

**dblp**

computer science bibliography



search dblp



## 4. AVR 2017: Ugento, Italy - Part II

> Home > Conferences and Workshops > AVR



Trier 1



Lucio Tommaso De Paolis, Patrick Bourdot, Antonio Mongelli:  
**Augmented Reality, Virtual Reality, and Computer Graphics - 4th International Conference, AVR 2017, Ugento, Italy, June 12-15, 2017, Proceedings, Part II.** Lecture Notes in Computer Science 10325, Springer 2017, ISBN 978-3-319-60927-0

### Application of VR/AR in Medicine

---



Mariolino De Cecco, Alberto Fornaser, Paolo Tomasin, M. Zanetti, Giovanni M. A. Guandalini, P. G. Ianes, F. Pilla, Giandomenico Nollo, Martina Valente, Tommaso Pisoni:

**Augmented Reality to Enhance the Clinician's Observation During Assessment of Daily Living Activities.** 3-21



Luca Maule, Alberto Fornaser, Paolo Tomasin, Mattia Tavernini, Gabriele Minotto, Mauro Da Lio, Mariolino De Cecco:

**Augmented Robotics for Electronic Wheelchair to Enhance Mobility in Domestic Environment.** 22-32



Tian Xie, Mohammad M. Islam, Alan B. Lumsden, Ioannis A. Kakadiaris:

**Semi-automatic Initial Registration for the iRay System: A User Study.** 33-42



Takashi Miyazaki, Yusuke Ohira, Hiroaki Yamamoto, Masaaki Nishi:

**Teaching Materials Using AR and VR for Learning the Usage of Oscilloscope.** 43-52



Francesco Ricciardi, Chiara Copelli, Lucio Tommaso De Paolis:

**An Augmented Reality System for Maxillo-Facial Surgery.** 53-62



Chiara Indraccolo, Lucio Tommaso De Paolis:

**Augmented Reality and MYO for a Touchless Interaction with Virtual Organs.** 63-73



Sara Arlati, Daniele Spoladore, Stefano Mottura, Andrea Zangiacomi, Giancarlo Ferrigno, Rinaldo Sacchetti, Marco Sacco:

**Architecture of a Virtual Reality and Semantics-Based Framework for the Return to Work of Wheelchair Users.** 74-85







































Sara Arlati, Andrea Zangiacomi, Luca Greci, Simona Gabriella di Santo, Flaminia

- Franchini, Marco Sacco:  
**Virtual Environments for Cognitive and Physical Training in Elderly with Mild Cognitive Impairment: A Pilot Study.** 86-106
-     Edwin P. Pruna, Andrés Acurio S., Jenny Tigse, Ivón Escobar, Marco Pilatásig, Pablo Pilatásig:  
**Virtual System for Upper Limbs Rehabilitation in Children.** 107-118
-     Edwin P. Pruna, Marco Pilatásig, Hamilton Angueta, Christian Hernandez, Ivón Escobar, Eddie D. Galarza, Nancy Jacho:  
**3D Virtual System Trough 3 Space Mocap Sensors for Lower Limb Rehabilitation.** 119-128
-     Virginia Mamone, Rosanna Maria Viglialoro, Fabrizio Cutolo, Filippo Cavallo, Simone Guadagni, Vincenzo Ferrari:  
**Robust Laparoscopic Instruments Tracking Using Colored Strips.** 129-143
-     Claudia Faita, Raffaello Brondi, Camilla Tanca, Marcello Carrozzino, Massimo Bergamasco:  
**Natural User Interface to Assess Social Skills in Autistic Population.** 144-154
-     Wilbert G. Aguilar, Vanessa Abad, Hugo Ruiz, Jenner Aguilar, Fabián Aguilar-Castillo:  
**RRT-Based Path Planning for Virtual Bronchoscopy Simulator.** 155-165
-     Washington X. Quevedo, Jessica S. Ortiz, Paola M. Velasco, Jorge S. Sánchez, Marcelo Álvarez V., David Rivas, Víctor H. Andaluz:  
**Assistance System for Rehabilitation and Valuation of Motor Skills.** 166-174
-     Christian P. Carvajal, Luis Proaño, José A. Pérez, Santiago Pérez, Jessica S. Ortiz, Víctor H. Andaluz:  
**Robotic Applications in Virtual Environments for Children with Autism.** 175-187
-     Jessica S. Ortiz, Paola M. Velasco, Washington X. Quevedo, Marcelo Álvarez V., Jorge S. Sánchez, Christian P. Carvajal, Luis F. Cepeda, Víctor H. Andaluz:  
**Realism in Audiovisual Stimuli for Phobias Treatments Through Virtual Environments.** 188-201
-     Péter Csibri, Róbert Pantea, Attila Tanács, Alexandra Kiss, Gyula Sáry:  
**Virtual Out-of-Body Experience as a Potential Therapeutic Tool After Kidney Transplantation.** 202-210
-     Giuseppe Turini, Sara Condino, Sara Sinceri, Izadyar Tamadon, Simona Celi, Claudio Quaglia, Michele Murzi, Giorgio Soldani, Arianna Menciacchi, Vincenzo Ferrari, Mauro Ferrari:  
**Patient Specific Virtual and Physical Simulation Platform for Surgical Robot Movability Evaluation in Single-Access Robot-Assisted Minimally-Invasive Cardiothoracic Surgery.** 211-220
-     Roberta Piazza, Sara Condino, Aldo Alberti, Davide Giannetti, Vincenzo Ferrari, Marco Gesi, Mauro Ferrari:  
**Using of 3D Virtual Reality Electromagnetic Navigation for Challenging Cannulation in FEVAR Procedure.** 221-229
-     Estelle Courtial, Giuseppe Palestra, Mohamed Rebiai:

