Palmarès des Trophées Laval Virtual 2010

Un Jury international :

Asie

✓ **Prof. Naoki SUZUKI, Director of the Institute for High Dimensional Medical Imaging, Jikei University School of Medicine, Tokyo, Japan (Président du Jury)** (http://www.laval-virtual.org/#Awards)

Amérique

✓ **Dr. Louis GRANGER, Professeur à l'Ecole Polytechnique de Montréal, Canada**

Afrique

✓ **M. Armand Claude ABANDA, Directeur de l'Institut africain d'Informatique du Cameroun**

Europe

✓ **M. Farid BALEH, Directeur des projets innovants et nouveaux usages chez Orange, France**
✓ **Dr. Patrick CORSI, Directeur de KINNSYS, Belgique**
✓ **M. Philippe DAVID, Responsable du centre de veille technologique, SNCF, France**
✓ **M. Guy LE BRAS, Directeur attaché à la direction commerciale Veolia, France**
✓ **Prof. Indira THOUVENIN, Professeur à l'Université Technologique de Compiègne, France**
✓ **M. Thierry FREY, Siggraph Asia Conference advisory group chair, ACM Siggraph et Directeur des services, Subversive Games**

10 Trophées pour 10 Catégories + Le Grand Prix du jury :

01 – Architecture, Art et Culture (Candidat n° 26/54)

ROBOGRAPHE (AREVENT) (France)
AREVENT Company has developed a method for automatic generation of robot trajectories from motion capture of expert operators. For example, after capturing the gestures of the artist, the Robographe faithfully execute the design on paper.

02 – Design Industriel et Simulation (Candidat n° 41/54)

RSFF Hybrid Design Tool (University of Twente) (Pays-Bas)
In this project, we show a prototype of the RSFF Hybrid Design Tool to bring the tacit and tangible elements of design back into CAD systems to stimulate intuitive and imaginative skills. We are aiming at the identification of essential voids in the support of design processes offered by commonly available methods and tools.

03 – *Science et Education* (Candidat n° 34/54)

Destination Earth: the satellite revolution (Consortium REVES (Reality & Virtual Environment Symbiose)) (France)
A new exhibition "Destination Earth: the satellite revolution" at la Cité des Sciences et de l'Industrie experiments new mixed reality devices aimed at a large audience. This project exploits the more recent technologies related to an innovative optical see-through device.

04 – *Médecine et Santé* (Candidat n° 21/54)

Development of a pregnancy experience system "Mommy Tummy" (Kanazawa Technical College and Institute of Technology) (Japon)
It is a system where the user can feel the fetus's temperature, fetal activity and weight gain gradually through the course of 10 months to experience maternity.

05 – *Jeux 3D et Divertissement* (Candidat n° 45/54)

Immersive Music Painter (Université de Technologie de Compiègne) (France)
IMP offers an immersive artistic experience, accessible to everyone. The user stands in the dark and uses an infrared tracker to draw light trails and music in the air around him. Several possibilities of colors and sounds are available, as well as strings that the user can tighten and pluck at his will.

06 – *Business et Services* (Candidat n° 24/54)

Apli-Viz'3D (Arts et Métiers ParisTech) (France)
Appli-Viz'3D is a software dedicated to SMEs. It allows industrial designers to evaluate new products in a virtual environment and to see them with the eyes of a kid avatar.

07 – *Automobile, Aéronautique et Transport* (Candidat n° 25/54)

Module de formation WC eau claire SNCF (Nexter Training and SNCF) (France)
In SNCF, GVT® is used to train and evaluate maintenance operators on Clear water toilets system, which is integrated in the high speed train TGV. This software, based on VR technologies, enables SNCF to train and evaluate their operators with no risk for them and the equipments

08 – *Interfaces et Matériels* (Candidat n° 8/54)

Haptic Canvas (Bioimaging Lab. / Osaka Univ.) (Japon)
"Haptic Canvas" enables users to blend, draw and feel fascinating haptic sensations with their hand within the pool filled with dilatants fluid which is made from water and starch. The unique point of the system is the functional glove which presents variable sensations.

09 – Ingénierie, Montage et Maintenance (Candidat n° 28/54)

ProFORMA (University of Cambridge) (United Kingdom)
It is a system capable of 3D reconstruction of textured objects from live video. Objects are rotated by a user's hand in front of a stationary camera. Partial models are generated quickly, enabling them to be displayed to the user for view planning as well as used by the system to robustly track the object.

10 – Personnages en Temps Réel et Mondes Virtuels (Candidat n° 52/54)

Nestlé cereal AR online campaign (Dassault Systemes) (France)
The project is an online Augmented Reality (AR) application for Nestlé Cereal around DS and Europacorp partnership. A new way to generate online and in store traffic, increase the presence of the brand for the consumer and leverage the wow effect and magic of true immersivity.

Le Grand Prix du Jury (Candidat n° 27/54)

CRISTAL: Control of Remotely Interfaced Systems using Touch-based Actions in Living spaces (Media Interaction Lab.) (Autriche)
CRISTAL enables people to control a wide variety of digital devices from a centralized, interactive tabletop system that provides an intuitive, gesture-based interface that enables multiple users to control home media devices through a virtually augmented video image of the surrounding environment.