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APRIL 2020

EUROVR NEWSLETTER

The official newsletter of Euro VR Association

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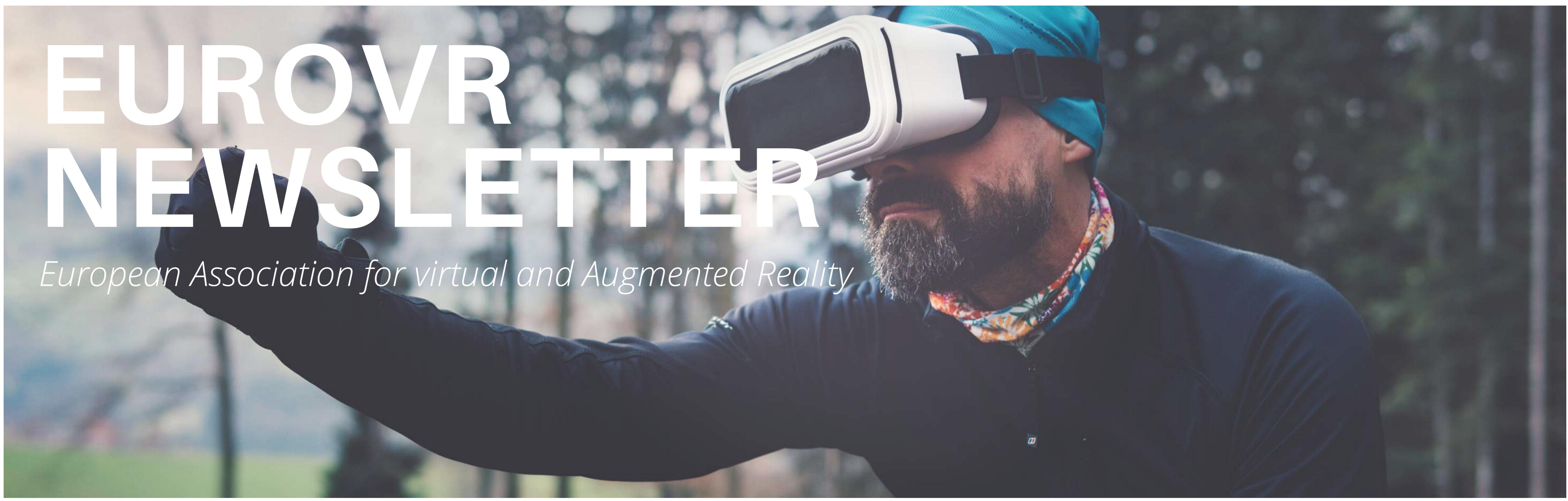
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**CELEBRATING 10
YEARS OF EUROVR**

EUROVR NEWSLETTER

European Association for virtual and Augmented Reality



LETTER TO OUR COMMUNITY

Dear Readers,

This periodic newsletter represents a new milestone of our Association's successful story.

We have initiated our activities in the frame of an EU-funded project, the INTUITION Network of Excellence, in 2004 and, after 5 years of

supports received by FP6, our community was formed leading as a result, to the foundation of the European Association for Virtual Reality and Augmented Reality - EuroVR. The goal, then and now, is to **bring the European Extended Reality (Virtual Reality/Mixed Reality/Augmented Reality) community together**

by bridging the gap among the Research, Academic and Industrial worlds. Nowadays, with VR/MR/AR becoming more and more a commodity worldwide, due to massive investments by large companies, it is increasingly important to get acquainted with the latest developments in the field. The year of 2020 is particularly important for our association, **we have reached the 10th year** from its establishment. In order to celebrate our 10-year anniversary, we are launching our monthly newsletter. This will allow us reach out to the European XR community, keeping them constantly informed about the latest developments in the areas of VR/MR/AR, and promoting collaboration between all actors and research initiatives, besides our already established communication channels and ongoing actions (i.e. the organisation of the annual EuroVR conference, which will be announced soon, the social media channels, the research projects we are participating in, the awards and the sponsorship of events).

The EuroVR Association's newsletter consists of the following sections:

A section dedicated to the presentation of our members. In each issue two EuroVR members (an academic and a business member) will be presented. In this very first issue Dr. Gabriel Zachmann, Professor and Researcher at the University of Bremen and HAPTION S.A. are introduced to our readers.

A section with information about other national associations, networks or cluster working on XR technologies and applications. Meet MIMOS - the Italian Modelling and Simulations Association and SCALE 1TM and stay connected for more on the next newsletter issue.

