2014 IEEE Symposium on 3D User Interfaces

(3DUI 2014)

Minneapolis, Minnesota, USA
29-30 March 2014

IEEE

IEEE Catalog Number: CFP14DUI-POD
ISBN: 978-1-4799-3625-0

Contents

Contest Sponsors vii

Symposium Chair Message viii

IEEE Visualization and Graphics Technical Committee (VGTC) ix

Organizing Committee x

Program Committee x

Paper Reviewers xi

Keynote Speaker: Andy Wilson xii

Papers & Technotes

Papers 1: Haptics & Touch
Session Chair: Bernd Fröhlich

Mid-air Interactions Above Stereoscopic Interactive Tables 3
Daniel Mendes, Fernando Fonseca, Bruno Araújo, Alfredo Ferreira, Joaquim Jorge

Analysis of Direct Selection in Head-Mounted Display Environments 11
Paul Lubos, Gerd Bruder, Frank Steinicke

Visual Feedback for Virtual Grasping 19
Mores Prachyabrued, Christoph W. Borst

[Technote] Stretch 'n' Cut: Method for Observing and Ungrouping Complex Virtual Objects in 3D Space Using Elastic Band Metaphor 27
Mai Otsuki, Asako Kimura, Fumihisa Shibata, Hideyuki Tamura

Papers 2: Mobile Devices
Session Chair: Steven Feiner

[Technote] An Evaluation of a Smart-Phone-Based Menu System for Immersive Virtual Environments 31
Sascha Gebhardt, Sebastian Pick, Thomas Oster, Bernd Hentschel, Torsten Kuhlen

[Technote] A Study of Street-level Navigation Techniques in 3D Digital Cities on Mobile Touch Devices 35
Jacek Jankowski, Thomas Hulin, Martin Hachet

[Technote] Slicing Techniques for Handheld Augmented Reality 39
Paul Issartel, Florimond Guéniat, Mehdi Ammi

Papers 3: Get Healthy, Stay Healthy
Session Chair: Sabarish V. Babu

[Technote] Game Cane: An Assistive 3DUI for Rehabilitation Games 43
Miguel Cantu, Eric Espinoza, Rongkai Guo, John Quarles

[Technote] Ramps are Better than Stairs to Reduce Cybersickness in Applications Based on a HMD and a Gamepad .. 47
Jose L. Dorado, Pablo A. Figueroa

Papers 4: Desktop 3D Interaction
Session Chair: Joseph J. LaViola Jr.

HybridSpace: Integrating 3D Freehand Input and Stereo Viewing into Traditional Desktop Applications 51
Natalia Bogdan, Tovi Grossman, George Fitzmaurice

The Virtual Mitten: A Novel Interaction Paradigm for Visuo-Haptic Manipulation of Objects Using Grip Force 59
Merwan Achibet, Maud Marchal, Ferran Argelaguet, Anatole Lécuyer

[Technote] Design and Evaluation of Mouse Cursors in a Stereoscopic Desktop Environment 67
Leïla Schemali, Elmar Eisemann

[Technote] Feet Movement in Desktop 3D Interaction 71
Adalberto L. Simeone, Eduardo Velloso, Jason Alexander, Hans Gellersen

Papers 5: Perception & Calibration
Session Chair: Regis Kopper

Interaction-Free Calibration for Optical See-Through Head-Mounted Displays based on 3D Eye Localization 75
Yuta Itoh, Gudrun Klinker

How Wrong Can You Be: Perception of Static Orientation Errors in Mixed Reality 83
Jacob B. Madsen, Rasmus Stenholt

Evaluating Dynamic-Adjustment of Stereo View Parameters in a Multi-Scale Virtual Environment 91
Isaac Cho, Jialei Li, Zachary Wartell

[Technote] 3D Sound Memory in Virtual Environments 99
Kyla A. McMullen, Gregory H. Wakefield

Papers 6: Navigation
Session Chair: Doug Bowman

A Comparison of Different Methods for Reducing the Unintended Positional Drift Accompanying Walking-In-Place Locomotion 103
Niels Christian Nilsson, Stefania Serafin, Rolf Nordahl

Planning Redirection Techniques for Optimal Free Walking Experience Using Model Predictive Control 111
Thomas Nescher, Ying-Yin Huang, Andreas Kunz

[Technote] Reorientation in Virtual Environments using Interactive Portals 119
Sebastian Freitag, Dominik Rausch, Torsten Kuhlen

[Technote] Adaptive Navigation for Virtual Environments .....
Ferran Argelaguet

Posters

Poster: Modeling Insertion Point for General Purpose Haptic Device Simulations for Minimally Invasive Surgeries ... 129
Salim Chemlal, Krzysztof J. Rechowicz, Mohammad F. Obeid, Frederic D. McKenzie

Poster: Towards Supporting Situational Awareness using Tactile Feedback 131
Flynn Wolf, Philip Feldman, Ravi Kuber

Poster: Integration of a Haptic Rendering Algorithm Based on Voxelized and Point-Sampled Structures into the Physics Engine Bullet 133
Mikel Sagardia, Theodoros Stouraitis, João Lopes e Silva

Poster: Evaluation of a Smart Tablet's Interface for 3D Interaction 135
Daniel R. Mestre, Vincent Perrot

Poster: Amplitude Test for Input Devices for System Control in Immersive Virtual Environment 137
Nina Thornemann Hansen, Kasper Hald, Rasmus Stenholt

