

Preface

In September 2001, we organized the 1st International Conference on Virtual Storytelling in Avignon, France. This was the first international scientific event entirely devoted to the new discipline that links the ancient human art of storytelling to the latest high technologies of the Virtual Reality era.

Since this date, technology has not slowed its course. We all know that personal computers are even more powerful, but there have been huge advances in graphics boards. These are now programmable and can render in real time huge quantities of data as well as special effects that until recently required a dedicated graphics superworkstation. Applications that were in the research lab have now come to market. 3D Virtual Humans, the heroes of today's video games, are taking their first steps on e-business Web sites. These will be the stars of tomorrow. New topics are being intensively researched, especially, mixed and enhanced realities – the art of combining synthesized with real worlds.

This evolution raises many technical, applicational, artistic and even ethical questions. The occasion of the 2nd International Conference on Virtual Storytelling provided an excellent opportunity to once again gather researchers from the scientific, artistic and industrial communities to demonstrate new methods and techniques. This was the venue to show the latest results, and exchange concepts and ideas about the use of Virtual Reality technologies for creating, populating, rendering and interacting with stories, whatever their form, be it theatre, movie, cartoon, advertisement, puppet show, multimedia work, video games, etc.

We believe that participants in Virtual Storytelling 2003 found exciting guidelines for future scientific and artistic research as well as ideas for new applications and developments. Because Virtual Storytelling is a rapidly expanding discipline, new conferences are expected to be organized very soon to update the state of the art!

Toulouse, November 2003

Olivier Balet
Jean-Pierre Jessel
G rard Subsol
Patrice Torguet

Acknowledgement

Organizing a conference on Virtual Storytelling was a joint initiative of the Virtual Reality Department of the Communications et Systèmes Group and the French Working Group on Virtual Reality (GT-RV).

However, Virtual Storytelling 2003 only came about thanks to the financial support of the IST Programme of the European Commission, of Grand Toulouse, the Paul Sabatier University of Toulouse, and the University of Glasgow. We really want to thank them all for offering the opportunity to organize a conference on so innovative a topic.

We would also like to thank the Eurographics Organization for supporting the conference as well as the members of the Scientific and Application Board who helped the organizers to define the conference topics, and proposed names of experts for the Program Committee. The members of the Program Committee deserve special acknowledgments for their amazing reviews of the large number of papers that were submitted (three times what we had initially expected!).

Last, but not least, we had the pleasure to welcome two companies, Immersion SA and NVIDIA Corporation, that offered prizes for Best Paper and Best Demonstration.

Finally, our thanks to the organization people from Sophie et Associés for their help during the conference preparation.

Organization

Chair

Olivier Balet	Communications & Systèmes Group, France
Jean-Pierre Jessel	IRIT, Paul Sabatier University, Toulouse, France
G�rard Subsol	LTS, University of Perpignan, France
Patrice Torguet	IRIT, Paul Sabatier University, Toulouse, France

Scientific and Application Board

Norman I. Badler	University of Pennsylvania, USA
Ronen Barzel	Pixar, USA
Maurice Benayoun	Z-A Production, Paris, France
Kevin Bj�rke	NVIDIA Corporation, Santa Clara, USA
Bruce Blumberg	MIT MediaLab, USA
Ronan Boulic	EPFL, Lausanne, Switzerland
Marc Cavazza	University of Teesside, UK
Yves Duthen	IRIT, University of Toulouse 1, France
Franz Fischnaller	University of Illinois at Chicago, USA
	F.A.B.R.I.CATORS, Milan, Italy
Catherine Garbay	IMAG, Grenoble, France
Andrew Glassner	Consultant, Seattle, USA
Stefan G�bel	ZGDV, Darmstadt, Germany
Jonathan Gratch	University of South California, USA
Alain Grumbach	ENST, Paris, France
Barbara Hayes-Roth	Extempo Systems, Inc., USA
Paul Kafno	HD Thames, UK
Wim Lamotte	Limburgs Universitair Centrum, Belgium
Didier Libert	ENSAM, Paris, France
Sina Mostafawy	[rmh], Germany
Ryohei Nakatsu	Kwansei Gakuin University, Sanda, Japan
	Nirvana Technology, Inc., Japan
Jean-Christophe Nebel	University of Glasgow, UK
Sally Jane Norman	�cole Sup�rieure de l'Image, France
Catherine P�lachaud	University of Paris 8, France
Ken Perlin	New York University Media Research Lab, USA
Simon Richir	ISTIA Innovation, Angers, France
Leonie Schaefer	Fraunhofer FIT, Sankt Augustin, Germany
Barry Silverman	University of Pennsylvania, USA
Ulrike Spierling	University of Applied Sciences, Erfurt, Germany
Marie-Luce Viaud	INA, Bry-sur-Marne, France
John Wilson	University of Nottingham, UK
R. Michael Young	North Carolina State University, Raleigh, USA

Program Committee

Jan Allbeck	University of Pennsylvania, USA
Victor Bayon	University of Nottingham, UK
Stéphane Donikian	IRISA, Rennes, France
Patrick Doyle	Stanford University, USA
Knut Hartmann	University of Magdeburg, Germany
Junichi Hoshino	Tsukuba University/PRESTO JST, Japan
Ido Iurgel	ZGDV, Darmstadt, Germany
Michael Johns	University of Pennsylvania, USA
Pieter Jorissen	Limburgs Universitair Centrum, Belgium
Alexander Lechner	Vertigo Systems, Germany
Manuel Viñas Limonchi	University of Granada, Spain
Heidy Maldonado	Stanford University, USA
Maic Masuch	University of Magdeburg, Germany
Michael Mateas	Georgia Institute of Technology, USA
Chris Raymaekers	Limburgs Universitair Centrum, Belgium
Jean-Hugues Réty	University of Paris 8, France
Nadine Richard	ENST, Paris, France
Paul Richard	ISTIA Innovation, Angers, France
Oliver Schneider	ZGDV, Darmstadt, Germany
Magy Seif El-Nasr	Pennsylvania State University, USA
Alexander Sibiriyakov	University of Glasgow, UK
Danaë Stanton	University of Nottingham, UK
Andrew Stern	InteractiveStory.net, grandtextauto.org, USA
Nicolas Szilas	IDtension, France
Bill Tomlinson	University of California, Irvine, USA
Daria Tsoupikova	University of Illinois at Chicago, USA



<http://www.springer.com/978-3-540-20535-7>

Virtual Storytelling; Using Virtual Reality Technologies
for Storytelling

Second International Conference, ICVS 2003, Toulouse,
France, November 20-21, 2003, Proceedings

Balet, O.; Subsol, G.; Torguet, P. (Eds.)

2003, XII, 244 p., Softcover

ISBN: 978-3-540-20535-7