KEYNOTE TALK
Monday, July 16, 2012
1:30PM – 2:30 PM / MEGAS ALEXANDROS

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Multimodal Virtual Environment: from Research to Applications

Dr. Sabine Coquillart
INRIA, France

Abstract

Most research work in virtual reality has been devoted to providing a virtual stimulus to a single sensory modality (visual, audio, haptic, or, less frequently, smell and taste). Less work has been done on the integration of all these single-sense display types into a seamless system. This talk describes a first-person visuo-haptic integrated solution and shows how such integrated solutions open the doors to new, more realistic, applications.

Speaker Bio-Sketch: Sabine Coquillart is Research Director at INRIA where she is conducting researches in Virtual Reality and 3D user Interfaces. She received a doctorate in Computer Science from the University of Grenoble and an "Habilitation" degree from the University of Orsay, Paris. Before joining INRIA, she was a researcher at l'Ecole des Mines de Saint-Etienne (National Engineering School of Saint-Etienne) and worked for one year as a visiting scientist at the University of Utah, USA. She also spent one year at Thomson, and 6 months in the VMSD group of GMD (now Fraunhofer). She has research interest and publications in the areas of rendering, 3D modelling, animation, 3D user interfaces and virtual reality. She has served on several program committees and recently co-chaired the IEEE 3DUI 07-09, JVRC 2010-2011 and IEEE VR 2012 program committees. She has been, or is, on the editorial board of IEEE Transactions on Visualization and Computer Graphics, of Computer Graphics Forum and of the Journal of Virtual Reality and Broadcasting. She is a member of the EUROGRAPHICS Executive Committee. She was co-chair for EUROGRAPHICS'96, for the 2004 EUROGRAPHICS Symposium on Virtual Environments, for EUROGRAPHICS'06, for IEEE 3DUI'07-08-09, and for the 2009 Joint Virtual Reality Conference of EGVE - ICAT - EuroVR. She is a member of IEEE, Eurographics, and one of the Founding Members of the French Conputer Graphics Association, of the French Virtual Reality Association (first chair), and of EuroVR (European Association for Virtual Reality).