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Volume Editors

Hongbin Zha
Peking University
Beijing, 100871, China
E-mail: zha@pku.edu.cn

Zhigeng Pan
Zhejiang University
Hangzhou, 310027, China
E-mail: zgpan@cad.zju.edu.cn

Hal Thwaites
Multimedia University
Kuala Lumpur, Malaysia
E-mail: hal.thwaites@gmail.com

Alonzo C. Addison
UNESCO World Heritage Center - VHN
Berkeley, USA
E-mail: addison@socrates.Berkeley.edu

Maurizio Forte
IVHN, Italian NRC
Roma, Italy
E-mail: maurizio.forte@itabc.cnr.it

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Preface

We are very pleased to have the opportunity to bring forth the proceedings of the 12th International Conference on Virtual Systems and Multimedia (VSMM), held in Xi'an, China, in October 2006. This was the first time that VSMM was sited in China. This year, the main topic of the conference was new developments and solutions for cultural heritage, healthcare, gaming, robotics and the arts, focusing on the latest advances in the interdisciplinary research among the fields.

We received over 180 submissions of papers from many countries. Finally 59 regular papers were selected for presentation at the conference and inclusion in the proceedings. In order to provide a quality conference and quality proceedings, each paper was reviewed by at least two reviewers. The international program committee and reviewers did an excellent job within a tight schedule and we are proud of the technical program we put together.

Many people contributed to the conference. We first wish to thank the Virtual Systems and Multimedia Society, who provided strong support to the whole process of the preparation of the conference. In particular, we would like to express our thanks to Takeo Ojika, Daniel Pletinckx (VSMM 2006 conference adviser) and Mario Santana Quintero for their organizational work.

We are grateful to Nanning Zheng, Yuehu Liu, and Jianru Xue from Xi'an Jiaotong University for their hard work on the local arrangements. Special thanks to Jiaying Wang, and Ling Chen from Tsinghua University, and Xiaohong Jiang from Zhejiang University.

Last but not least, we would like to express our gratitude to all the contributors, reviewers, international program committee and organizing committee members, without whom the conference would not have been possible.

October 2006

Nanning Zheng
Conference Chair, VSMM 2006
Hongbin Zha
Program Co-chair, VSMM 2006
Zhigeng Pan
Organizing Co-chair, VSMM 2006
Hal Thwaites
President, Virtual Systems and Multimedia Society

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Table of Contents

Virtual Reality and Computer Graphics

A Novel Parameter Learning Method of Virtual Garment	1
<i>Yujun Chen, Jiaxin Wang, Zehong Yang, Yixu Song</i>	
Augmented Reality as Perceptual Reality	7
<i>Jung Yeon Ma, Jong Soo Choi</i>	
A Multimodal Reference Resolution Approach in Virtual Environment	11
<i>Xiaowu Chen, Nan Xu</i>	
SC: Prototypes for Interactive Architecture	21
<i>Henriette Bier, Kathleen de Bodt, Jerry Galle</i>	
Model-Based Design of Virtual Environment Behavior	29
<i>Bram Pellens, Frederic Kleinermann, Olga De Troyer, Wesley Bille</i>	
Beh-VR: Modeling Behavior of Dynamic Virtual Reality Contents	40
<i>Krzysztof Walczak</i>	
N'Files – A Space to React. Communication Between Architecture and Its Users	52
<i>Christian Fröhlich, Martin Kern</i>	
IPML: Extending SMIL for Distributed Multimedia Presentations	60
<i>Jun Hu, Loe Feijs</i>	
The Use of Multi-sensory Feedback to Improve the Usability of a Virtual Assembly Environment	71
<i>Ying Zhang, Adrian R.L. Travis</i>	
GPU-Based Soft Shadow Rendering Using Non-linear Pre-computed Radiance Transfer Approximation	81
<i>Lili Wang, Jing Wang, Qinpeng Zhao</i>	
Predictive Occlusion Culling for Interactive Rendering of Large Complex Virtual Scene	93
<i>Hua Xiong, Zhen Liu, Aihong Qin, Haoyu Peng, Xiaohong Jiang, Jiaoying Shi</i>	

