

# EG Ireland 2003

## Programme

*Tuesday 29<sup>th</sup> April*

- 9.00 Registration and Coffee  
9.20 Welcome and Opening Remarks: Professor Peter Roebuck, Provost,  
University of Ulster (Coleraine)

### Session One: Games and Animation

Chair: Michael McNeill

- 9.30 **Keynote Talk:** *"Unsolved Problems in Real-Time Rendering for Games"*, Dr Graham Dunnett, Head of Developer Relations, Criterion Software Ltd.
- 10.30 *'Building character animation for intelligent storytelling with the H-Anim standard'*, M. Ma and P. Mc Kevitt, School of Computing and Intelligent Systems, University of Ulster
- 11.00 Coffee and Scones
- 11.15 *"The use of Speech in Multimodal Interfaces in Computer Games"*, E. Spyridou, I. J. Palmer and E. J. Williams, Department of Electronic Imaging and Media Communications, University of Bradford
- 11.45 *'Complimentarity based Multiple Point Collision Resolution'*, T. Giang, G. Bradshaw and C. O'Sullivan, ISG, Department of Computer Science, Trinity College, Dublin
- 12.15 *"Challenges for Artificial Intelligence in Computer Games"*, D. Charles, School of Computing and Information Engineering, University of Ulster
- 12.45 Lunch

### Session Two: Applications

Chair: Carol O'Sullivan

- 2.00 *'Spatial Haptic Orientation for Visually Impaired People'*, L. Pokluda and J. Sochor, Faculty of Informatics, Masaryk University, Czech Republic

2.30           ‘*Application of the Golden Ratio to 3D Facial Models*’ R. McDonnell and A. McNamara, ISG, Department of Computer Science, Trinity College, Dublin

3.00           ‘*Designing a Prototype with Elements of Virtual Behaviour, for Interactive Biomechanics applications*’, J. Magee, School of Art and Design, University of Ulster

3.30           Afternoon Tea

3.45           ‘*Metaphor-Based Visualisation – A Solution to the HCI Challenges of Data Mining*’, N. Robinson and M. Shapcott, School of Computing and Mathematics, University of Ulster

#### Short Papers

4.15           ‘*VIRCAST (Virtual Reality CASE Tool) Diagrammatic CASE Tool to Model and Generate Scene Graph based Virtual Reality Environments*’ David Murphy, Paul Murphy and Sabin Tabirca, Department of Computer Science, University College Cork

4.30           ‘*Extending UML for Modelling Distributed Virtual Environment Applications*’, S. Wilson, M. D. J. McNeill, H. Sayers, Faculty of Informatics, University of Ulster

4.45           Panel Session/Workshop Discussion

5.30           **Drinks Reception, Senior Common Room**  
Sponsored by the School of Computing and Information Engineering, University of Ulster

6.30           Transport to Portrush (if required)

8.30           Informal dinner at The Harbour Bistro, Portrush

**Wednesday 30<sup>th</sup> April**

9.30           **Keynote Talk:** ‘Making Characters Believable’, Alastair McIlwain,  
Head of Animation, Banjax

10.30           Morning Coffee

**Session Three: Visualisation**

Chair: Paul Mc Kevitt

10.45           ‘*CT Virtual Intravascular Endoscopy in Aortic Stent Grafting*’, Z. Sun<sup>1</sup>,  
J. R. Winder<sup>1</sup>, B. E. Kelly<sup>2</sup>, P. K. Ellis<sup>2</sup>, P. T. Kennedy<sup>2</sup>, D. G. Hirst<sup>3</sup>,<sup>1</sup>  
School of Applied Medical Sciences and Sports Studies, University of  
Ulster, <sup>2</sup> Department of Radiology, Royal Victoria Hospital, Belfast,  
<sup>3</sup> School of Biomedical Sciences, University of Ulster

11.00           ‘*Towards Voxel-based Reconstruction from Uncalibrated Views*’, F.  
Brisic, School of Electronic Engineering, Dublin City University

11.30           ‘*Augmented Reality for Museum Artefact Visualization*’, M. White, F.  
Liarokapis, J. Darcy, N. Mourkoussis, P. Petridis, P. F. Lister, Centre  
for VLSI and Computer Graphics, University of Sussex

12.00           ‘*Assessing the visual perception impact of indirect lighting – a  
psychophysical experiment*’, Y. Morvan, A. McNamara, ISG,  
Department of Computer Science, Trinity College, Dublin

12.30           Concluding Remarks and End of Workshop