A section for announcing events, job and collaboration opportunities and thesis is also available for all entities of the XR ecosystem.

A section about the EuroVR conference, where for this first issue we offer a 10 year flash back through photos from our annual conferences.

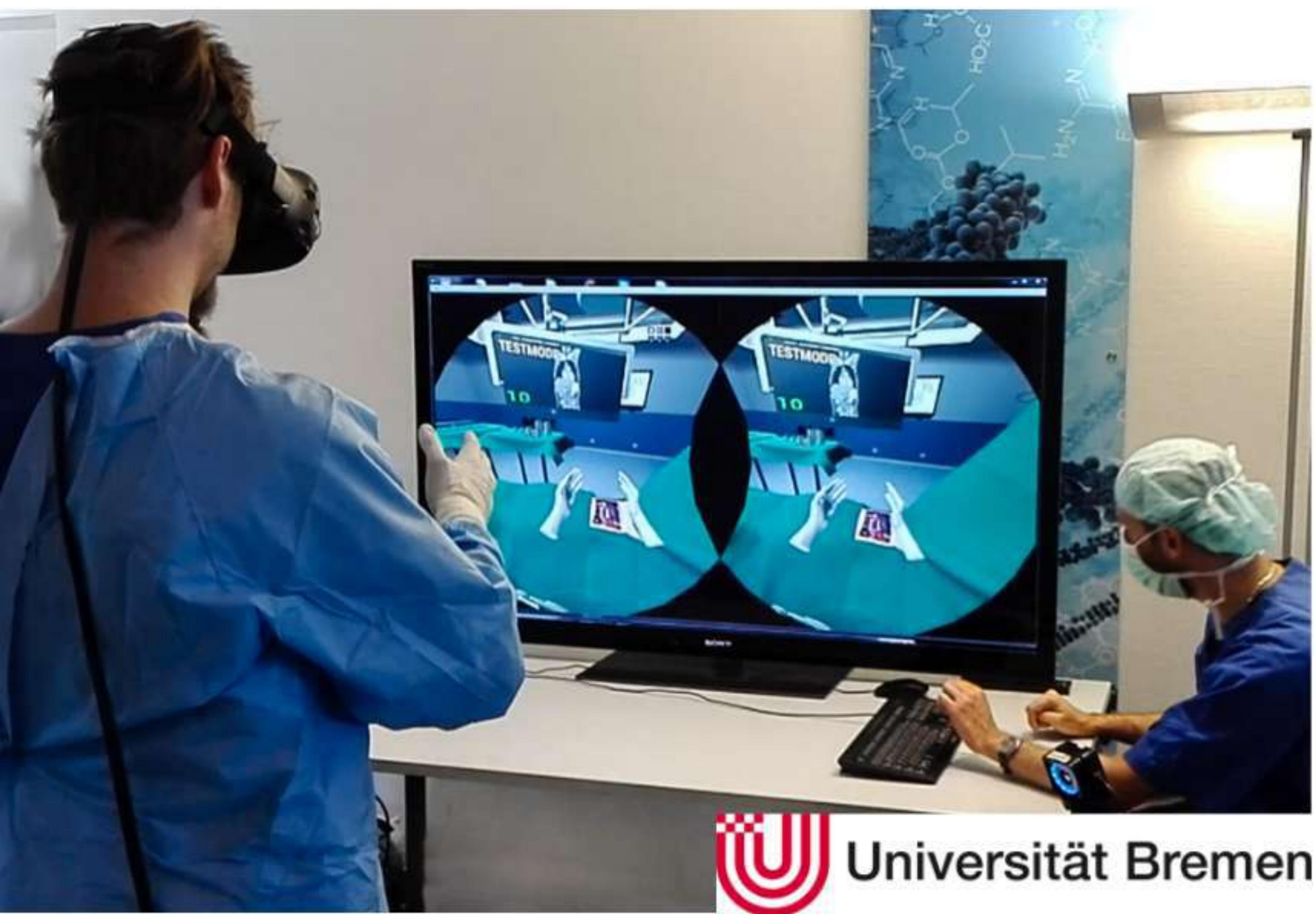
Finally, for our Members, as well as non-members under conditions, we offer a section free of charge for presenting their technologies and activities.

Concluding, we would like to invite you all to continue your support to our association's activities with your valuable contributions to our monthly newsletter too.

Join us and let's work together to promote the European Virtual/Mixed/Augmented Reality.

Enjoy reading!

