ISMAR 2015 Demonstrations
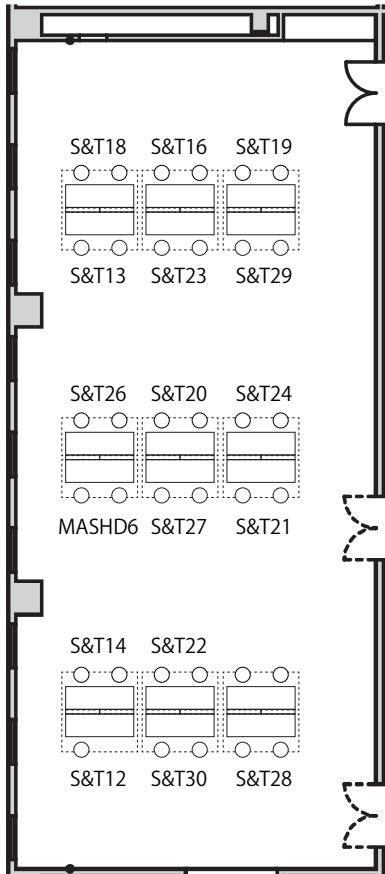
Core Time
30 Sept 16:25-18:25 (S&T)
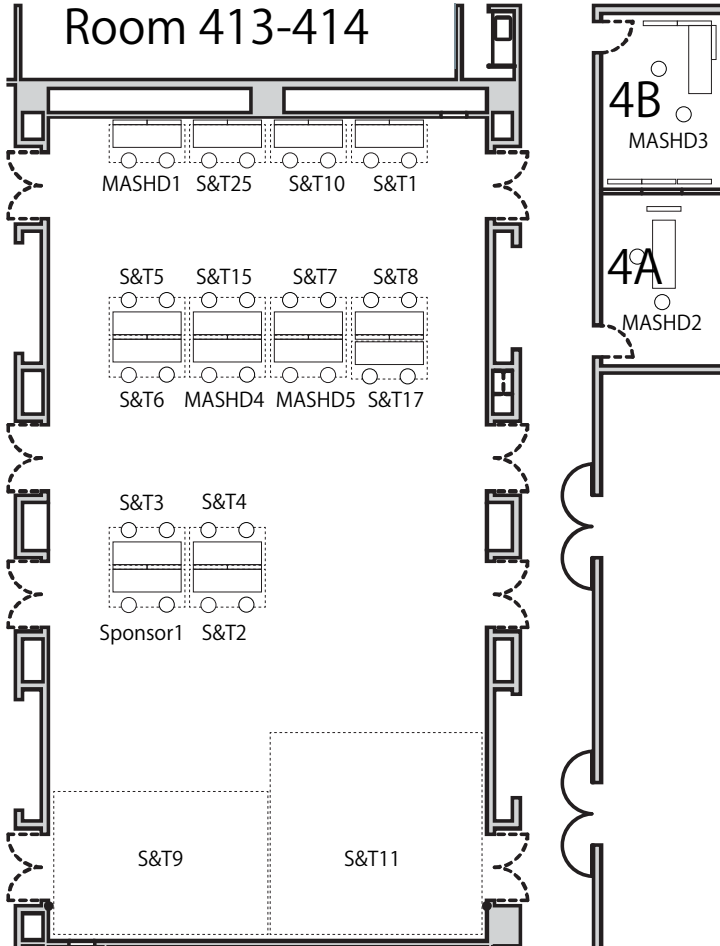**1 Oct 13:50-15:50 (S&T + MASH'D)**
2 Oct 13:30-15:30 (S&T)

Room 404-406

S&T18 S&T16 S&T19
S&T13 S&T23 S&T29

S&T26 S&T20 S&T24
MASHD6 S&T27 S&T21

S&T14 S&T22
S&T12 S&T30 S&T28

Room 413-414

MASHD1 S&T25 S&T10 S&T1

S&T5 S&T15 S&T7 S&T8
S&T6 MASHD4 MASHD5 S&T17

S&T3 S&T4
Sponsor1 S&T2

S&T9 S&T11

4B MASHD3

4A MASHD2

S&T Demos
[Room 413-414]
1. SlidAR: A 3D Positioning Technique for Handheld Augmented Reality
2. Tablet system for visual overlay of rectangular virtual object onto real environment
3. Accurate Passive Eye-Pose Estimation through Corneal Imaging
4. EyeAR: Physically-Based Depth of Field through Eye Measurements
5. R-V Dynamics Illusion Experience System in Mixed Reality Space
6. Diminished Reality for Hiding a Pedestrian using Hand-held Camera
7. SharpView: Improved Legibility of Defocussed Content on Optical SeeThrough Head-Mounted Displays
8. DroneAR: Augmented Reality Supported Unmanned Aerial Vehicle (UAV) in Agriculture for Farmer Perspective
9. DOMINO (Do Mixed-reality Nonstop) Toppling
10. Imperceptible On-Screen Markers for Arbitrary Background Images
11. Magical Mystery Room, 2nd Stage
15. Improving Stability of Vision-based Camera Tracking by Smartphone Sensors
17. Immersive Virtual Tourism with Omnidirectional View Interpolation
25. A Comprehensive Interaction Model for Augmented Reality Systems
[Room 404-406]
12. Mobile Binocular Augmented Reality System for Museum
13. Multiple Kinect for 3D Human Skeleton Posture Using Axis Replacement Method
14. InstantReach: Virtual Hand Interaction using Smartphone
16. Study of the AR marker available on foldable surfaces
18. Live Texturing of Augmented Reality Characters from Colored Drawings
19. Structural Modeling from Depth Images
20. Very High Bandwidth Volumetric Integration of Depth Images on Mobile Devices
21. MobileFusion: Real-time Volumetric Surface Reconstruction and Dense Tracking On Mobile Phones
22. ModulAR: Eye-controlled Vision Augmentations for Head Mounted Displays
23. Local Geometric Consensus: a general purpose point pattern-based tracking algorithm
24. Natural user interface for ambient objects
26. Realtime Shape-from-Template: System and Applications
27. Tracking and Mapping with a Swarm of Heterogeneous Clients
28. An Adaptive Augmented Reality Interface for Hand based on Probabilistic Approach
29. Maintaining appropriate interpersonal distance using virtual body size
30. Vergence-based AR X-ray Vision

MASH'D Demos
[Room 413-414]
1. Augmented live coding: towards semantically enhanced musical performances
4. Development of Spatial Visualization Skills with Augmented Reality
5. Handling, Addition and Snipping Human Interface: HASHI
[Room 404-406]
6. CI-Spy: Designing A Mobile Augmented Reality System for Scaffolding Historical Inquiry Learning
[Room 4A·4B]
2. NarcissUs: machine learning from machine learning from machine learning from machine
3. Wanderl_st: Dartboard as an Agent of Map Navigation

Sponsor Demo
[Room 413-414]
1. TOSHIBA