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Lucio Tommaso De Paolis · Antonio Mongelli (Eds.)

Augmented Reality, Virtual Reality, and Computer Graphics

Third International Conference, AVR 2016
Lecce, Italy, June 15–18, 2016
Proceedings, Part I

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Preface

This book contains the contributions to the Third International Conference on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR 2016) that has held in Otranto (Italy) during June 15-18, 2016. We cordially invite you to visit the SALENTO AVR website (<http://www.salentoavr.it>) where you can find all relevant information about this event.

SALENTO AVR 2016 intended to bring together researchers, scientists, and practitioners to discuss key issues, approaches, ideas, open problems, innovative applications, and trends on virtual and augmented reality, 3D visualization, and computer graphics in the areas of medicine, cultural heritage, arts, education, entertainment, and the industrial and military sectors.

We are very grateful to Patrick Bourdot, co-chair of the conference, as well as the Program Committee and local Organizing Committee members for their support and for reviewing and discussing the submitted papers in a timely and professional manner. We would like to sincerely thank the keynote and tutorial speakers who willingly accepted our invitation and shared their expertise through illuminating talks, helping us to fully meet the conference objectives.

In this edition of SALENTO AVR we were honored to have the following keynote speakers:

- Antonio Emmanuele Uva - Polytechnic Institute of Bari, Italy
- Leo Joskowicz - University of Jerusalem, Israel
- Matteo Dellepiane - ISTI-CNR, Pisa, Italy
- Stefano Baldassi - Meta Company, California, USA

We extend our thanks to the University of Salento and the Department of Engineering for Innovation for the enthusiastic acceptance to sponsor the conference and to provide support in the organization of the event.

SALENTO AVR attracted high-quality paper submissions from many countries. We would like to thank the authors of all accepted papers for submitting and presenting their works at the conference and all the conference attendees for making SALENTO AVR an excellent forum on virtual and augmented reality, facilitating the exchange of ideas, fostering new collaborations, and shaping the future of this exciting research field.

For greater readability of the two volumes, the papers are classified into five main parts that include contributions on: Virtual Reality, Augmented and Mixed Reality, Human-Computer Interaction, Applications of VR/AR in Medicine, and Applications of VR/AR in Cultural Heritage.

We hope the readers will find in these pages interesting material and fruitful ideas for their future work.

June 2016

Lucio Tommaso De Paolis
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Contents – Part I

Virtual Reality

Simulation of Tsunami Impact upon Coastline	3
<i>Aristotelis Spathis-Papadiotis and Konstantinos Moustakas</i>	
Design and Implementation of a Low Cost Virtual Rugby Decision Making Interactive	16
<i>Alan Cummins and Cathy Craig</i>	
Immersive Virtual Reality-Based Simulation to Support the Design of Natural Human-Robot Interfaces for Service Robotic Applications	33
<i>Federica Bazzano, Federico Gentilini, Fabrizio Lamberti, Andrea Sanna, Gianluca Paravati, Valentina Gatteschi, and Marco Gaspardone</i>	
Multi-Resolution Visualisation of Geographic Network Traffic	52
<i>Berkay Kaya and Selim Balcisoy</i>	
Methodology for Efficiency Analysis of VR Environments for Industrial Applications	72
<i>Jana Dücker, Polina Häfner, and Jivka Ovtcharova</i>	
Unity3D Virtual Animation of Robots with Coupled and Uncoupled Mechanism.	89
<i>Victor Hugo Andaluz, Jorge S. Sánchez, Jonnathan I. Chamba, Paúl P. Romero, Fernando A. Chicaiza, Jose Varela, Washington X. Quevedo, Cristian Gallardo, and Luis F. Cepeda</i>	
A Scalable Cluster-Rendering Architecture for Immersive Virtual Environments	102
<i>Giovanni Avveduto, Franco Tecchia, Marcello Carrozzino, and Massimo Bergamasco</i>	
The Effect of Emotional Narrative Virtual Environments on User Experience	120
<i>Claudia Faia, Camilla Tanca, Andrea Piarulli, Marcello Carrozzino, Franco Tecchia, and Massimo Bergamasco</i>	
User Based Intelligent Adaptation of Five in a Row Game for Android Based on the Data from the Front Camera	133
<i>Jan Novotny, Jan Dvorak, and Ondrej Krejcar</i>	