Angelos Amditis, Former President and
Marco Sacco, President



Universität Bremen

Prof. Dr. GABRIEL ZACHMANN FROM THE UNIVERSITY OF BREMEN

Dr. Gabriel Zachmann is Professor and Researcher at the **University of Bremen**, teaching in Computer Graphics, Virtual Reality, Digital Media, Computer Vision, Geometric Algorithms, and Virtual Prototyping. He works for the **Center for Computing Technologies (TZI)** conducting research on various aspects of the digital revolution. All research is based on the same set of values:

"How can we make sure that new digital technologies will be safe, reliable, sustainable, and beneficial for society? VR and AR are the areas where we have developed expertise over decades."

The Center for Computing and Communication Technologies (TZI) of the University Bremen has 15 professors and more than 150 staff

working across individual technical disciplines to answer the key issues of our modern knowledge and service society. The TZI researchers draw on the information and communication technology (ICT) expertise gathered in over 100 national and international projects. Their research follows a user-centered approach, which is demonstrated by 13 spin-offs founded by the TZI.

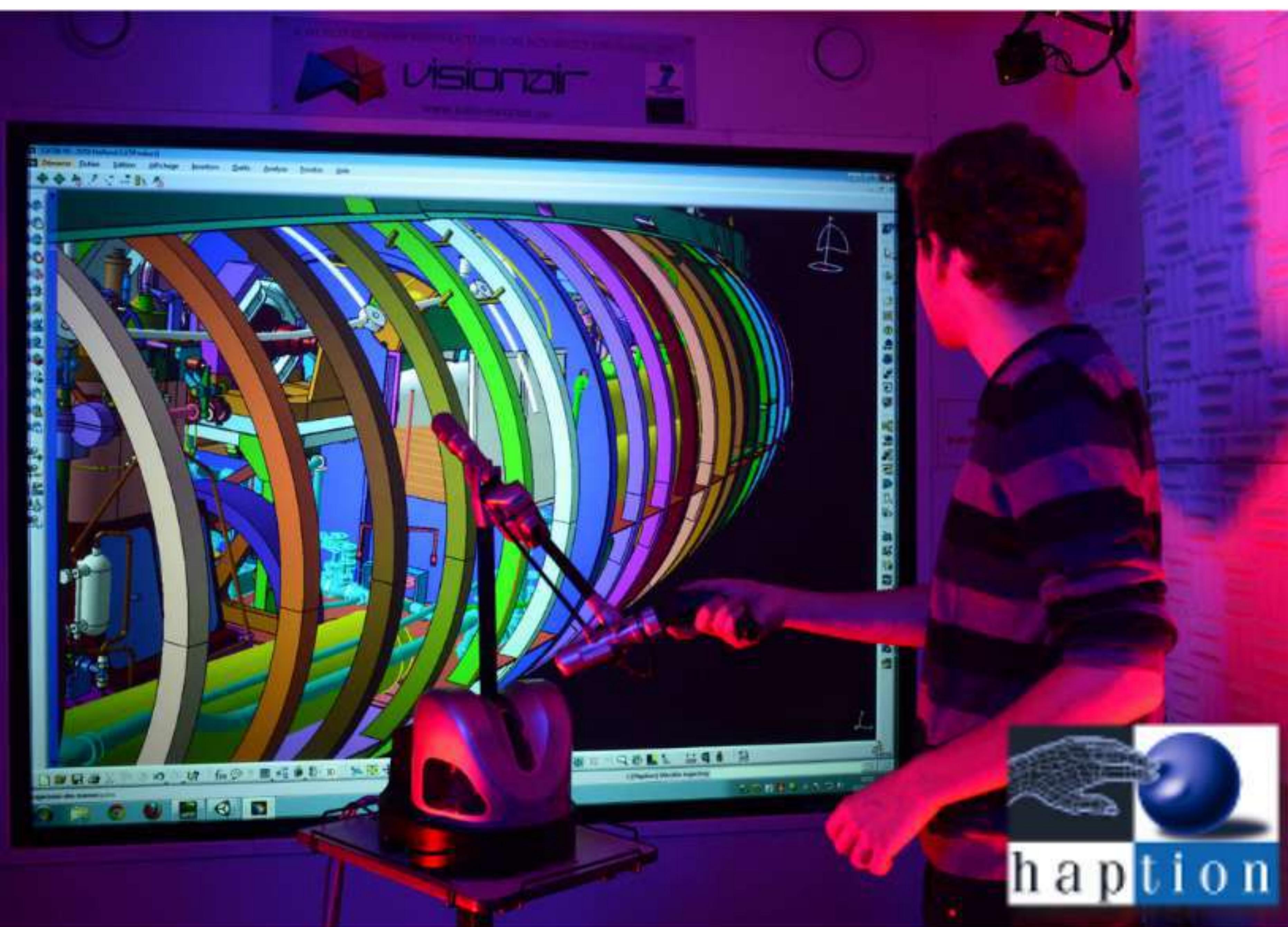
Prof. Gabriel Zachmann is also part of The visual computing group, member of TZI. They performed **research in computer graphics, virtual reality, and computer vision for over 20 years**, and also participated and initiated a large number of research projects funded by various German funding bodies (DFG, BMBF, DLR, DAAD) and industries (e.g., Volkswagen, BMW) and SME's.

