Immersive Visualization

A Special Track of the

8th International Symposium on Visual Computing (ISVC'12)

http://www.isvc.net

July 16-18, 2012, Crete, Greece

Scope:

Many elements are coming together that empower domain scientists to look to visualization and immersive technologies to assist in the discovery and analysis phases of their research. This confluence is created through advances in display and tracking technologies that make it easier and less costly to acquire an immersive display system, combined with researchers who are more accustomed to using newer interface technologies. Adoption is further driven by the increasing analysis demands stemming from the vast amounts of data created through high-resolution sensor technologies and large-scale supercomputing. As we witness the uneven expansion of the usage of immersive interfaces, we know there are some real challenges to be addressed. By bringing together researchers on the front lines where these challenges are being addressed, we expect to have a fruitful interchange of ideas with our speakers and audience members. The purpose of this special track is to bring practitioners together, providing a cohesive venue to share their experiences, technologies, applications and case studies. Furthermore, we look to growing the sense of community such that our combined efforts will lead to more than a series of one-off experiments and exciting YouTube videos, but rather a sustained endeavor that enables the field of immersive visualization to become established in a growing number of science researc venues.

Topics:

- Applications
    - Domain--- specific tools designed for a local team
    - General--- purpose tools for a broad research community
- Research
    - User-interface methods to enhance the workflow
    - Measurable benefits from using immersive interfaces
- VR Tools
    - Software libraries that enable good tool design

- o Software that enhances application portability

- Hardware
  - o Display hardware: stereoscopic TVs, HMDs, projection-based devices
  - o Input devices: tracking systems, multi-touch screens, wireless controllers
  - o Computing and rendering: cluster systems and GPU technologies

- Community-Building
  - o Case studies of domains that have higher rates of adoption
  - o Communities established around specific technologies (GeoWalls, WiiVR, etc.)

Paper Submission Procedure:

Papers submitted to ISVC 2012 Special Tracks must not have been previously published and must not be currently under consideration for publication elsewhere. Manuscripts should be submitted in camera-ready format and should not exceed **12 pages**, including figures and tables (see http://www.isvc.net for details). All papers accepted will appear in the symposium proceedings which will be published by **Springer-Verlag** in the **Lecture Notes in Computer Science (LNCS)** series.

Important Dates:

Paper submissions	May 7, 2012 (Extended)
Notification of acceptance	June 4, 2012
Final camera ready paper	June 18, 2012
Advance Registration	June 18, 2012
ISVC'12 Symposium	July 16-18, 2012

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