



Designing a prototype with elements of virtual behaviour for interactive biomechanics application

Magee, J. (2003). Designing a prototype with elements of virtual behaviour for interactive biomechanics application. In M. McNeill (Ed.), *Unknown Host Publication* (Vol. 2, pp. 43-52). Eurographics .

[Link to publication record in Ulster University Research Portal](#)

Published in:
Unknown Host Publication

Publication Status:
Published (in print/issue): 30/04/2003

Document Version
Author Accepted version

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EG Ireland 2003

Programme

Tuesday 29th 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 30th 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. Sun¹,
J. R. Winder¹, B. E. Kelly², P. K. Ellis², P. T. Kennedy², D. G. Hirst³,¹
School of Applied Medical Sciences and Sports Studies, University of
Ulster, ² Department of Radiology, Royal Victoria Hospital, Belfast,
³ 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