Dr. Gabriel Zachmann,
EuroVR Member since 2010

"My motivation for joining EuroVR was the opportunity to initiate collaboration in areas such as virtual reality, geometric computing, medical simulation, digital health, VR for robotics, and visual computing. I am interested in contributing to common EU proposals and helping to shape the EuroVR conference".



The TZI scientists have extensive experience in virtual reality systems and interactions, massively-parallel algorithms, point cloud processing, 3D geometric algorithms, medical VR simulations, camera-based object tracking, machine learning, virtual prototyping, collision detection and proximity computations for several different object representations.



HAPTION S.A.

Haption is a company which designs, manufactures and sells hardware and software solutions based on force-feedback. Founded in 2001, the company partners with the most advanced leaders to provide professional level force-feedback solutions for medical, robotic, nuclear and industrial applications.

Haption has a lot of interest in **Virtual Reality** where their haptic device **brings the sense of contact inside Virtual Environments**, a thing no other technology can claim to bring.

Haption is widely acknowledged for its Virtuose range. Available with 6 degrees of freedom, they provide 3 or 6 force feedback along translations and rotations, in Standard and Desktop format. Involved in different R&D projects, we keep pushing the technology to market new products. **In a 10-year stage, 5 new products were developed** and industrialized, some of which are still unique today (Able, Scale1).

Jerome Perret, the CEO, plays a key role in the Association, he is one of the founding member of **EuroVR** Association and he is also **Vice President for EU issues and Collaboration**. Jerome is an entrepreneur with a strong technical background in robotics and computer engineering and his major interest is manual interaction with virtual environments, especially with force-feedback.



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DISCOVER OTHERS EUROPEAN ASSOCIATION



5 marzo 2002: MIMOS Foundation Day

MIMOS – ITALIAN MODELLING AND SIMULATION ASSOCIATION

MIMOS is the Italian association grouping companies, professionals, universities, and research institutions **working in the field of modelling, simulation, virtual reality and 3D**, with the aim of enhancing the culture of ‘virtuality’ in Italy, in every application area. MIMOS Network is composed by the main Italian Companies, Universities, Research Centre, Governmental Agency, Professionals, and Students dealing with Modelling & Simulation, Simulation & Training, and Virtual and Augmented Reality.

Events

In about 20 years of activity MIMOS has organized several events around Italy

on the full spread of simulation application, from Defence to Healthcare, from Industry to Cultural Heritage, from Food to Serious Games exploitation. The main objective of MIMOS is to create synergies among Industries, Academies and Institutional Agencies to foster new business opportunities going beyond the usual conference presentations. It can be done by means of specific multidisciplinary events where everyone can inform the audience, and stakeholders in particular, about its capabilities and projects in several fields of interest, allowing, at the same time, cross fertilization and networking possibilities. In this perspective, MIMOS organizes periodically Open Simulation Days to apply the above concept.