A Study on Perception and Operation Using Free Form
Projection Display 103
Daisuke Kondo, Ryugo Kijima

A Service-Oriented Architecture for Progressive Delivery and Adaptive
Rendering of 3D Content 110
ZhiQuan Cheng, ShiYao Jin, Gang Dang, Tao Yang, Tong Wu

Vision and Image Technology

Embedding Image Watermarks into Local Linear Singularity
Coefficients in Ridgelet Domain 119
Liang Xiao, Zhihui Wei, Huizhong Wu

Rotated Haar-Like Features for Face Detection with
In-Plane Rotation 128
*Shaoyi Du, Nanning Zheng, Qubo You, Yang Wu, Maojun Yuan,
Jingjun Wu*

Contour Grouping: Focusing on Image Patches Around Edges 138
Shulin Yang, Cunlu Xu

Synthetic Stereoscopic Panoramic Images 147
Paul Bourke

Building a Sparse Kernel Classifier on Riemannian Manifold 156
Yanyun Qu, Zejian Yuan, Nanning Zheng

Three-Dimension Maximum Between-Cluster Variance Image
Segmentation Method Based on Chaotic Optimization 164
Jiu-Lun Fan, Xue-Feng Zhang, Feng Zhao

A Multi-sensor Image Registration Method Based on Harris Corner
Matching 174
Mingyue Ding, Lingling Li, Chengping Zhou, Chao Cai

Graph Based Energy for Active Object Removal 184
Yimin Yu, Duanqing Xu, Chun Chen, Lei Zhao

Object-Based Image Recoloring Using Alpha Matte and Color
Histogram Specification 194
Xuezhong Xiao, Lizhuang Ma, Marco Kunze

Reconstructing Symmetric Curved Surfaces from a Single Image and Its Application	204
<i>Jiguo Zheng, Yan Zhang, Shouyi Zhan, Chen Liu</i>	

Geometry Processing

Constructing 3D Surface from Planar Contours with Grid Adjustment Analysis	214
<i>Xiaohui Liang, Xiaoxiao Wu, Aimin Liang, Chuanpeng Wang</i>	
Geometric Modeling for Interpolation Surfaces Based on Blended Coordinate System	222
<i>Benyue Su, Jieqing Tan</i>	
Orthogonal Least Square RBF Based Implicit Surface Reconstruction Methods	232
<i>Xiaojun Wu, Michael Yu Wang, Qi Xia</i>	
An Interpolatory Subdivision Scheme for Triangular Meshes and Progressive Transmission	242
<i>Ruotian Ling, Xiaonan Luo, Ren Chen, Guifeng Zheng</i>	
Geometric Hermite Curves Based on Different Objective Functions	253
<i>Jing Chi, Caiming Zhang, Xiaoming Wu</i>	
Aligning 3D Polygonal Models with Improved PCA	263
<i>Wei Liu, Yuanjun He</i>	

Collaborative Systems and GIS-Related

A Crowd Evacuation System in Emergency Situation Based on Dynamics Model	269
<i>Qianya Lin, Qingge Ji, Shimin Gong</i>	
Come Closer: Encouraging Collaborative Behaviour in a Multimedia Environment	281
<i>Cliff Randell, Anthony Rowe</i>	
The Component Based Factory Automation Control in the Internet Environment	290
<i>Hwa-Young Jeong</i>	

Database, Communication and Creation – A Research on Cultural Heritage-Based Educational Models 300
Ling Chen

An Adaptive Reliable QoS for Resource Errors Running on Ubiquitous Computing Environments 308
Eung Nam Ko

Learner’s Tailoring E-Learning System on the Item Revision Difficulty Using PetriNet 318
Hwa-Young Jeong

A Time-Controlling Terrain Rendering Algorithm 328
Lijie Li, Fengxia Li, Tianyu Huang

