Call For Participation
IEEE & ACM International Symposium on Augmented Reality 2001
ISAR '01
October 29–30, 2001
Columbia University, New York, NY
http://www.augmented-reality.org/isar2001 or
Paper submissions due by June 11, 2001
Demo submissions due by August 5, 2001

<table>
<thead>
<tr>
<th>Objectives</th>
<th>General Chairs</th>
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<tbody>
<tr>
<td>ISAR’01 will provide an opportunity for Augmented Reality (AR)</td>
<td>Nassir Navab* Siemens Corporate Research, USA</td>
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<td>researchers from academia and industry to meet in an informal</td>
<td>Steve Feiner * Columbia University, USA</td>
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<td>atmosphere to exchange ideas, concepts, and research results. ISAR is</td>
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<td>meant to trigger discussions among participants to provide an</td>
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<td>intensive exchange between academic and industrial researchers working</td>
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<td>in the different AR research areas.</td>
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<table>
<thead>
<tr>
<th>History</th>
<th>Program Chairs</th>
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<tbody>
<tr>
<td>ISAR ’01 is the fourth in a series of successful events sponsored by IEEE</td>
<td>Ron Azuma* HRL Laboratories, USA</td>
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<tr>
<td>and ACM in cooperation with Eurographics:</td>
<td>藏田和也 Olympus Optical Company, Japan</td>
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<tr>
<td>ISAR '00: October 2000, Munich, Germany</td>
<td>Reinhold Behringer* Rockwell Science Center, USA</td>
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<tr>
<td>IWAR ’99: October 1999, San Francisco, USA</td>
<td>Mark Billinghurst University of Washington, USA</td>
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<tr>
<td>IWAR ’98: October 1998, San Francisco, USA</td>
<td>Wolfgang Birkfellner University of Vienna, Austria</td>
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<tr>
<th>Topics</th>
<th>Demo Chair</th>
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<tr>
<td>AR applications</td>
<td>Mihran Tuceryan Indiana University–Purdue University, USA</td>
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<td>• personal AR information systems</td>
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<td>• industrial AR applications</td>
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<td>• medical AR applications</td>
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<td>• AR for Architecture</td>
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<td>System architecture (hardware and software design)</td>
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<td>• wearable computing</td>
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<td>• distributed and collaborative AR</td>
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<td>• performance issues (approaches for achieving real-time AR)</td>
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<td>Information presentation</td>
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<td>• display hardware</td>
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<td>• AR image synthesis</td>
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<td>• real-time rendering</td>
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<td>• photorealistic rendering (e.g., reflection analysis)</td>
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<td>• object overlay and spatial layout techniques</td>
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<td>• aural augmentation</td>
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<td>• mediated reality</td>
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<td>• mixed reality</td>
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<td>Sensors for position and orientation tracking</td>
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<td>• tracking technology</td>
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<td>• calibration methods</td>
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<td>• sensor fusion</td>
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<td>• vision-based registration and tracking</td>
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<td>• acquisition of 3D scene descriptions</td>
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<td>User interaction</td>
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<td>• interaction techniques for AR</td>
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<td>• multimodal input and output</td>
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<td>Human factors</td>
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<td>• usability studies</td>
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<td>• acceptance of AR technology, social implications</td>
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<th>Invited Speakers</th>
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<tr>
<td>David Hawkes</td>
<td>Guy’s, King’s &amp; St Thomas’ School of Medicine, UK</td>
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<td>Ulrich Neumann</td>
<td>University of Southern California, USA</td>
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<tr>
<td>Jun Rekimoto</td>
<td>Sony Computer Science Laboratory, Japan</td>
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<td>Ron Azuma*</td>
<td>University of Washington, USA</td>
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<td>Yuichiro Akatsuka</td>
<td>University of Vienna, Austria</td>
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<td>Kostas Danilidis</td>
<td>University of Pennsylvania, USA</td>
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<tr>
<td>Paul Debevec</td>
<td>USC Institute for Creative Technologies, USA</td>
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<td>Anthony DiGioia</td>
<td>Carnegie Mellon University, USA</td>
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<td>Eric Foxlin</td>
<td>NASA Ames Research Center, USA</td>
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<tr>
<td>Stephen Ellis</td>
<td>University of Oxford, UK</td>
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<tr>
<td>Andrew Fitzgibbon</td>
<td>InterSense Inc., USA</td>
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<td>Yale Fitzgibbon</td>
<td>Swiss Federal Institute of Tech., Switzerland</td>
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<td>David Hawkes</td>
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<tr>
<td>Michitaka Hirose</td>
<td>University of Tokyo, Japan</td>
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<td>William Hoff</td>
<td>Colorado School of Mines, USA</td>
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<td>Tobias Höllerer</td>
<td>Columbia University, USA</td>
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<td>Simon Julier</td>
<td>Naval Research Laboratory, USA</td>
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<td>Anthony Majoros</td>
<td>The Boeing Company, USA</td>
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<td>Blair MacIntyre</td>
<td>Georgia Institute of Technology, USA</td>
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<td>David Mizell*</td>
<td>Desana Systems, USA</td>
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<td>Paul Milgram</td>
<td>University of Toronto, Canada</td>
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<td>Stefan Müller*</td>
<td>Fraunhofer IGD, Germany</td>
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<td>Ulrich Neumann*</td>
<td>University of Southern California, USA</td>
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<td>Dirk Reiners</td>
<td>Fraunhofer IGD/ZGDV, Germany</td>
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<td>Albert Rizzo</td>
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<td>Dieter Schmalstieg</td>
<td>Vienna University of Technology, Austria</td>
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<td>Gilles Simon</td>
<td>LORIA–INRIA Lorraine, France</td>
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<td>Andri State</td>
<td>University of North Carolina at Chapel Hill, USA</td>
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<td>Didier Stricker*</td>
<td>Fraunhofer IGD, Germany</td>
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<td>V Sundareshwaran</td>
<td>Rockwell Science Center, USA</td>
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<td>Haruo Takekura*</td>
<td>Nara Institute of Science &amp; Technology, Japan</td>
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<td>Mihran Tuceryan</td>
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<td>Jim Vallino</td>
<td>Rochester Institute of Technology, USA</td>
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<td>Hiroyuki Yamamoto</td>
<td>Mixed Reality Systems Laboratory, Japan</td>
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<td>Andrew Zisserman</td>
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* Member of ISAR steering committee
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