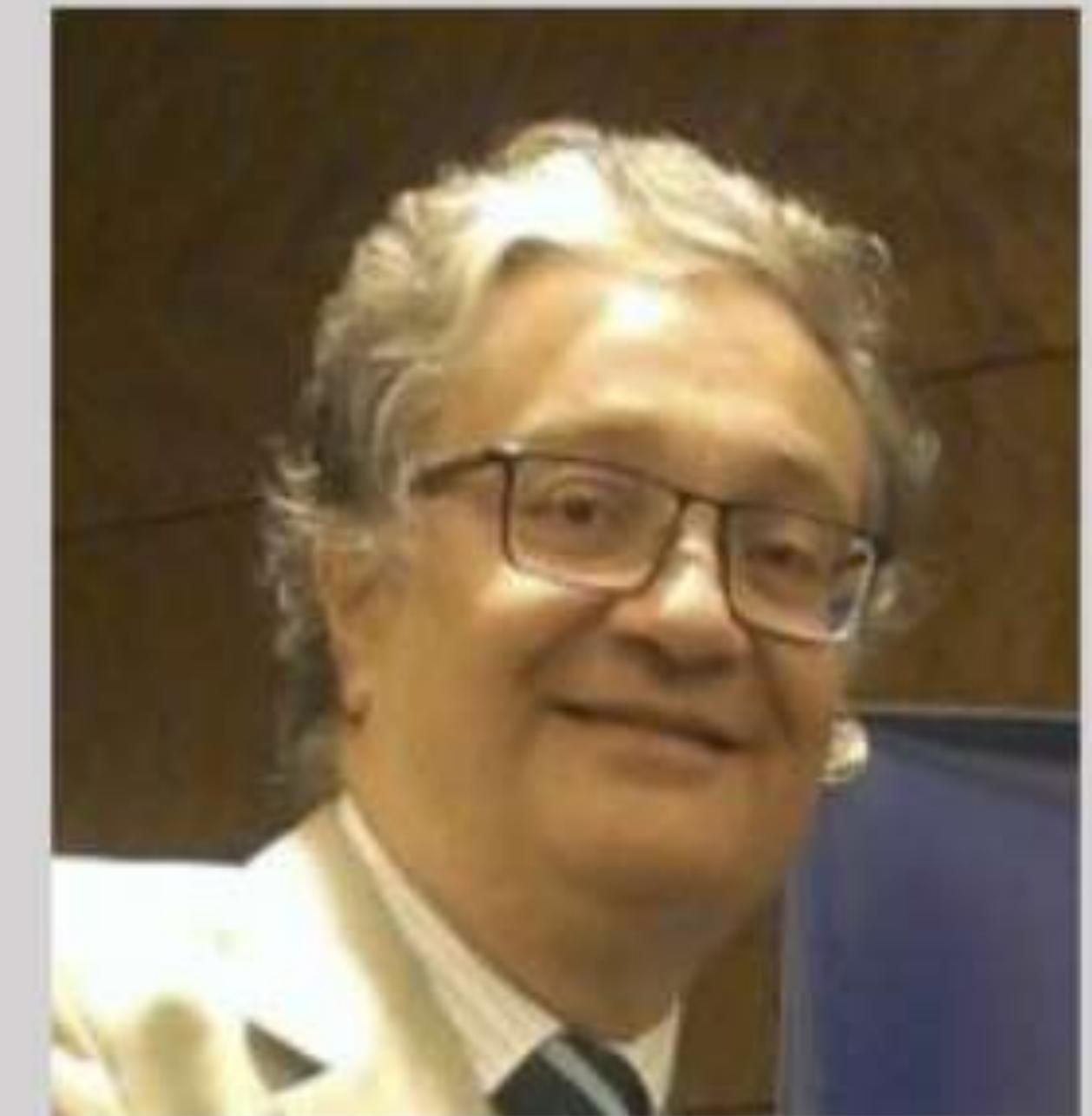
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Find more



MIMOS Award for Master and PhD Degrees on Virtual Reality and Simulation applications

MIMOS launched several editions of the Master and PhD Thesis on Simulation and Virtual Reality Award for Italian students degreed with a thesis on modelling, simulation, or virtual reality applications. Applications have been received from all main Italian Universities and some from abroad, with thesis spanning on all the application fields.



