2017 IEEE 10th Workshop on Software Engineering and Architectures for Realtime Interactive Systems (SEARIS 2017)

Los Angeles, California, USA 19 March 2017



IEEE Catalog Number: ISBN:

CFP17SRI-POD 978-1-5386-6275-5

Copyright © 2017 by the Institute of Electrical and Electronics Engineers, Inc. All Rights Reserved

Copyright and Reprint Permissions: Abstracting is permitted with credit to the source. Libraries are permitted to photocopy beyond the limit of U.S. copyright law for private use of patrons those articles in this volume that carry a code at the bottom of the first page, provided the per-copy fee indicated in the code is paid through Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923.

For other copying, reprint or republication permission, write to IEEE Copyrights Manager, IEEE Service Center, 445 Hoes Lane, Piscataway, NJ 08854. All rights reserved.

*** This is a print representation of what appears in the IEEE Digital Library. Some format issues inherent in the e-media version may also appear in this print version.

IEEE Catalog Number: CFP17SRI-POD ISBN (Print-On-Demand): 978-1-5386-6275-5 ISBN (Online): 978-1-5386-6274-8

ISSN: 2328-7772

Additional Copies of This Publication Are Available From:

Curran Associates, Inc 57 Morehouse Lane Red Hook, NY 12571 USA

Phone: (845) 758-0400 Fax: (845) 758-2633

E-mail: curran@proceedings.com Web: www.proceedings.com



TABLE OF CONTENTS

A LATENCY AND LATENCY JITTER SIMULATION FRAMEWORK WITH OSVR	1
Jan-Philipp Stauffert; Florian Niebling; Marc Erich Latoschik	
VISIONARAY: A CROSS-PLATFORM RAY TRACING TEMPLATE LIBRARY	8
Stefan Zellmann; Daniel Wickeroth; Ulrich Lang	
AN ARCHITECTURE FOR FULL BODY COLLABORATIVE VR APPLICATIONS	16
Pablo Figueroa; Timofey Grechkin; Yuanyuan Jiang; Evan Suma Rosenberg	
VISANALYTICSKIT: USER LOGGING FOR MOBILE VISUALIZATION APPLICATIONS	22
Alexander Schiewe; Andreas Ruck; Gordon Duffley; Christopher R. Butson; Jens Krüger	
TEN YEARS OF SEARIS. AN OVERVIEW	30
Pablo Figueroa	
PROPS ALIVE: A FRAMEWORK FOR AUGMENTED REALITY STOP MOTION ANIMATION	34
Llogari Casas; Maggie Kosek; Kenny Mitchell	
CHERRY-PICKING RIS FUNCTIONALITY – INTEGRATION OF GAME AND VR ENGINE	
SUB-SYSTEMS BASED ON ENTITIES AND EVENTS	38
Dennis Wiebusch; Chris Zimmerer; Marc Latoschik	
A FRAMEWORK FOR CLUSTER-BASED RENDERING AND POSTPROCESSING	46
Philipp Frericks; Thorsten Roth; André Hinkenjann; Ernst Kruijff	
Author Index	