Modeling of Complex Taxonomy: A Framework for Schema-Driven Exploratory Portal	150
<i>Luca Mainetti, Roberto Paiano, Stefania Pasanisi, and Roberto Vergallo</i>	
Audio-Visual Perception - The Perception of Object Material in a Virtual Environment	162
<i>Ryan Anderson, Joosep Arro, Christian Schütt Hansen, and Stefania Serafin</i>	
Facial Landmarks for Forensic Skull-Based 3D Face Reconstruction: A Literature Review	172
<i>Enrico Vezzetti, Federica Marcolin, Stefano Tornincasa, Sandro Moos, Maria Grazia Violante, Nicole Dagnes, Giuseppe Monno, Antonio Emmanuele Uva, and Michele Fiorentino</i>	
Virtual Reality Applications with Oculus Rift and 3D Sensors	181
<i>Edi Ćiković, Kathrin Mäusl, and Kristijan Lenac</i>	
The Virtual Experiences Portals — A Reconfigurable Platform for Immersive Visualization	186
<i>Ian D. Peake, Jan Olaf Blech, Edward Watkins, Stefan Greuter, and Heinz W. Schmidt</i>	
Virtual Reality for Product Development in Manufacturing Industries	198
<i>Laura Schina, Mariangela Lazoi, Roberto Lombardo, and Angelo Corallo</i>	
Virtual Reality Pave the Way for Better Understand Untouchable Research Results.	208
<i>Eva Pajorova and Ladislav Hluchy</i>	
Visualization of the Renewable Energy Resources.	218
<i>Ravil Muhamedyev, Sophia Kiseleva, Viktors I. Gopejenko, Yedilkhan Amirgaliyev, Elena Muhamedyeva, Aleksejs V. Gopejenko, and Farida Abdoldina</i>	
Transparency of a Bilateral Tele-Operation Scheme of a Mobile Manipulator Robot	228
<i>Victor Hugo Andaluz, Washington X. Quevedo, Fernando A. Chicaiza, José Varela, Cristian Gallardo, Jorge S. Sánchez, and Oscar Arteaga</i>	
Unity3D-MatLab Simulator in Real Time for Robotics Applications	246
<i>Victor Hugo Andaluz, Fernando A. Chicaiza, Cristian Gallardo, Washington X. Quevedo, José Varela, Jorge S. Sánchez, and Oscar Arteaga</i>	

Augmented and Mixed Reality

Mobile Augmented Reality Based Annotation System: A Cyber-Physical Human System	267
<i>Constantin Scheuermann, Felix Meissgeier, Bernd Bruegge, and Stephan Verclas</i>	
A Framework for Outdoor Mobile Augmented Reality and Its Application to Mountain Peak Detection	281
<i>Roman Fedorov, Darian Frajberg, and Piero Fraternali</i>	
Augmented Industrial Maintenance (AIM): A Case Study for Evaluating and Comparing with Paper and Video Media Supports	302
<i>Vincent Havard, David Baudry, Xavier Savatier, Benoit Jeanne, Anne Louis, and Bélahcène Mazari</i>	
Augmented Reality in the Control Tower: A Rendering Pipeline for Multiple Head-Trackled Head-up Displays	321
<i>Nicola Masotti, Francesca De Crescenzo, and Sara Bagassi</i>	
CoCo - A Framework for Multicore Visuo-Haptics in Mixed Reality.	339
<i>Emanuele Ruffaldi and Filippo Brizzi</i>	
Design of a Projective AR Workbench for Manual Working Stations	358
<i>Antonio Emmanuele Uva, Michele Fiorentino, Michele Gattullo, Marco Colaprico, Maria F. de Ruvo, Francescomaria Marino, Gianpaolo F. Trotta, Vito M. Manghisi, Antonio Boccaccio, Vitoantonio Bevilacqua, and Giuseppe Monno</i>	
A Taxonomy for Information Linking in Augmented Reality	368
<i>Tobias Müller and Ralf Dauenhauer</i>	
Mobile User Experience in Augmented Reality vs. Maps Interfaces: A Case Study in Public Transportation	388
<i>Manousos Kamilakis, Damianos Gavalas, and Christos Zaroliagis</i>	
GazeAR: Mobile Gaze-Based Interaction in the Context of Augmented Reality Games	397
<i>Michael Lankes and Barbara Stiglbauer</i>	
Visualization of Heat Transfer Using Projector-Based Spatial Augmented Reality	407
<i>Karljohan Lundin Palmerius and Konrad Schönborn</i>	
An Efficient Geometric Approach for Occlusion Handling in Outdoors Augmented Reality Applications	418
<i>Vlasios Kasapakis, Damianos Gavalas, and Panagiotis Galatis</i>	

