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# Virtual Storytelling

Using Virtual Reality Technologies  
for Storytelling

4th International Conference, ICVS 2007  
Saint-Malo, France, December 5-7, 2007  
Proceedings

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# Preface

In September 2001 the First International Conference on Virtual Storytelling was organized in Avignon, France. This was the first international scientific event entirely devoted to the new discipline that links the ancient human arts of storytelling to the latest technologies of the virtual reality era. Then, Virtual Storytelling 2003 was held during November 20–21, 2003, in Toulouse, France, and Virtual Storytelling 2005 was held during November 30–December 2, 2005, in Strasbourg, France.

Since autumn 2003, there has been a strong collaboration between the two major virtual/digital storytelling conference series in Europe: Virtual Storytelling and TIDSE (Technologies for Interactive Digital Storytelling and Entertainment). Thus the conference chairs of TIDSE and Virtual Storytelling decided to establish a 2-year turnover for both conferences.

Narratives have evolved from their early role in human knowledge transmission into the main content of cultural production. With the advent of mass media, they are now at the heart of one of the world's largest industries.

The advent of the digital era has enhanced and accelerated this evolution: image synthesis, digital special effects, new human–computer interfaces and the Internet allow one to not only realize more sophisticated narrative forms but also to create new concepts as video gaming and virtual environments. The art of storytelling is becoming evermore complex. Virtual reality offers new tools to capture and to interactively modify the imaginary environment in ever more intuitive ways, coupled with a maximum sensory feedback. In fact, virtual reality technologies offer enhanced and exciting production possibilities for the creation and non-linear manipulation in real time of almost any story form. This has led to the new concept of virtual storytelling.

Virtual Storytelling 2007 aimed to gather researchers from the scientific, artistic and industrial communities to demonstrate new methods and techniques, show the latest results, and to exchange concepts and ideas for the use of virtual reality technologies for creating, populating, rendering and interacting with stories, whatever their form, be it theater, movie, cartoon, advertisement, puppet show, multimedia work, video games, artistic installation, . . .

During the conference program, invited guests gave us interesting views about disciplines related to virtual storytelling but not already directly involved in this multidisciplinary topic. We hope that more connections will exist in the near future. An invited session provided an overview of the ongoing EU projects NM2, IPERG and INSCAPE. Moreover, a panel discussion provided a better understanding of the potential future uses of interactive storytelling techniques in the media industry. In addition, practical demonstrations of systems, tools and concepts were presented in the demo area.

We hope that participants in Virtual Storytelling 2007 found exciting guidelines for future scientific and artistic research as well as ideas for new applications and developments.

The members of the Program Committee deserve special acknowledgment for their amazing reviews done during the summer time.

Last, but not least, our thanks also go to the organization team, Edith Blin-Guyot and Angélique Jarnoux, and to Yann Jehanneuf for the design of the poster.

December 2007

Marc Cavazza  
Stéphane Donikian

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