LATEST NEWS FROM YOUR PROJECTS

LabLENI

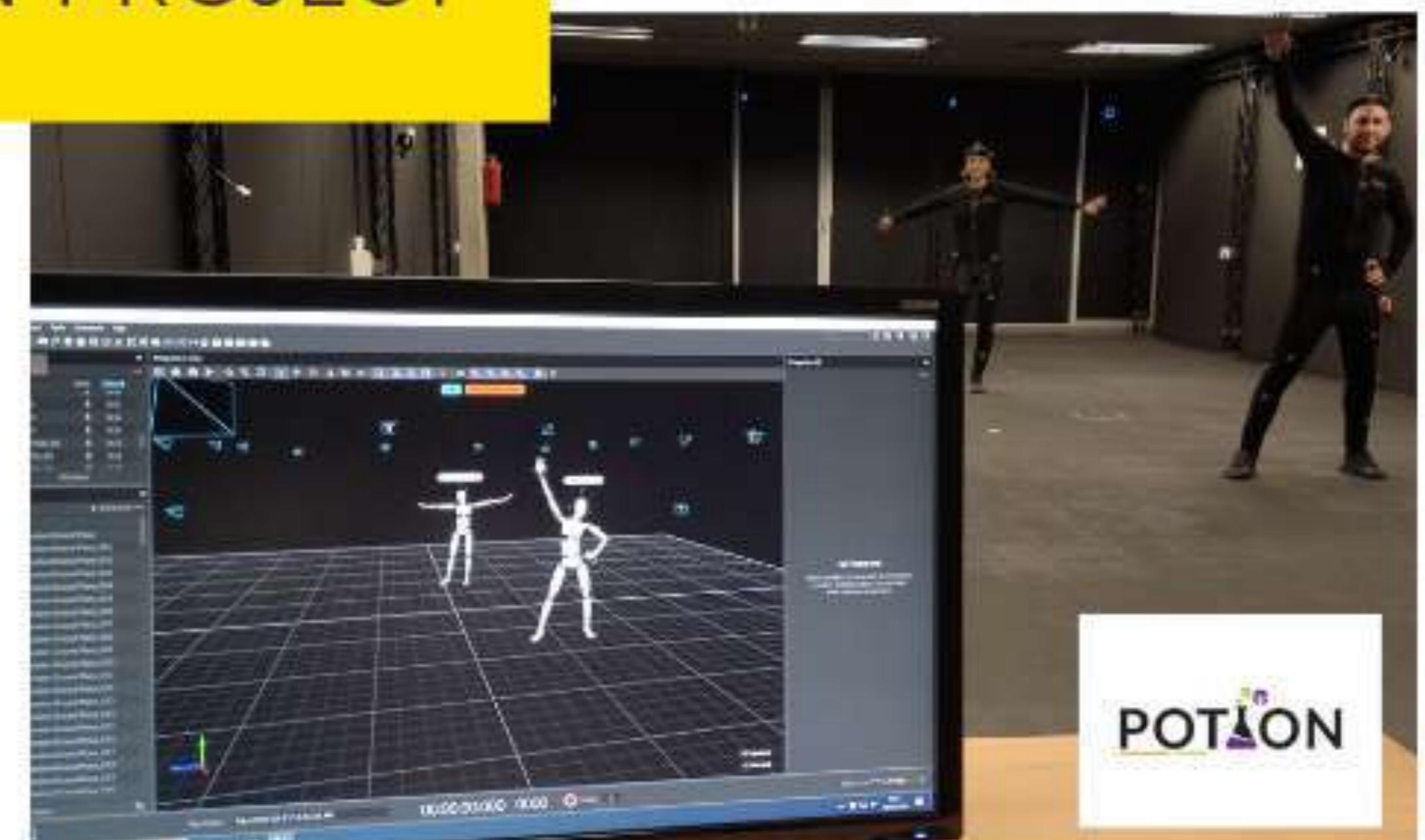


LabLENI carries out research activities for a better understanding and enhancement of human cognition combining insights and methods from computer science, psychology and neuroscience. We also develop solutions to support real-life studies and interventions, rather than for use in laboratory settings only.

ABOUT POTION PROJECT

The **POTION project** belongs to the AT3 research group, which is focused on the convergent application of information technologies and cognitive neuroscience, among others, to improve human capabilities. The POTION project (Promoting social interaction through emotional body odours) is an European project whose main objective is to dive nose first into the study of olfaction to develop a deeper understanding of how it influences human social interaction to create tools that promote and foster the building of healthy relationships.

The objective is to develop an innovative system of controlled release of the artificial chemosignals aimed to manage the social response strategies. This new technological paradigm will be tested both in social and clinical scenarios. In social scenarios, the human chemosignals will be examined in both virtual and real, social contexts. In clinical scenario, POTION will propose potential new supports in the therapeutic treatment of social anxiety, phobias and depression.



POTION



Do you want your
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Haptics in Virtual Reality

Prof. E. Vander Poorten

from the Robot Assisted Surgery (RAS) group of **KU Leuven**, uses the Virtuose 6D linked to a VR environment to prototype new medical instruments, test haptic guidance schemes for comanipulated surgery and train surgeons, all within the UCL-led GIFTsurg project.



