EG Ireland 2003
Programme

Tuesday 29th April

9.00    Registration and Coffee
9.20    Welcome and Opening Remarks: Professor Peter Roebuck, Provost, University of Ulster (Coleraine)

Session One: Games and Animation
Chair: Michael McNeill

9.30    **Keynote Talk:** "Unsolved Problems in Real-Time Rendering for Games", Dr Graham Dunnett, Head of Developer Relations, Criterion Software Ltd.

10.30   ‘Building character animation for intelligent storytelling with the H-Anim standard’, M. Ma and P. Mc Kevitt, School of Computing and Intelligent Systems, University of Ulster

11.00   Coffee and Scones

11.15   “The use of Speech in Multimodal Interfaces in Computer Games”, E. Spyridou, I. J. Palmer and E. J. Williams, Department of Electronic Imaging and Media Communications, University of Bradford

11.45   ‘Complimentarity based Multiple Point Collision Resolution’, T. Giang, G. Bradshaw and C. O’Sullivan, ISG, Department of Computer Science, Trinity College, Dublin

12.15   “Challenges for Artificial Intelligence in Computer Games”, D. Charles, School of Computing and Information Engineering, University of Ulster

12.45   Lunch

Session Two: Applications
Chair: Carol O’Sullivan

2.00    ‘Spatial Haptic Orientation for Visually Impaired People’, L. Pokluda and J. Sochor, Faculty of Informatics, Masaryk University, Czech Republic
2.30 ‘Application of the Golden Ratio to 3D Facial Models’ R. McDonnell and A. McNamara, ISG, Department of Computer Science, Trinity College, Dublin

3.00 ‘Designing a Prototype with Elements of Virtual Behaviour, for Interactive Biomechanics applications’, J. Magee, School of Art and Design, University of Ulster

3.30 Afternoon Tea

3.45 ‘Metaphor-Based Visualisation – A Solution to the HCI Challenges of Data Mining’, N. Robinson and M. Shapcott, School of Computing and Mathematics, University of Ulster

Short Papers

4.15 ‘VIRCAST (VIrtual Reality CASe Tool) Diagrammatic CASE Tool to Model and Generate Scene Graph based Virtual Reality Environments’ David Murphy, Paul Murphy and Sabin Tabirca, Department of Computer Science, University College Cork

4.30 ‘Extending UML for Modelling Distributed Virtual Environment Applications’, S. Wilson, M. D. J. McNeill, H. Sayers, Faculty of Informatics, University of Ulster

4.45 Panel Session/Workshop Discussion

5.30 **Drinks Reception, Senior Common Room**
Sponsored by the School of Computing and Information Engineering, University of Ulster

6.30 Transport to Portrush (if required)

8.30 Informal dinner at The Harbour Bistro, Portrush
**Wednesday 30th April**

9.30  **Keynote Talk:** ‘Making Characters Believable’, Alastair McIlwain, Head of Animation, Banjax

10.30  Morning Coffee

**Session Three: Visualisation**  
Chair: Paul Mc Kevitt

10.45  ‘CT Virtual Intravascular Endoscopy in Aortic Stent Grafting’, Z. Sun\(^1\), J. R. Winder\(^1\), B. E. Kelly\(^2\), P. K. Ellis\(^2\), P. T. Kennedy\(^2\), D. G. Hirst\(^3\), \(^1\)School of Applied Medical Sciences and Sports Studies, University of Ulster, \(^2\)Department of Radiology, Royal Victoria Hospital, Belfast, \(^3\)School of Biomedical Sciences, University of Ulster

11.00  ‘Towards Voxel-based Reconstruction from Uncalibrated Views’, F. Brisc, School of Electronic Engineering, Dublin City University


12.00  ‘Assessing the visual perception impact of indirect lighting – a psychophysical experiment’, Y. Morvan, A. McNamara, ISG, Department of Computer Science, Trinity College, Dublin

12.30  Concluding Remarks and End of Workshop