



**V-City**  
The Virtual City

- 2<sup>nd</sup> Workshop Programme -  
08/06/2010 – Bordeaux, France

# Programme

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## Scientific presentations

- 09:00 **3D reconstruction of cultural heritage urban environments**, Chris Engels (Katholieke Universiteit Leuven)
- 09:45 **Technical strategies for massive urban model rendering**, Giovanni Pintore (CRS4), Fabio Ganovelli (CNR)
- 10:30 *Coffee break*
- 09:45 **Touch-based 3D interfaces**, Martin Hachet (INRIA)
- 10:30 **Multi-touch tables for the visualisation and manipulation of massive geographic environments**, Jean-Baptiste de la Rivière (Immersion)
- 11:00 **The 3D CoForm project: status and perspectives**, Karina Rodriguez-Echavarria, Stephen Laycock (University of Brighton)
- 12:00 *Lunch*

## Demonstrations

The afternoon will be dedicated to the demonstration and evaluation of the V-City project results in parallel sessions

13:00	VCity Builder	VCity Explorer	VCity Map Table
13:20	VCity Builder	VCity Explorer	VCity Map Table
13:40	VCity Builder	VCity Explorer	VCity Map Table
14:00	VCity Builder	VCity Explorer	VCity Map Table
14:20	VCity Builder	VCity Explorer	VCity Map Table
14:40	VCity Builder	VCity Explorer	VCity Map Table
15:00	VCity Builder	VCity Explorer	VCity Map Table
15:20	VCity Builder	VCity Explorer	VCity Map Table
15:40	VCity Builder	VCity Explorer	VCity Map Table
16:00	VCity Builder	VCity Explorer	VCity Map Table
16:20	VCity Builder	VCity Explorer	VCity Map Table
16:40	VCity Builder	VCity Explorer	VCity Map Table

## Location

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AUSONIUS

Maison de l'Archéologie

8, Esplanade des Antilles

33607 PESSAC CEDEX

Map : <http://www-ausonius.u-bordeaux3.fr/autres/contact.htm>

## Registration

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Participant must register by the 31<sup>st</sup> of May. There will be no onsite registration possibility and unregistered attendees will have no possibility to access the workshop.

Considering the limited capacity of the venue, registration will have to be confirmed by the workshop organisation. Priority will be given to attendees interested in the use of Virtual Reality technologies in the field of Cultural Heritage.

The registration will be free of charge. Please note that the organisation does not arrange accommodation and meals for the registered participants.

## Contact

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For registration and other information (recommended hotels, restaurants around the site), please contact: [vanessa.beyou@immersion.fr](mailto:vanessa.beyou@immersion.fr)

## The V-City Project

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The V-City project is a research and development initiative supported by the European Commission in the frame of the FP7 programme. It aims to research, develop and validate an innovative system integrating the latest advances in Computer Vision, 3D Modelling and Virtual Reality for the rapid and cost-effective reconstruction, visualisation and exploitation of complete, large-scale and interactive urban environments. The focus of the project is on urban environments that represent one of the most important and valuable cultural heritage.