KU LEUVEN



"VENISE" V&AR Group: Prof P. Bourdot

Focus on developing methods and tools to make immersive and collaborative interactions more natural or more intuitive, either in only virtual worlds or in combination with the real environment. Example: On a virtual assembly line, two workers cooperate through speech, two-hand gestures, haptic feedback, and double-stereoscopy to define the trajectory of a seat which must be installed in the cockpit of a car (cf. Digiteo "SIMCoD" project – topic 1)

Dr A. Lecuyer at INRIA IRISA

Research focused on multiple user inputs, exploiting both motor activity (motion-tracking) and mental activity (brain-computer interfaces). The goal is to create innovative body-based and mind-based controls of virtual environments, and reach in both cases immersive and efficient 3D user interface



Dr P. Cipresso

at **Istituto Auxologico Italiano**, studies the rehabilitation of executive functions and memory based in virtual scenarios, also using a Virtuose to enhance the interactions and capacities for the user.



Prof C. Sandor, Prof H. Kato

The team at **NAIST** conducts advanced research on combining Haptics with **Augmented Reality** (AR). They have developed a novel calibration model to reduce co-location errors. This model will enable many exciting new haptic AR applications.

HAPTION S.A.

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ADV SPACE FOR EXTERNAL MEMBERS

Are you looking for a space to promote yourself?
Are you a Company or and European Association operating in the
VR, AR and MR field?

With EuroVR Newsletter you can reach hundreds of professionals.

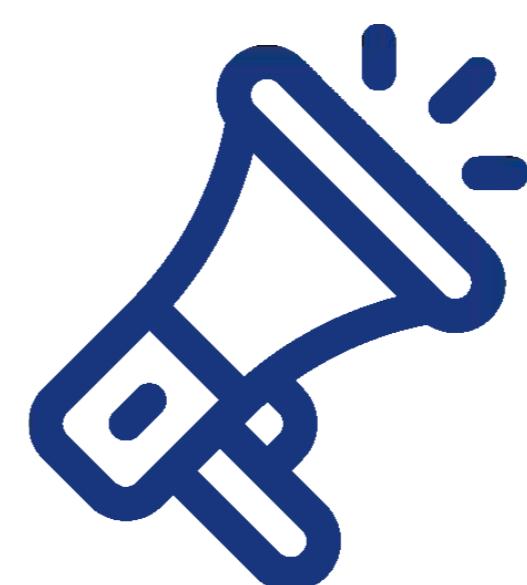
You may have the possibility to place an ADV for free, if you compose a technical communication related to one of your activities,
or if you prefer a classical ADV,
you can find the prices below.

PRICES



ADV - one third of the page

50,00 €



ADV - half the page

100,00 €

LATEST EVENTS

AVR 2020 Conference

The 7th International Conference on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR 2020) intends to bring together the community of researchers and scientists in order to discuss key issues, approaches, ideas, open problems, innovative applications and trends on virtual and augmented reality, 3D visualization and computer graphics in the areas of medicine, cultural heritage, arts, education, entertainment, military and industrial applications.

External reviewers and program committee will carefully evaluate the contributions taking into account originality, significance, technical soundness and clarity of exposition. Accepted papers will be included in the conference proceedings and published in Lecture Notes in Computer Science (LNCS) edited by Springer.



The keynote speakers will be:

Massimo Bergamasco, Scuola Superiore Sant'Anna, Italy
Mariano Alcañiz, Universitat Politècnica de València, Spain
Emanuele Frontoni, Università Politecnica delle Marche, Italy
Domenico Prattichizzo, Università di Siena, Italy
Mariolino De Cecco, Università di Trento, Italy



