IEEE Virtual Reality Annual International Symposium

VRAIS '93

September 18-22, 1993

Sheraton Seattle Hotel & Towers
Seattle, Washington
VRAIS '93
IEEE VIRTUAL REALITY ANNUAL INTERNATIONAL SYMPOSIUM

September 18-22, 1993
Sheraton Seattle Hotel & Towers, Seattle, Washington

Sponsored by
The Virtual Reality Technology Committee of the IEEE Neural Networks Council

In Cooperation With

SPIE (International Society for Optical Engineering)
IEEE Industrial Electronics Society
IEEE Lasers and Electro Optics Society
IEEE Robotics and Automation Society

Constituent Societies of the IEEE Neural Networks Council
IEEE Circuits & Systems Society
IEEE Computer Society
IEEE Engineering in Medicine & Biology Society
IEEE Industry Applications Society
IEEE Lasers and Electro-Optics Society
IEEE Power Engineering Society
IEEE Signal Processing Society
IEEE Social Implications of Science and Engineering Society

IEEE Seattle Section
IEEE Information Theory Society
IEEE Oceanic Engineering Society
IEEE Signal Processing Society

IEEE Communications Society
IEEE Control Society
IEEE Industrial Electronics Society
IEEE Information Theory Society
IEEE Oceanic Engineering Society
IEEE Robotics and Automation Society
IEEE Systems, Man & Cybernetics Society

Organization Committee

General Chair:
Thomas Furness - University of Washington

Program Chairs:
Thomas Caudell - Boeing Computer Services
Michitaka Hirose - University of Tokyo

Organization Chair:
Robert Marks II - University of Washington

Publications Chair:
Mani Soma - University of Washington

Finance Chair:
Dmitry Kaplan - Siemens-Quantum Corp.

Publicity Chair:
Rich Donnelly - SPIE

Press Relations:
Alden Jones - University of Washington

Local Arrangements Chair:
Mohamed El-Sharkawi - University of Washington

Video Proceedings and Tutorials Chair:
Blake Hannaford - University of Washington

Exhibits Chair:
Chris Esposito - Boeing Computer Services

International Liaisons:
Masahiro Kawahata - Fujitsu Research Institute
Toshio Fukuda - Nagoya University
Program Committee

Dana Anderson  
University of Colorado

Fumihito Arai  
Nagoya University

Woodrow Barfield  
University of Washington

Gary Bishop  
University of North Carolina

William Bricken  
Washington Technology Center

William Brown  
Boeing Commercial Aircraft

Steve Bryson  
NASA Ames Research Center

Mike Daily  
Hughes Research Laboratories

Howard Davidson  
Sun Microsystems Laboratories

Michael Deering  
Sun Microsystems Laboratories

Steve Ellis  
NASA Ames Research Center

Scott Fisher  
Telepresence

Mike Fusco  
Simgraphics Engineering

Hideki Hashimoto  
University of Tokyo

Hiroo Iwata  
University of Tsukuba

William Kaiser  
Jet Propulsion Laboratory

Ken-ichi Kameyama  
Toshiba Corporation

Fumio Kishino  
ATR Communication Systems

Hisato Kobayashi  
Hosei University

Myron Krueger  
Artificial Reality

Daniel Ling  
Microsoft Corporation

Paul Manhart  
Lightpath Inc.

Creve Maples  
Sandia National Laboratories

Michael McGreevy  
NASA Ames Research Center

Margaret Minsky  
MIT Media Laboratory

David Mizell  
Boeing Computer Services

Shuzo Morita  
Fujitsu Laboratories Ltd.

Michael Naimark  
Michael Naimark Associates

Junji Nomura  
Matsushita Electric Works, Ltd.

Warren Robinett  
University of North Carolina

Jannick Rolland  
University of North Carolina

Makoto Sato  
Tokyo Institute of Technology

Horst Simon  
NASA Ames Research Center

Henry Sowizral  
Boeing Computer Services

Gen Suzuki  
NTT Human Interface Laboratories

Steve Tice  
Simgraphics Engineering

Yoshiki Uchikawa  
Nagoya University

David Warner  
Loma Linda Medical Center

Hiroo Yamazaki  
The University of Tokyo

David Zeltzer  
Massachusetts Institute of Technology

John Zulauf  
Simgraphics Engineering
The Virtual Reality Technical Committee of the IEEE Neural Networks Council cordially invites you to attend the First Virtual Reality Annual International Symposium to be held at the Sheraton Seattle Hotel & Towers, Seattle, Washington, September 18-22, 1993.

Virtual Reality has grown in recent years into an active, highly interdisciplinary field of research, development, and applications prototyping. It goes by several names including virtual environments, virtual worlds, artificial reality, and advanced computer-human interfaces. Whatever it is called, there exists many challenges to overcome in science, engineering, and technology development before the vision of virtual reality can be reached.

The goal of this conference is to bring together workers in the many diverse technical disciplines contributing to this field, and provide a forum for the interchange of timely/quality theories, experimental results, and technological developments. We encourage you and your colleagues to actively participate in this first IEEE conference in virtual reality science and technology.

Plenary Symposium I
Monday - September 20
Virtual Reality Hardware
• Scott Fisher, Telepresence
• Myron Krueger, Artificial Reality
• Roy Lantham, Roy Lantham Associates

Plenary Symposium II
Tuesday - September 21
Virtual Reality Software
• Warren Robinett, Univ. of North Carolina
• Creve Maples, Sandia National Laboratories
• Michitaka Hirose, University of Tokyo

Plenary Symposium III
Wednesday - September 22
Human Factors and Perception
• Larry Stark, Univ. of California at Berkley
• Jannick Rolland, Univ. of North Carolina