

ACM VRST 2006:

Special session on Aesthetic Augmented Reality

Session description

A special session on *aesthetic augmented reality* will be organised as part of the ACM VRST conference 2006. The interpretation of augmented reality will be broad and include interactive real-time optical or video augmented reality as well as off-line high-quality augmentation of real imagery. However, the focus is on tools and techniques for improving the aesthetic appearance of objects, by removing artefacts, improving the overall image consistency, adding new lighting components, etc. The addressed topics can range for example, from improving calibration and registration techniques to account for accurate occlusions between virtual and real objects, through data capture, to enhancement tools and methods.

- System Calibration: registration, calibration, tracking
- Data capture: high dynamic range images, geometry extraction
- Enhancement tools: interaction, relighting, virtual modification of the augmented scene (objects added, removed), accelerating techniques (hardware implementations)

Format

The session will be composed of four selected presentations, supported by accepted papers. Short and long versions will be considered. Submitted papers need to be original, unpublished work. They will be reviewed by an international panel of reviewers. Accepted papers will be published in the VRST proceedings.

Please follow the submission guidelines provided at <http://www.vrst.ploegos.com/submission.htm>
Papers are to be submitted directly to Celine Loscos, c.loscos@cs.ucl.ac.uk . An area will be arranged for upload if the size of the submission is larger than 3Mb.

Important dates

Paper submission	June 19 th , 2006
Notification of acceptance	July 17 th , 2006
Camera ready due	August 8 th , 2006

Session chair

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