## A Tailored Serious Game for Preventing Falls of the Elderly. 230-239

















### Application of VR/AR in Cultural Heritage

---

- 



Mohammad Fadly Syahputra, Ridho K. Siregar, Romi Fadillah Rahmat:  
**Finger Recognition as Interaction Media in Augmented Reality for Historical Buildings in Matsum and Kesawan Regions of Medan City.** 243-250
- 



Chutisant Kerdvibulvech:  
**An Innovative Real-Time Mobile Augmented Reality Application in Arts.** 251-260
- 



Maria Concetta Botrugno, Giovanni D'Errico, Lucio Tommaso De Paolis:  
**Augmented Reality and UAVs in Archaeology: Development of a Location-Based AR Application.** 261-270
- 



Domenica Costantino, Maria Giuseppa Angelini, Valerio Baiocchi:  
**Photogrammetric Approaches for the Virtual Reconstruction of Damaged Historical Remains.** 271-281
- 



Eva Savina Malinverni, Roberto Pierdicca, Francesca Colosi, Roberto Orazi:  
**Web Tool as a Virtual Museum of Ancient Archaeological Ruins in Peru.** 282-296
- 



Ahmet Kose, Eduard Petlenkov, Aleksei Tepljakov, Kristina Vassiljeva:  
**Virtual Reality Meets Intelligence in Large Scale Architecture.** 297-309
- 



Marcello Carrozzino, Chiara Evangelista, Claudia Faita, Mihai Duguleana, Massimo Bergamasco:  
**A Virtual Travel in Leonardo's Codex of Flight.** 310-318
- 



Nicola Capece, Ugo Erra, Simone Romano, Giuseppe Scanniello:  
**Visualising a Software System as a City Through Virtual Reality.** 319-327
- 



Mohammad Fadly Syahputra, Muhammad Iqbal Rizki, Siti Fatimah, Romi Fadillah Rahmat:  
**Implementation of Player Position Monitoring for Tanjung Pura Palace Virtual Environment.** 328-334

### Computer Graphics

---

- 



Tobias Schwandt, Wolfgang Broll:  
**Differential G-Buffer Rendering for Mediated Reality Applications.** 337-349
- 



Dario Scarpa, Ugo Erra:  
**Solid Angle Based Ambient Obscurance in Image Space.** 350-368
- 



Arnaud Polette, Jean Meunier, Jean-Luc Mari:  
**"Shape-Curvature-Graph": Towards a New Model of Representation for the Description of 3D Meshes.** 369-384
- 



Krzysztof Walczak:  
**Semantics-Supported Collaborative Creation of Interactive 3D Content.**

385-401



Hemant Kumar Meena, Kamlesh Kumar Sharma, S. D. Joshi:

**Feature Fusion of HOG and GSP for Smile Recognition.** 402-409

Wilbert G. Aguilar, Guillermo A. Rodríguez, Leandro Álvarez, Sebastián Sandoval, Fernando Quisaguano, Alex Limaico:

**Real-Time 3D Modeling with a RGB-D Camera and On-Board Processing.**

410-419



Wilbert G. Aguilar, Marco A. Luna, Julio F. Moya, Marco P. Luna, Vanessa Abad, Hugo Ruiz, Humberto Parra:

**Real-Time Detection and Simulation of Abnormal Crowd Behavior.** 420-428

---

## Human Computer Interaction

---



Chris G. Christou, Poppy Aristidou:

**Steering Versus Teleport Locomotion for Head Mounted Displays.** 431-446

Laura Cancedda, Alberto Cannavo, Giuseppe Garofalo, Fabrizio Lamberti, Paolo Montuschi, Gianluca Paravati:

**Mixed Reality-Based User Interaction Feedback for a Hand-Controlled Interface Targeted to Robot Teleoperation.** 447-463

Samar Altarteer, Vassilis Charissis, David K. Harrison, Warren Chan:

**Development and Heuristic Evaluation of Semi-immersive Hand-Gestural Virtual Reality Interface for Luxury Brands Online Stores.** 464-477

Adriano Mancini, Paolo Clini, Carlo Alberto Bozzi, Eva Savina Malinverni, Roberto Pierdicca, Romina Nespeca:

**Remote Touch Interaction with High Quality Models Using an Autostereoscopic 3D Display.** 478-489

Rafal Wojciechowski:

**Versatile Augmented Reality Scenes for Tangible Interaction in Real-World Environments.** 490-500

Wilbert G. Aguilar, Marco A. Luna, Julio F. Moya, Vanessa Abad, Hugo Ruiz, Humberto Parra, William Lopez:

**Cascade Classifiers and Saliency Maps Based People Detection.** 501-510

last updated on 2018-09-10 23:07 CEST by the dblp team



data released under the ODC-BY 1.0 license

see also: [Terms of Use](#) | [Privacy Policy](#) | [Imprint](#)