



CALL FOR PARTICIPATIONS

Organized by:

**Virtual Systems and
Multimedia Society**

Xi'an Jiaotong University

Conference Honorary Chairs

Qinping Zhao

Beihang University, MOE, China

Takeo Ojika

Chubu Gakuin University, Japan

Conference Chairs

Nanning Zheng

Xi'an Jiaotong University, China

Daniel Thalmann

EPFL, Switzerland

Program Co-chairs

Alonzo C. Addison

UNESCO World Heritage Centre –

Virtual Heritage Network, USA

Maurizio Forte

Italian National Research Council

Hongbin Zha

National Lab on Machine

Perception, Peking University

Organizing Co-chairs

Zhigeng Pan

Zhejiang University, China

Yuehu Liu

Xi'an Jiaotong University, China

Jiaxin Wang

Tsinghua University, China

Conference Secretariat

Jianru Xue

Xi'an Jiaotong University, China

Xiaohong Jiang

VR Committee, CSIG, China

Virtual Systems and

Multimedia Society

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Alonzo Addison

(Vice President)

Scot Refsland (Vice President)

Robert Stone (Vice President)

Daniel Pletinckx

(VSMM2006 conference adviser)

Mario Santana Quintero

(Executive Officer)

Information

All inquiries about the submission of a paper, panel, tutorial, or workshop proposals should be made to:

VSMM2006 Conference Secretariat

email: china2006@vsmm.org

Conference website:

<http://www.vsmm.org/2006/>

About VSMM 2006

The 12th VSMM conference is hosted this year in the magnificent cultural city of Xi'an, China. This is the first time that VSMM is sited in China. VSMM2006 will bring experts from five continents to give presentations, exchange information and learn about the latest developments in the field of virtual systems and multimedia by focusing on their applications in Heritage, Healthcare, Games, Robotics, and the Arts.

VSMM2006, Xi'an, will present an exciting lineup of **plenary sessions, invited talks, tutorials, panels, poster sessions, workshops, visits** and an innovative **technology exhibition**.

Call for Papers

Full and short papers related to the following topical areas are solicited. However, any paper dealing with a pioneering or significant new development in virtual reality and multimedia is also encouraged.

RESEARCH and THEORY

VR theory and modeling of VR systems

Human-Centered design issues

Artificial life and dynamic worlds

Virtual/Augmented/Immersive

Environments

Modeling and Rendering

APPLIED TECHNOLOGY

Robotics and industrial applications

3D GIS: modeling and interpretation

3D scanning and sensing

Medical applications

On-demand and mobile computing

Game engine applications

PROFESSIONAL GUIDELINES and ETHICS

Guidelines and International Charters

Socio-economic modeling of VR

Usability, Health, and Safety Issues

Ethics of the design and use of VR

CULTURAL HERITAGE

Virtual Heritage and Museum Environments

Virtual Reality in Archaeology and Historical

Research

VR Tools and Mobile Devices for Heritage

Interpretation and Preservation

Social dimensions of Virtual Heritage

EDUCATION

Education and remote classrooms

Effectiveness of VR for education

Life Long Learning

Collaborative Environments

ART and ENTERTAINMENT

Media arts and creative technologies

Digital entertainment and performance

Traditional and mobile gaming

Edutainment for Culture Heritage

Full papers should describe original and unpublished work related to the above listed tracks or closely related topics and should not exceed **10 pages** single spaced in length including images, figures, tables and references. **Short papers** should describe work in progress about the above or closely related topics and should not exceed **4 pages** single spaced in length including images, figures, tables and references. Each short paper should be clearly identified as such.

Papers should also include the title, author names, affiliations, postal addresses, e-mail addresses and the contact person for the paper. See the VSMM 2006 website for a PDF format guide. Papers will be published in the 2006 proceedings, by either Springer, IEEE, or SPIE (TBD).

Call for Proposal on Panels

Please submit a **proposal** that describes what you plan to discuss. The proposal should include the topic, the importance of the topic to the VSMM2006 attendees, originality and a brief position statement. It should be around **3 pages** single spaced in length and submitted by email to the conference secretariat. Be sure to include the contact persons, affiliations, addresses, telephone numbers and email addresses. Panels have a duration of **90 minutes** in total and need to provide enough time for discussion.

Call for Proposal on Tutorials & Workshops

Please submit a **proposal** that describes what you plan to teach or workshop. The proposal must include a description of the objectives, duration, experience level and prerequisites of the intended audience, about 200-word abstract, outline of the content and the instructor's vita. Be sure to include the contact persons, affiliations, addresses, telephone numbers, and email address. Proposals should be around **3 pages** single spaced in length and submitted by email to the conference secretariat. Tutorials and workshops can be **half a day or a full day**.

Important Dates

Papers (long & short) and Proposals for panels and workshops: **June 1, 2006**

Notification of acceptance: **July 10, 2006**

Camera ready electronic paper: **August 1, 2006**

Conference: **October 18-20, 2006**