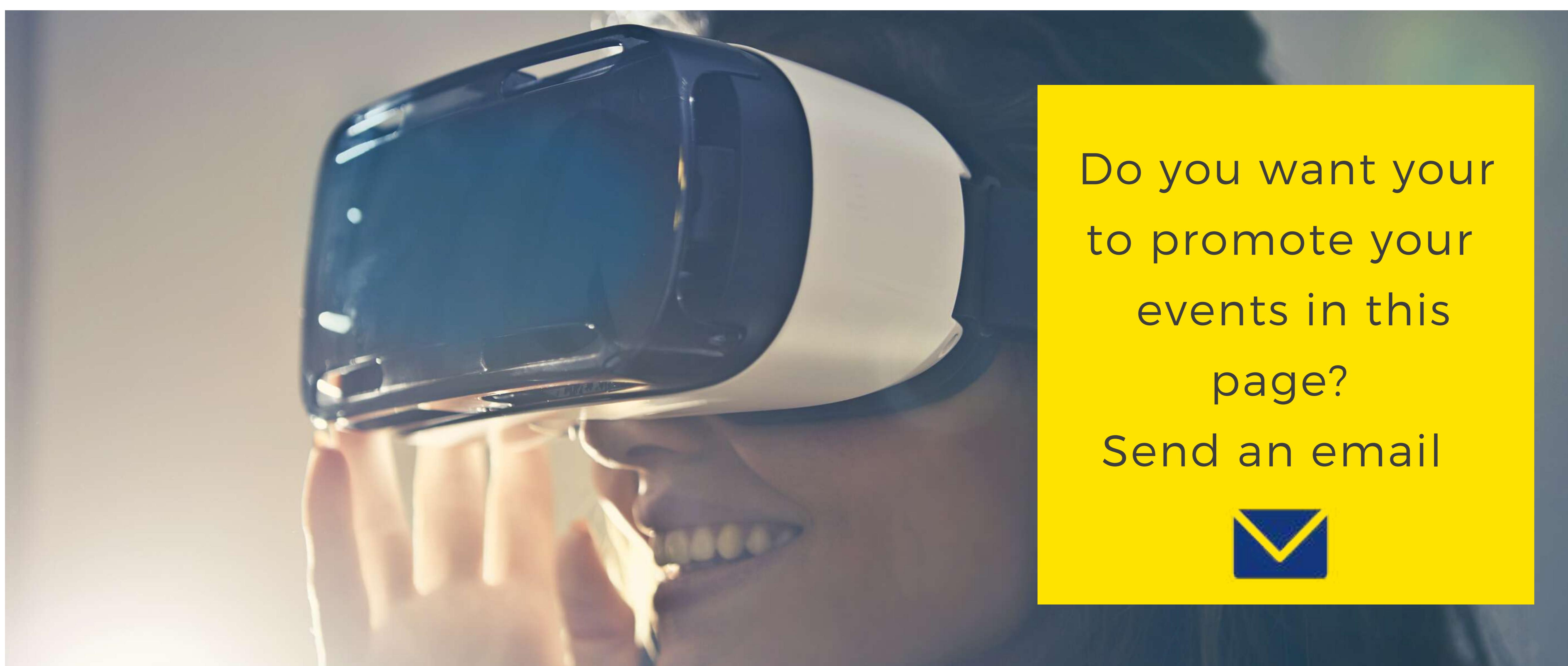
Lecce, Italy June 8-11, 2020

Due to the ongoing Covid-19 outbreak, Salento AVR 2020 will be postponed to September.

Following the latest developments in the current COVID-19 situation, including relevant restrictions and guidelines on travel and group gatherings, this year the conference will be held virtually.

Date still to be set. Updates on registration process and fees are coming soon and will be found at the website of the conference: www.salentoavr.it

Paper submission date: **June 15, 2020.**

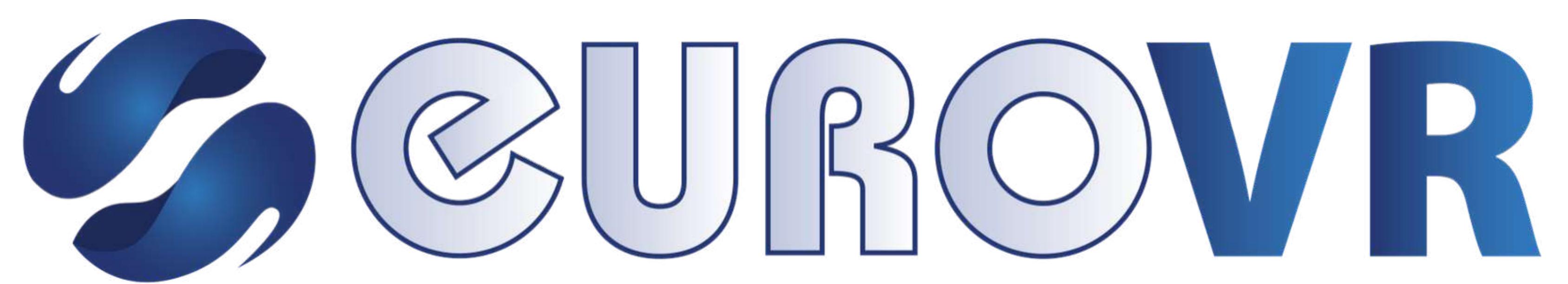


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10 YEARS OF EuroVR CONFERENCES IN PICTURES





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