

IC3D2021 (program)

Title

Authors

Welcome by chair of IC3D (8:50-9:00) CET

Session 1 (9:00-10:30)

Latent factor modeling of perceived quality for stereoscopic 3D video recommendation

Balasubramanyam Appina (Indian Institute of Information Technology, India), Mansi Sharma, Santosh Kumar, Peter A. Kara, Aniko Simon, Mary Guindy

Visual attention analysis and user guidance in cinematic VR film

Haoshuo Wang (Ernst-Abbe University of Applied Sciences, Germany), Colm O'Fearghail, Emin Zerman, Karsten Braungart, Aljosa Smolic, Sebastian Knorr

A novel compression scheme based on hybrid tucker-vector quantization via tensor sketching for dynamic light fields acquired through coded aperture camera

Joshitha R (Indian Institute of Technology Madras, India), Mansi Sharma, Sally Khaidem

Performance evaluation of HDR image reconstruction techniques on light field images

Mary Guindy (Holografika, Hungary), Vamsi K. Adhikarla, Peter A. Kara, Tibor Balogh, Aniko Simon

Session 2 (10:45-12:15)

Simulation of pan-tilt-zoom tracking for augmented reality air traffic control

Charles Hamesse (Royal Military Academy, Belgium), Benoit Pairet, Rihab Lahouli, Timothée Fréville, Rob Haelterman

From photogrammetric reconstruction to immersive vr environment

Maxime Lhuillier (Institut Pascal, France)

Performance analysis of DIBR-based view synthesis with kinect azure

Yupeng Xie (Université Libre de Bruxelles, Belgium), Andre Luis Souto Ferreira, Sarah Fachada, Daniele Bonatto, Mehrdad Teratani, Gauthier Lafruit

SPHERE: A novel approach to 3D and active sound localization

Valérie Gaveau (Lyon Neuroscience Research Center, France), Aurélie Coudert, Romeo Salemme, Eric Koun, Clément Desoche, Eric Truy, Alessandro Farne, Francesco Pavani

Lunch break CET (12:15-13:00)

Session 3 (13:00-14:30)

Accurate human body reconstruction for volumetric video

Decai Chen (Fraunhofer Heinrich-Hertz-Institut, Germany), Markus Worchel, Ingo Feldmann, Oliver Schreer, Peter Eisert

Multiview from micro-lens image of multi-focused plenoptic camera

Daniele Bonatto (Université Libre de Bruxelles, Belgium), Sarah Fachada, Takanori Senoh, Jiang Guotai, Xin Jin, Gauthier Lafruit, Mehrdad Teratani

3D location estimation of light sources in room-scale scenes

Lucas Pometti (InterDigital, France), Matthieu Fradet, Patrice Hirtzlin, Pierrick Jouet

Depth image-based rendering of non-lambertian content in MPEG immersive video

Sarah Fachada (Université Libre de Bruxelles, Belgium), Daniele Bonatto, Yupeng Xie, Patrice Rondao Alface, Mehrdad Teratani, Gauthier Lafruit

Session 4 (14:45-16:15)

The perceptually-supported and the subjectively-preferred viewing distance of projection-based light field displays

Peter A. Kara (Budapest University of Technology and Economics, Hungary), Mary Guindy, Tibor Balogh, Aniko Simon

Color transfer of 3D point clouds for XR applications

Herbert Potechius (Technical University of Berlin, Germany), Thomas Sikora, Sebastian Knorr

Adaptive streaming and rendering of static light fields in the web browser

Hendrik Lievens (Hasselt University, Belgium), Maarten Wijnants, Brent Zoomers, Jeroen Put, Nick Michiels, Peter Quax, Wim Lamotte

Implementation of multi-focal near-eye display architecture: optimization of data path

Rinalds Ruskuls (Hansamatrix Innovations SIA, Latvia), Kristiāns Slics, Sandra Balode, Reinis Ozolins, Elza Linina, Kriss Osmanis, Ilmars Osmanis

16:30 (annoucement of the best paper award)