

Tuesday, 03 November	Session
09:30 – 16:30	Kobe Int'l Exhibition Hall No. 2, Convention Hall, Level 1
09.30 - 10.30	
	Emerging Technologies  A Practical Pall Sports Platform Combining Dynamic Pody Action with Poal time
	- A Practical Ball Sports Platform Combining Dynamic Body Action with Real-time
	Computer Graphics during Ball Play  Bally priores Deal times Tracking and Draineties Systems for High Coased Elving Balls
	- 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
T	- 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
	I SINT TOROLL TO SINTED







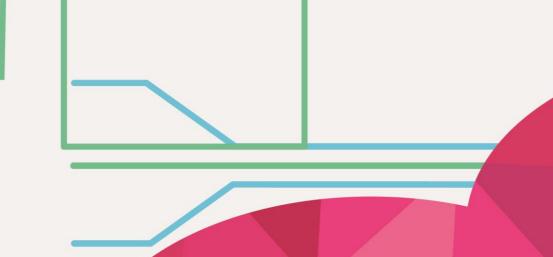


Tuesday, 03 November	Session
13:00 - 13:15	Emerging Technologies Talk
	Emerging Technologies Welcome and Introduction: Including an
	Overview of Review Process and Results
13:15 - 14:15	Emerging Technologies Talk
	Session One: Enhance Real World by Projection Mapping
	- Interactive Volumetric Fog Display
	- 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
	- 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

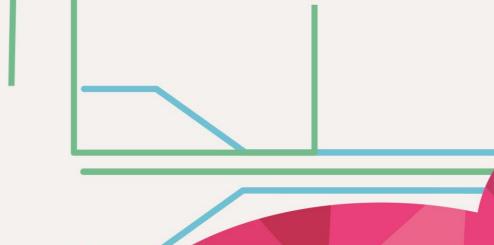


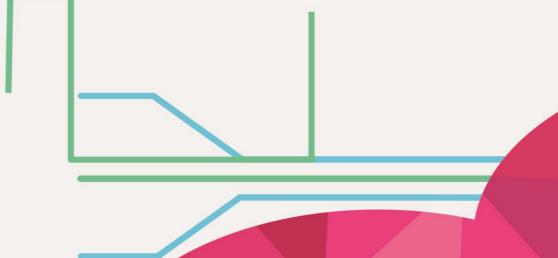




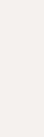
















#### Wednesday, 04 November Session

09:30 - 16:30

### 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 in Snowy Scene using Pseudo-haptic Technique on Touchpad









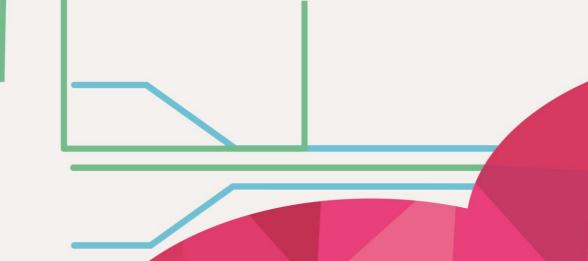


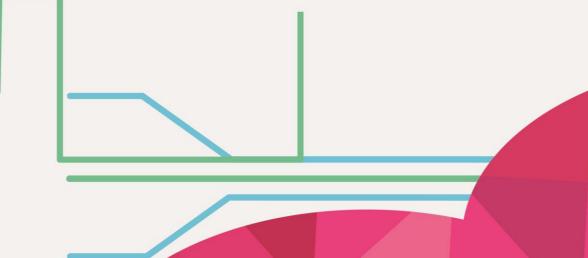


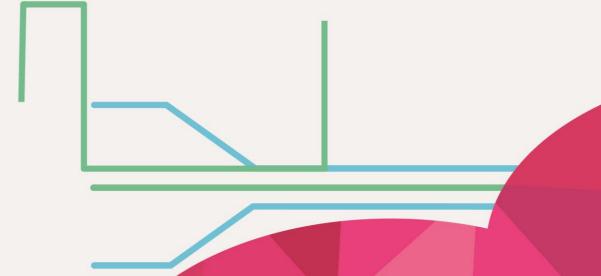
Wednesday, 04 November	Session
11:00 - 12:00	Emerging Technologies Talk
	Session Three: Touch the Surface
	- Yubi-Toko: Finger Walking in Snowy Scene using Pseudo-haptic
	Technique on Touchpad
	- Twech: A Mobile Platform to Search and Share Visuo-tactile
	Experiences
	- Elastylus: Flexible Haptic Painting Stylus
13:00 - 14:20	Emerging Technologies Talk
	Session Four: Human Interfaces
	- 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
	- 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	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  Nevel 2D Head His Display for Automobile
	- Novel 3D Head-Up-Display for Automobile
	- Peeling Museum  Dlagge Chave Me Incides Improving the Denth Denception Using Virtual Mock in
	- Please Show Me Inside: Improving the Depth Perception Using Virtual Mask in
	Stereoscopic AR  P2D2 w/ AIRD, Pool Time & Pool Space Double Lavered Display with Aerial Imaging
	- 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
1	- 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 in Snowy Scene using Pseudo-haptic Technique on







Touchpad





Thursday, 05 November	Session
11:00 - 12:00	Emerging Technologies Talk
	Session Six: Sports – Toward 2020
	- 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!
	- 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
4 4 0 0 4 5 5 0	- 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 Deckton Charing Based on Decument Coordinate System
	- 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
10.00 - 10.13	Emerging Technologies Talk
	Emerging Technologies Talk  Emerging Technologies Prize Ceremony
	- Yuichi Itoh, Emerging Technologies Chair
	- Iulchi iton, Linerging fechnologies Chair





