

# IC3D2021 (program)

Title	Authors
<b>Welcome by chair of IC3D (8:50-9:00) CET</b>	
<b>Session 1 (9:00-10:30)</b>	
Latent factor modeling of perceived quality for stereoscopic 3D video recommendation	Balasubramanyam Appina (Indian Institute of Information Technology, India), Mansi Sharma, Santosh Kumar, Peter A. Kara, Aniko Simon, Mary Guindy
Visual attention analysis and user guidance in cinematic VR film	Haoshuo Wang (Ernst-Abbe University of Applied Sciences, Germany), Colm O'Fearghail, Emin Zerman, Karsten Braungart, Aljosa Smolic, Sebastian Knorr
A novel compression scheme based on hybrid tucker-vector quantization via tensor sketching for dynamic light fields acquired through coded aperture camera	Joshitha R (Indian Institute of Technology Madras, India), Mansi Sharma, Sally Khaidem
Performance evaluation of HDR image reconstruction techniques on light field images	Mary Guindy (Holografika, Hungary), Vamsi K. Adhikarla, Peter A. Kara, Tibor Balogh, Aniko Simon
<b>Session 2 (10:45-12:00)</b>	
Simulation of pan-tilt-zoom tracking for augmented reality air traffic control	Charles Hamesse (Royal Military Academy, Belgium), Benoit Pairet, Rihab Lahouli, Timothée Fréville, Rob Haelterman
From photogrammetric reconstruction to immersive vr environment	Maxime Lhuillier (Institut Pascal, France)
Performance analysis of DIBR-based view synthesis with kinect azure	Yupeng Xie (Université Libre de Bruxelles, Belgium), Andre Luis Souto Ferreira, Sarah Fachada, Daniele Bonatto, Mehrdad Teratani, Gauthier Lafruit
<b>Lunch break CET (12:00-13:00)</b>	
<b>Session 3 (13:00-14:30)</b>	
Accurate human body reconstruction for volumetric video *	Decai Chen (Fraunhofer Heinrich-Hertz-Institut, Germany), Markus Worchel, Ingo Feldmann, Oliver Schreer, Peter Eisert
Multiview from micro-lens image of multi-focused plenoptic camera *	Daniele Bonatto (Université Libre de Bruxelles, Belgium), Sarah Fachada, Takanori Senoh, Jiang Guotai, Xin Jin, Gauthier Lafruit, Mehrdad Teratani
3D location estimation of light sources in room-scale scenes	Lucas Pometti (InterDigital, France), Matthieu Fradet, Patrice Hirtzlin, Pierrick Jouet
Depth image-based rendering of non-lambertian content in MPEG immersive video *	Sarah Fachada (Université Libre de Bruxelles, Belgium), Daniele Bonatto, Yupeng Xie, Patrice Rondao Alface, Mehrdad Teratani, Gauthier Lafruit
<b>Session 4 (14:45-16:15)</b>	
The perceptually-supported and the subjectively-preferred viewing distance of projection-based light field displays	Peter A. Kara (Budapest University of Technology and Economics, Hungary), Mary Guindy, Tibor Balogh, Aniko Simon
Color transfer of 3D point clouds for XR applications	Herbert Potechius (Technical University of Berlin, Germany), Thomas Sikora, Sebastian Knorr
Adaptive streaming and rendering of static light fields in the web browser	Hendrik Lievens (Hasselt University, Belgium), Maarten Wijnants, Brent Zoomers, Jeroen Put, Nick Michiels, Peter Quax, Wim Lamotte
Implementation of multi-focal near-eye display architecture: optimization of data path	Rinalds Ruskuls (Hansamatrix Innovations SIA, Latvia), Kristiāns Slics, Sandra Balode, Reinis Ozolins, Elza Linina, Kriss Osmanis, Ilmars Osmanis
<b>16:30 (annoucement of the best paper award)</b>	

\* Those papers are nominated for the best paper award