

APGV 2008 Program

Saturday, August 9

8:30 AM - 9:20 AM Conference Registration

9:20 AM - 9:30 AM Opening Remarks

Virtual Environments I: Depth Perception

9:30 AM - 9:50 AM	The Effects of Virtual Reality, Augmented Reality and Motion Parallax on Egocentric Depth Perception	<i>J. Adam Jones, J. Edward Swan II, Gurjot Singh, Eric Kolstad, Stephen R. Ellis</i>
9:50 AM - 10:15 AM	HMD Calibration and its Effects on Distance Judgments	<i>Scott A. Kuhl, William B. Thompson, Sarah H. Creem-Regehr</i>
10:15 AM - 10:40 AM	Misperceptions in Stereoscopic Displays: A Vision Science Perspective	<i>Robert T. Held, Martin S. Banks</i>

10:40 AM - 11:00 AM Break and Poster Set-up

Attention and Eye Tracking

11:00 AM - 11:25 AM	Fixation-identification in Dynamic Scenes: Comparing an Automated Algorithm to Manual Coding	<i>Susan M. Munn, Leanne Stefano, Jeff B. Pelz</i>
11:25 AM - 11:50 AM	A Psychophysical Study of Fixation Behavior in a Computer Game	<i>Veronica Sundstedt, Efstathios Stavrakis, Michael Wimmer, Erik Reinhard</i>
11:50 AM - 12:15 PM	Improving Search Task Performance Using Subtle Gaze Direction	<i>Ann McNamara, Reynold Bailey, Cindy Grimm</i>

12:15 PM - 2:00 PM Lunch

2:00 PM - 3:00 PM **Keynote Address** *Martin S. Banks*

Incorrect Focus Cues in Stereo Displays:
Effects on Visual Performance and Viewer
Fatigue

Faces, Characters, Crowds

3:00 PM - 3:25 PM	Probing Dynamic Human Facial Action Recognition from the Other Side of the Mean	<i>Cristóbal Curio, Martin A. Giese, Martin Breidt, Mario Kleiner, Heinrich H. Bülthoff</i>
3:25 PM - 3:45 PM	Evaluating the Emotional Content of Human Motions on Real and Virtual Characters	<i>Rachel McDonnell, Sophie Jörg, Joanna McHugh, Fiona Newell, Carol O'Sullivan</i>
3:45 PM - 4:10 PM	Perceptual Evaluation of Position and Orientation Context Rules for Pedestrian Formations	<i>Cathy Ennis, Christopher Peters, Carol O'Sullivan</i>

4:10 PM - 4:30 PM Break

4:30 PM - 5:00 PM Poster Fast Forward

6:00 PM 7:15 PM Poster Session

7:15 PM 9:00 PM Reception

Sunday, August 10

Image Processing and Rendering

8:30 AM - 8:55 AM	Brightness of the Glare Illusion	<i>Akiko Yoshida, Matthias Ihrke, Rafal Mantiuk, Hans-Peter Seidel</i>
8:55 AM - 9:15 AM	Quantifying Usability in Secure Graphics: Assessing the User Costs of Protecting 3D Content	<i>Jiajun Zhu, Jonathan Z. Bakdash, David Koller, Thomas Banton, Dennis R. Proffitt, Greg Humphreys</i>
9:15 AM - 9:40 AM	Perception-motivated Interpolation of Image Sequences	<i>Timo Stich, Christian Linz, Christian Wallraven, Douglas Cunningham, Marcus Magnor</i>

Animation

9:40 AM - 10:05 AM	Perceptual Evaluation of Cartoon Physics: Accuracy, Attention, Appeal	<i>Marcos Garcia, John Dingliana, Carol O'Sullivan</i>
10:05 AM - 10:30 AM	Effect of Scenario on Perceptual Sensitivity to Errors in Animation	<i>Paul S. A. Reitsma, Carol O'Sullivan</i>

10:30 AM - 10:45 AM Break

Lighting, Shading, and Textures

10:45 AM - 11:10 AM	Shape-Dependent Gloss Correction	<i>Peter Vangorp, Philip Dutré</i>
11:10 AM - 11:30 AM	On Optimal Resampling of View and Illumination Dependent Textures	<i>Jiří Filip, Michael J. Chantler, Michal Haindl</i>
11:30 AM - 11:55 AM	The Assumed Light Direction for Perceiving Shape from Shading	<i>James P. O'Shea, Martin S. Banks, Maneesh Agrawala</i>

12:00 PM - 1:30 PM Lunch

Virtual Environments II: Motion

1:30 PM - 1:50 PM	The Perceptual Influences on Gait Transition of Step Parameters and Optic Flow in Virtual Environment Locomotion Simulators	<i>Huan Dong, Adar Pelah, Jonathan Cameron, Joan Lasenby</i>
1:50 PM - 2:10 PM	Auditory Self-motion Illusions ("Circular Vection") can be Facilitated by Vibrations and the Potential for Actual Motion	<i>Bernhard E. Riecke, Daniel Feueressen, John J. Rieser</i>
2:10 PM - 2:35 PM	Sensitivity to Scene Motion for Phases of Head Yaws	<i>Jason Jerald, Tabitha Peck, Frank Steinicke, Mary Whitton</i>

2:35 PM - 2:50 PM Break

Visualization

2:50 PM - 3:10 PM	Ensemble-Space Visualization Improves Perception of 3D State of Molecular Dynamics Simulation	<i>Israel Huff, Chris Weigle, David C. Banks</i>
3:10 PM - 3:35 PM	Neural Modeling of Flow Rendering Effectiveness	<i>Daniel Pineo, Colin Ware</i>
3:35 PM - 4:00 PM	Comprehending Boolean Queries	<i>Jiwen Huo, William Cowan</i>

4:00 PM - 5:00 PM Business Meeting