

World Conference on Innovative Virtual Reality
Milan, Italy: 27 - 29 June 2011

Day 1 – Monday 27 June 2011		
08.00 – 09.30	Conference Registration and Information	Exhibition area
09.30 - 10.00	Official Opening of WinVR 2011 Speakers: Prof. Monica Bordegoni - Politecnico di Milano, Italy Prof. James M. Ritchie - Heriot-Watt University, UK	Room BL 27.0.1
10.00 – 11.00	Keynote Session Opening: Prof. Michitaka Hirose, University of Tokyo <i>Second generation of VR technology and its applications</i>	Room BL 27.0.1
11.00 – 11.30	Coffee Break	Exhibition area
11.30 – 13.00 Parallel Sessions	Session 1: Physically-based Simulation (Track 2) <ul style="list-style-type: none"> • Expanding Haptic Workspace for Coupled-Object Manipulation • Functional DMU: Co-Simulation of Mechatronic Systems in a Virtual Environment • Real-Time Finite Element Computations Based on Element Masks • Virtual Clay Modelling System Based on Aesthetic Curves Room BL 27.0.2	Session 2: New Trends (Track 1) <ul style="list-style-type: none"> • Design of warning delivery strategies in Advanced Rider Assistance Systems • Enhancement of the SAAM Driving Simulator Graphics Pipeline for Speed Perception Studies • Human Performance Measurement in Virtual Environment • Practical Evaluation of Maintenance Work in a Mixed Reality Environment Room BL 27.0.3
13.00 – 14.30	Lunch	Exhibition area
14.30 – 15.30 Parallel Sessions	Session 3: Virtual Engineering (Track 2) VIRMAN'11 <ul style="list-style-type: none"> • A Novel Approach for Collaborative Interaction with Mixed Reality in Value Engineering • Product Manufacturing Information Management in Interactive Augmented Technical Drawings • Using VR as a Tool for the Automated Capture and Formalisation of Engineering Knowledge Room BL 27.0.2	Session 4: New Trends (Track 1) <ul style="list-style-type: none"> • A Tactile Simulation Approach to Enhance Virtual Prototypes Interaction • An Augmented Reality Based Application for Furnishing Configuration and Evaluation • Virtualization of Industrial Consumer Products for Haptic Interaction Design Room BL 27.0.3
15.30 – 16.00	Coffee Break	Exhibition area

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16.00 – 17.30 Parallel Sessions	<p>Session 5: VR and MR applications in Industry (Track 2)</p> <ul style="list-style-type: none"> • Aspects Regarding Modular Road Design in Virtual Reality • Collaborative Mixed-Reality Environment to Support the Industrial Product Development • Interactive Two-Stage Rendering Technique of Deformable Part through Haptic Interface • Virtual Reality for Reverse Quality Management <p>Room BL 27.0.2</p>	<p>Session 6: User Interaction (Track 3)</p> <ul style="list-style-type: none"> • A Technique Based On Muscular Activation for Interacting With Virtual Environments • Do Observers Perceive Depth In Reaching Task Within Virtual Environments? • Study of the Influence of Different Washout Algorithms on Simulator Sickness for Driving Simulation Task • The Role of High Visual Realism in Reducing Potential Risk Taking In Simulated Environments <p>Room BL 27.0.3</p>
17.30 – 18.30	<p>Laboratory Technical Visit - Group 1 Mechanical Department Laboratories</p>	<p>Laboratory Technical Visit - Group 2 Mechanical Department Laboratories</p>
18.30 – 20.00	<p>Networking Happy Hour</p>	<p>Mechanical Department</p>

