D Images Floated by Conical Screen and Modular Projector Arrays- R2D2 w/ AIRR: Real Time & Real Space Double-Layered Display with Aerial Imaging by Retro-Reflection- X-Dimensional Display: Superimposing 2D Cross Sectional Image inside 3D Wireframe Aerial Image





Wednesday, 04 November Session

09:30 – 16:30

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- Yubi-Toko: Finger Walking in Snowy Scene using Pseudo-haptic Technique on Touchpad





Wednesday, 04 November	Session
11:00 – 12:00	Emerging Technologies Talk Session Three: Touch the Surface <ul style="list-style-type: none">- Yubi-Toko: Finger Walking in Snowy Scene using Pseudo-haptic Technique on Touchpad- Twech: A Mobile Platform to Search and Share Visuo-tactile Experiences- Elastylus: Flexible Haptic Painting Stylus
13:00 – 14:20	Emerging Technologies Talk Session Four: Human Interfaces <ul style="list-style-type: none">- ChameleonMask: A Human-Surrogate System with a Telepresence Face- JackIn Head: An Immersive Human-Human Telepresence System- SkinWatch: Adapting Skin as a Gesture Surface- Ear Ball for Empathy: Research into the Simulation of Sensory Experiences Common to Developmental Disorders
14:30 – 15:50	Emerging Technologies Talk Session Five: AR for Various Scenes <ul style="list-style-type: none">- CalibraTable: Tabletop System for Influencing Eating Behavior- Living Book of Anatomy Project: See your Insides in Motion!- Please Show Me Inside: Improving the Depth Perception Using Virtual Mask in Stereoscopic AR- Scope+: A Stereoscopic Video See-Through Augmented Reality Microscope





Thursday, 05 November

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Emerging Technologies



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11:00 – 12:00	Emerging Technologies Talk Session Six: Sports – Toward 2020 <ul style="list-style-type: none">- A Practical Ball Sports Platform Combining Dynamic Body Action with Real-time Computer Graphics during Ball Play- 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! <ul style="list-style-type: none">- 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 <ul style="list-style-type: none">- 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 <ul style="list-style-type: none">- Yuichi Itoh, Emerging Technologies Chair