Improving the Development of AR Application for Artwork Collections with Standard Data Layer.	435
<i>Emanuele Frontoni, Roberto Pierdicca, Ramona Quattrini, and Paolo Clini</i>	
Augmented Reality for the Control Tower: The RETINA Concept	444
<i>Nicola Masotti, Sara Bagassi, and Francesca De Crescenzo</i>	
Automatic Information Positioning Scheme in AR-assisted Maintenance Based on Visual Saliency.	453
<i>Miko May Lee Chang, Soh Khim Ong, and Andrew Yeh Ching Nee</i>	
Interactive Spatial AR for Classroom Teaching.	463
<i>YanXiang Zhang and ZiQiang Zhu</i>	
Third Point of View Augmented Reality for Robot Intentions Visualization . . .	471
<i>Emanuele Ruffaldi, Filippo Brizzi, Franco Tecchia, and Sandro Bacinelli</i>	
Optimizing Image Registration for Interactive Applications	479
<i>Riccardo Gasparini, Stefano Alletto, Giuseppe Serra, and Rita Cucchiara</i>	
A System to Exploit Thermographic Data Using Projected Augmented Reality	489
<i>Saverio Debernardis, Michele Fiorentino, Antonio E. Uva, and Giuseppe Monno</i>	
Cloud Computing Services for Real Time Bilateral Communication, Applied to Robotic Arms.	500
<i>Cristian Gallardo and Victor Hugo Andaluz</i>	
Author Index	515

Contents – Part II

Applications of VR/AR in Medicine

A Novel Tabletop and Tablet-Based Display System to Support Learner-Centric Ophthalmic Anatomy Education	3
<i>R. Codd-Downey, R. Shewaga, A. Uribe-Quevedo, B. Kapralos, K. Kanev, and M. Jenkin</i>	
Using a Short Video Animation to Assist with the Diagnosis of Sleep Disorders in Young Children	13
<i>Blanca Guinea, Mario Alaguero, Fernando Melgosa, and Andres Bustillo</i>	
Configurable Software Framework for 2D/3D Video See-Through Displays in Medical Applications	30
<i>Fabrizio Cutolo, Mentore Siesto, Stefano Mascioli, Cinzia Freschi, Mauro Ferrari, and Vincenzo Ferrari</i>	
Application of a New Wearable Augmented Reality Video See-Through Display to Aid Percutaneous Procedures in Spine Surgery	43
<i>Fabrizio Cutolo, Marina Carbone, Paolo D. Parchi, Vincenzo Ferrari, Michele Lisanti, and Mauro Ferrari</i>	
Challenges in the Effectiveness of Image Tagging Using Consumer-Grade Brain-Computer Interfaces	55
<i>Christopher Bellman, Ruba AlOmari, Albert Fung, Miguel Vargas Martin, and Ramiro Liscano</i>	
Development of a Virtual Simulator for Microanastomosis: New Opportunities and Challenges	65
<i>Valerio De Luca, Antonio Meo, Antonio Mongelli, Pietro Vecchio, and Lucio T. De Paolis</i>	
Improving Endovascular Intraoperative Navigation with Real-Time Skeleton-Based Deformation of Virtual Vascular Structures	82
<i>Giuseppe Turini, Sara Condino, Matteo Postorino, Vincenzo Ferrari, and Mauro Ferrari</i>	
A Wearable Augmented Reality Platform for Telemedicine	92
<i>M. Carbone, C. Freschi, S. Mascioli, V. Ferrari, and M. Ferrari</i>	

eBSim: Development of a Low-Cost Obstetric Simulator	101
<i>Andrea Paci, Simone Marcutti, Serena Ricci, Maura Casadio, Gianni Viardo Vercelli, Pierangelo Marchiolè, and Massimo Cordone</i>	

Applications of VR/AR in Cultural Heritage

Interactive Painting and Lighting in Dynamic Multi-Projection Mapping	113
<i>Vanessa Lange, Christian Siegl, Matteo Colaianne, Philipp Kurth, Marc Stamminger, and Frank Bauer</i>	

Briviesca in the 15 th c.: A Virtual Reality Environment for Teaching Purposes	126
<i>David Checa, Mario Alaguero, Miguel A. Arnaiz, and Andres Bustillo</i>	