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Day 2 – Tuesday 28 June 2011		
08.00 – 09.00	Conference Registration and Information	Exhibition area
09.00 – 10.00	Keynote Session Opening: Amedeo FELISA (CEO, Ferrari) <i>Evolution of Virtual Prototyping experience in FERRARI</i>	Room BL 27.0.1
10.00 – 10.30	Coffee Break POSTER SESSION: • A Virtual System for the Assembly of Mechanical Parts	Exhibition area
10.30 – 12.00 Parallel Sessions	Session 7: INDUSTRIAL APPLICATIONS <ul style="list-style-type: none"> • Virtual Reality Application In Case New Holland Product Development • Mobile 3d Representations For Device Troubleshooting • Virtual Prototyping Technique Applied To The Design Of A Process Reciprocating Compressor Room BL 27.0.2	Session 8: Data visualization for system design (Track 4) <ul style="list-style-type: none"> • A Semi-Automatic Modelling System for Quick Generation of Large Virtual Reality Models • Data-Driven Computation of Contact Dynamics during Two-Point Manipulation of Deformable Objects • Developing the Planck Mission Simulation as a Multi-Platform Immersive Application • Wind Field Simulation for Placement of Small Scale Wind Turbines on a College Campus Room BL 27.0.3
12.00 – 13.00 Parallel Sessions	Session 9: Education and Training in VR (Track 3) <ul style="list-style-type: none"> • An Immersive Virtual Environment for Varying Risk and Immersion for Effective Training • Human Brain Functional MRI and DTI Visualization with Virtual Reality • Usefulness of Virtual 3d Modelling To Visualize the Effect of Uncertain Data in Groundwater Solute Transport Room BL 27.0.2	Session 10: VR applications in Healthcare (Track 4) <ul style="list-style-type: none"> • A Global Approach to the Design and Evaluation of Virtual Reality Medical Simulators • Optimization of Manipulability in the Design of a Surgery Trainer Based On Virtual Reality • Towards a Scalable Espina for Neuroscience Data Analysis Room BL 27.0.3
13.00 – 14.00	Lunch POSTER SESSION: • A Virtual System for the Assembly of Mechanical Parts	Exhibition area

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Day 2 – Tuesday 28 June 2011		
14.00 – 15.00	Keynote Session - VIRMAN'11 Opening: Prof. Roy Kalawsky, Loughborough University <i>Grand Challenges for Virtual Reality</i>	Room BL 27.0.1
15.00 – 15.30	Coffee Break POSTER SESSION: • A Virtual System for the Assembly of Mechanical Parts	Exhibition area
15.30 – 17.00 Parallel Sessions	Session 11: Virtual Assembly (Track 2) - VIRMAN'11 <ul style="list-style-type: none"> • A Conceptual Framework to Support Natural Interaction for Virtual Assembly Tasks • BREP Identification during Voxel-Based Collision Detection for Haptic Manual Assembly • Combining Product Information and Process Information to Build Virtual Assembly Situations for Knowledge Acquisition • Optical-Mechanical Motion Capture System for Virtual Reality Applications 	Laboratory Technical Visit - Group 3 Mechanical Department Laboratories
17.30 – 22.30	<i>Social Dinner (at Isola Pescatori, Lake Maggiore)</i>	

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Day 3 – Wednesday 29 June 2011		
08.00 – 09.00	Conference Registration and Information	Exhibition area
09.00 – 10.30	PANE: Virtual Prototyping: what next?	Room BL 27.0.1
10.30 – 11.00	Coffee Break POSTER SESSION: • A Virtual System for the Assembly of Mechanical Parts	Exhibition area
11.00 – 12.30 Parallel Sessions	<p>Session 12: Experience Virtualization (Track 2)</p> <ul style="list-style-type: none"> • Comparing Different Visuo-Haptic Environments for Virtual Prototyping Applications • Comparison of Single-Wall versus Multi-Wall Immersive Environments to Support a Virtual Shopping Experience • Effect of the Immersion Level of a Virtual Loader Simulator on the Sense of Presence • User-Centred Design and Evaluation of an Interactive Visual-Haptic-Auditory Interface: A User Study <p>Room BL 27.0.2</p>	<p>Session 13: VR emerging applications (Track 4)</p> <ul style="list-style-type: none"> • A Virtual Human for Lower Limb Prosthesis Set-Up • Configuring Virtual Reality Displays in a Mixed-Reality Environment for Military Training • Survey on Virtual Prototyping and Testing Technologies for Orthopaedic Prosthesis Design • Table Top Augmented Reality System for Conceptual Design and Prototyping • Unified Modelling Language to Enhance the Specification of Discrete Event Systems for Virtual Reality Applications <p>Room BL 27.0.3</p>
12.45 – 13.15	Closing Session	Room BL 27.0.1