

Dagstuhl Seminar on Real VR

July 1-3, 2019

Instructions for Wednesday AM1:

- Put your abstract in [Abstracts Folder](#) (one abstract from each participant, saying what you've learned/thought about--can be the same as in physical book, or different)
- [Break-out sessions](#) notes--make an "abstract" at the top, out of the notes
- Please upload your presentation slides (pdf) to the "presentations" folder
- Also--don't forget the Dagstuhl Survey <https://portal.dagstuhl.de/survey>
 - User Name: 19272 (for access from outside Dagstuhl)
 - Password: 1599 (for access from outside Dagstuhl)

Monday

09:00 Session 1AM1:

- Welcome, agenda, goals & Dagstuhl specifics (Marcus Magnor and Alexander Sorkine-Hornung)
- Getting to know each other

10:30 Coffee

11:00 Session 1AM2:

- Presentation from Alexander Sorkine-Hornung "Real VR @ OCULUS"
- Breakout I:
 - Chairs: Gordon Wetzstein & Christian Richardt (Capture, Reconstruction and Representation)
 - Chair: Anjul Patney & Li-Yi Wei (Interaction, Experiences, Rendering & Perception)
 - Chair: Darren Cosker (Virtual Humans)

12:15 Lunch

14:00 Session 1PM1: Plein Air I

15:30 Coffee

16:00 Session 1PM2:

- Presentations I → (Chair: Tobias Bertel)
 - Brian Cabral: Full-360 Inside-out Volumetric Video Capture
 - Tobias Bertel: Casual Real VR
 - Christian Lipski: Introducing Apple's ARKit 3: Real-Time Computer Vision on Mobile Devices
 - Gordon Wetzstein: Computational Near-eye Displays & Digital Eyeglasses with Focus Cues
 - Hansung Kim: Spatial Audio Reproduction System for VR Using 360° Cameras
 - Erroll Wood: Hand Tracking for HoloLens 2
- Report on Breakout I

18:00 Dinner

19:30 Cheese & wine

Tuesday

09:00 Session 2AM1:

- Presentations II → (Chair: Moritz Kappel)
 - James Tompkin: Multi-view Camera Editing: A Few Notes
 - Qi Sun: Human Learning: Understanding and Computing the Eyes and Brain in VR
 - Li-Yi Wei: Using Natural Gestures to Drive Synthetic Graphics for Presentation
 - Darren Cosker: Virtual Characters and Interaction in Immersive Worlds
 - Peter Eisert: Hybrid Human Modeling
 - Anjul Patney: Towards Deep Real-Time Rendering for Mixed Reality

10:30 Coffee

11:00 Session 2AM2: Breakout II

12:15 Lunch

14:00 Session 2PM1: Plein Air II

15:30 Coffee

16:00 Session 2PM2:

- Presentations III → (Chair: Susana Castillo)
 - Philippe Bekaert: AZilPix. Bridging the Gap between VR and TV
 - Christian Richardt: Towards Immersive 360- degree VR Video with Motion Parallax
 - Christian Theobalt: Capturing the real world for interaction in VR
 - Feng Xu: 3D Dynamic Reconstruction for Human
 - Dieter Schmalstieg: Shading Atlas Streaming
 - Johanna Pirker: HCI meets VR: Learning through VR
- Report on Breakout II

18:00 Dinner

19:30 Cheese & wine

Wednesday

09:00 Session 2AM1:

- Writing session: Abstract and report writing for Dagstuhl report series

10:30 Coffee

11:00 Session 2AM2:

- Presentations IV → (Chair: tba)
 - Atanas Gotchev: 3D Visual Scene Sensing, Light Field Processing and Immersive Visualization
 - Marco Volino: Light-field video for cinematic VR content production
 - Marcus Magnor: What is still Missing in VR?

- wrap-up session, lessons learned and future plans

12:15 Lunch

Links

<http://www.dagstuhl.de/19272>

Upload your slides to the seminar materials website

<http://www.dagstuhl.de/Materials/19272>.

Lunch and dinner are served at 12:15pm and 6:00pm, respectively.