VR for Cultural Heritage: A VR-WEB-BIM for the Future Maintenance of Milan's Cathedral	139
<i>Francesco Fassi, Alessandro Mandelli, Simone Teruggi, Fabrizio Rechichi, Fausta Fiorillo, and Cristiana Achille</i>	

A Virtual Experience Across the Buried History	158
<i>Antonina Canzoneri, Gaia Pavoni, Marco Callieri, Matteo Dellepiane, Paolo Pingi, Manuela De Giorgi, and Roberto Scopigno</i>	

Cyberarchaeology: Improved Way Findings for Archaeological Parks Through Mobile Augmented Reality	172
<i>Roberto Pierdicca, Emanuele Frontoni, Primo Zingaretti, Eva Savina Malinverni, Andrea Galli, Ernesto Marcheggiani, and Carlos Smaniotto Costa</i>	

Augmenting Smart Objects for Cultural Heritage: A Usability Experiment . . .	186
<i>Marco Romano, Paloma Díaz, Aedo Ignacio, and Pierpaolo D'Agostino</i>	

Santo Stefano in Soletto (Lecce, Italy): The Presentation of Heterogeneous Data Using Hybrid Platform	205
<i>Francesco Gabellone, Ivan Ferrari, Francesco Giuri, Paola Durante, and Sofia Giammarruco</i>	

Automatic Analysis of Eye-Tracking Data for Augmented Reality Applications: A Prospective Outlook	217
<i>Simona Naspetti, Roberto Pierdicca, Serena Mandolesi, Marina Paolanti, Emanuele Frontoni, and Raffaele Zanolli</i>	

Immersive Learning Environment for Visual Arts	231
<i>Leith K.Y. Chan, Kit Sum Geran Yuen, and Henry Y.K. Lau</i>	

Development of a HMD for Virtual Acoustics. Application in a World Heritage (UNESCO) Building from the Valencian Civil Gothic	241
<i>Sebastián Mirasol-Menacho, Ana Planells-Pérez, Arturo Barba-Sevillano, Jaume Segura-Garcia, Máximo Cobos-Serrano, and Alicia Giménez-Pérez</i>	
Enabling Touchless Interfaces for Mobile Platform: State of the Art and Future Trends	251
<i>Simone Marcutti and Gianni Viardo Vercelli</i>	
3D Reconstruction as a Service – Applications in Virtual Cultural Heritage . . .	261
<i>Octavian-Mihai Machidon, Cristian-Cezar Postelnicu, and Florin-Stelian Girbacia</i>	
Digital Reconstruction of Darul Aman Palace Based on Images and Implementation into Virtual Reality Environment	269
<i>Mohammad Fadly Syahputra, Joko Ali Permady, and Muhammad Anggia Muchtar</i>	
An Augmented Reality Guide for Religious Museum.	280
<i>Luca Greci</i>	

Human-Computer Interaction

Developing Touch-Less Interfaces to Interact with 3D Contents in Public Exhibitions	293
<i>Andrea Sanna, Fabrizio Lamberti, Federica Bazzano, and Luigi Maggio</i>	
A User Study on Touch Interaction for User-Perspective Rendering in Hand-Held Video See-Through Augmented Reality	304
<i>Ali Samini and Karljohan Lundin Palmerius</i>	
An Investigation of Leap Motion Based 3D Manipulation Techniques for Use in Egocentric Viewpoint.	318
<i>Giuseppe Caggianese, Luigi Gallo, and Pietro Neroni</i>	
PaSt: Human Tracking and Gestures Recognition for Flexible Virtual Environments Management	331
<i>Dario Di Mauro, Davide Maria Calandra, Antonio Origlia, and Francesco Cutugno</i>	
Natural Interaction with 3D Content on Mobile AR Systems Using Gesture Recognition.	348
<i>Victor Kyriazakos, Giorgos Nikolakis, and Konstantinos Moustakas</i>	

Development of Innovative HMI Strategies for Eye Controlled Wheelchairs
in Virtual Reality 358
*Luca Maule, Alberto Fornaser, Malvina Leuci, Nicola Conci,
Mauro Da Lio, and Mariolino De Cecco*

An Immersive VR Experience to Learn the Craft of Printmaking 378
*Marcello Carrozzino, Cristian Lorenzini, Mihai Duguleana,
Chiara Evangelista, Raffaello Brondi, Franco Tecchia,
and Massimo Bergamasco*

Time-Based Nonlinear Interactive Player 390
YanXiang Zhang and Hui Ye

Author Index 401