Developing and Analyzing Geographical Content Display System by Using RFID 338
Hiroshi Suzuki, Tadahiko Sato, Koji Yamada, Akira Ishida

Digital Heritage and Healthcare

Determination of Ancient Manufacturing Techniques of Ceramics by 3D Shape Estimation 349
Hubert Mara, Robert Sablatnig

CG Restoration of a Historical Noh Stage and Its Use for Edutainment 358
Kohei Furukawa, Choi Woong, Kozaburo Hachimura, Kaori Araki

Surveying and Mapping Caves by Using 3D Digital Technologies 368
Wei Ma, Hongbin Zha

On the Use of 3D Scanner for Chinese Opera Documentation 377
Hao Zhou, Sudhir P. Mudur

3D Data Retrieval of Archaeological Pottery 387
Martin Kampel, Robert Sablatnig

Participation as a Model the Canadian Heritage Information Network 396
Kati Geber

3D Digital Archive of the Burghers of Calais	399
<i>Daisuke Miyazaki, Mawo Kamakura, Tomoaki Higo, Yasuhide Okamoto, Rei Kawakami, Takaaki Shiratori, Akifumi Ikari, Shintaro Ono, Yoshihiro Sato, Mina Oya, Masayuki Tanaka, Katsushi Ikeuchi, Masanori Aoyagi</i>	
The EPOCH Multimodal Interface for Interacting with Digital Heritage Artefacts	408
<i>Panagiotis Petridis, Daniel Pletinckx, Katerina Mania, Martin White</i>	
Virtual Manuscripts for an Enhanced Museum and Web Experience 'Living Manuscripts'	418
<i>Jessica R. Cauchard, Peter F. Ainsworth, Daniela M. Romano, Bob Banks</i>	
Note-Taking Support for Nurses Using Digital Pen Character Recognition System	428
<i>Yujiro Hayashi, Satoshi Tamura, Satoru Hayamizu, Yutaka Nishimoto</i>	
Sensing and Robotics	
Human-Robot Interaction in a Ubiquitous House	437
<i>Simon Thompson, Satoshi Kagami, Yoshifumi Nishida</i>	
Development and Evaluation of a Hybrid Shared Tele-Haptic System	446
<i>Shinji Yamabiraki, Tsuneo Kagawa, Nishino Hiroaki, Kouichi Utsumiya</i>	
Experimental Investigation on Integral Cognition by Multiple Senses	456
<i>Kazuo Tani, Takuya Kawamura, Satoshi Murase</i>	
Object Detection for a Mobile Robot Using Mixed Reality	466
<i>Hua Chen, Oliver Wulf, Bernardo Wagner</i>	
A Humanoid Robot to Prevent Children Accidents	476
<i>Altion Simo, Yoshifumi Nishida, Koichi Nagashima</i>	
The Arts and Gaming	
Facial Sketch Rendering and Animation for Fun Communications	486
<i>Yuanqi Su, Yuehu Liu, Yunfeng Zhu, Zhen Ren</i>	

Implementation of a Notation-Based Motion Choreography System	495
<i>Shun Zhang, Qilei Li, Tao Yu, XiaoJie Shen, Weidong Geng, Pingyao Wang</i>	
Nomadic Perspectives: Spatial Representation in Oriental Scroll Painting and Holographic Panoramagrams	504
<i>Jacques Desbiens</i>	
Urban-Planning Game	514
<i>L. Benčić, M. Mele</i>	
Virtual Network Marathon: Fitness-Oriented E-Sports in Distributed Virtual Environment	520
<i>Zhigeng Pan, Gaoqi He, Shaoyong Su, Xiangchen Li, Jingui Pan</i>	
Creating an Authentic Aural Experience in the Digital Songlines Game Engine: Part of a Contextualised Cultural Heritage Knowledge Toolkit . . .	530
<i>Craig Gibbons, Theodor G. Wyeld, Brett Leavy, James Hills</i>	
3D Interactive Computer Games as a Pedagogical Tool	536
<i>In-Cheol Kim</i>	
Author Index	545