Poster: Designing Effective Travel Techniques with Bare-hand Interaction 139
Mahdi Nabiyouni, Bireswar Laha, Doug A. Bowman

Poster: 3DintEx – A Tool to Explore Interactively the Structural and Behavioral Aspects of System Models in 3D Environments 141
Ragaad AlTarawneh, Andreas Griesser, Jens Bauer, Shah Rukh Humayoun, Achim Ebert

Poster: Superhumans: a 3DUI Design Metaphor 143
Ahmed E. Mostafa, Ehud Sharlin, Mario Costa Sousa

Poster: Evaluation of Immersive Visualization Techniques for 3D Object Retrieval 145
Diogo Henriques, Daniel Mendes, Pedro Pascoal, Isabel Trancoso, Alfredo Ferreira

Poster: Wearable Input Device for Smart Glasses Based on a Wristband-Type Motion-Aware Touch Panel..... 147
Jooyeun Ham, Jonggi Hong, Youngkyoon Jang, Seung Hwan Ko, Woontack Woo

Poster: Applying Kanban to Healthcare via Immersive 3D Virtual Reality 149
F. Daniel Nicolalde, Vito Freese, Kevin Ponto, Ross Tredinnick, Megan Kinneberg

Poster: Guided Tour Creation in Immersive Virtual Environments 151
Sebastian Pick, Andrea Bönsch, Irene Tedjo-Palczynski, Bernd Hentschel, Torsten Kuhlen

Poster: Exploring the Integrality and Separability of the Leap Motion Controller for Direct Manipulation 3D Interaction..... 153
Panagiotis Apostolellis, Brennon Bortz, Peng Mi, Nicholas Polys, Andy Hoegh

Poster: Kinect-based Automatic Scoring System for Spasmodic Torticollis 155
Takuto Nakamura, Narihiro Nishimura, Takashi Asahi, Genko Oyama, Michi Sato, Hiroyuki Kajimoto

Poster: BrainTrek - An Immersive Environment for Investigating Neuronal Tissue 157
Michael Morehead, Quinn Jones, Jared Blatt, Paul Holcomb, Juergen Schultz, Tom DeFanti, Mark Ellisman, Gianfranco Doretto, George A. Spirou

Poster: Investigating Viewpoint Visualizations for Click & Go Navigation 159
Benjamin Nuernberger, Steffen Gauglitz, Tobias Höllerer, Matthew Turk

Poster: Immersive Point Cloud Virtual Environments..... 161
Gerd Bruder, Frank Steinicke, Andreas Nüchter

Poster: Rapid Development of Natural User Interaction using Kinect Sensors and VRPN..... 163
Timothy B. Morgan, Diana Jarrell, Judy M. Vance

Poster: Dynamic Adaptation of 3D Selection Techniques for Suitability Across Diverse Scenarios 165
Jeffrey Cashion, Joseph J. LaViola, Jr.

Poster: Understanding of Spatial Gestural Motor Space: a Study on Cursorless Absolute Freehand Pointing on Large Displays 167
Seungjae Oh, Heejin Kim, Min K. Chung

Poster: Bimanual Design of Deformable Objects Thanks to the Multi-tool Visual Metaphor 169
Morgan Le Chénéchal, Maud Marchal, Bruno Arnaldi

Poster: Automatic Termination and Route Guide for 3D Scanning Based on Area Limitation..... 171
Yuuki Ueba, Nobuchika Sakata, Shogo Nishida

Poster: Exploring 3D Volumetric Medical Data using Mobile Devices 173
Teddy Seyed, Francisco Marinho Rodrigues, Frank Maurer, Anthony Tang

Poster: Design and Development of a Virtual Reality System for Vocational Rehabilitation of Individuals with Disabilities 175
Evren Bozgeyikli, Lal Bozgeyikli, Matthew Clevenger, Andrew Raij, Redwan Alqasemi, Rajiv Dubey

Poster: Applying Tactile Languages for 3D Navigation 177
Victor Adriel de J. Oliveira, Anderson Maciel

Poster: A Comparative Study of Metaphors for Investigating Augmented Reality Artifacts 179
Kimberly Zeitz, Rebecca Zeitz, Congwu Tao, Nicholas Polys

Poster: Interactive Breadboard Activity Simulation (IBAS) for Psychomotor Skills Education in Electrical Circuitry... 181
Dhaval Parmar, Jeffrey Bertrand, Blair Shannon, Sabarish V. Babu, Kapil Madathil, Melissa Zelaya, Tianwei Wang, John Wagner, Kristin Frady, Anand K. Gramopadhye

Contest

Slice-n-Swipe: A Free-Hand Gesture User Interface for 3D Point Cloud Annotation 185
Felipe Bacim, Mahdi Nabiyouni, Doug A. Bowman

Bi-Manual Gesture Interaction for 3D Cloud Point Selection and Annotation using COTS 187
Marcio Cabral, Andre Montes, Olavo Belloc, Rodrigo Ferraz, Fernando Teubl, Fabio Doreto, Roseli Lopes, Marcelo Zuffo

The Point Walker Multi-label Approach 189
Hernandi Krammes, Marcio M. Silva, Theodoro Mota, Matheus T. Tura, Anderson Maciel, Luciana Nedel

Touching the Cloud: Bimanual Annotation of Immersive Point Clouds..... 191
Paul Lubos, Rüdiger Beimler, Markus Lammers, Frank Steinicke

Go'Then'Tag: A 3-D point cloud annotation technique..... 193
Manuel Veit, Antonio Capobianco