2016 IEEE Third VR International Workshop on Collaborative Virtual Environments (3DCVE 2016)

Greenville, South Carolina, USA
20 March 2016
Paper 1 (Long paper):
Title: Refined experiment of the Altered Human Joystick for User Cohabitation in Multi-stereoscopic Immersive CVEs
Authors: Weiya Chen, Nicolas Ladeveze, Céline Clavel and Patrick Bourdot

Paper 2 (Technote):
Title: Vishnu: Virtual Immersive Support for HelpiNg Users – An Interaction Paradigm for Collaborative Remote Guiding in Mixed Reality
Authors: Morgan Le Chénéchal, Thierry Duval, Valérie Gouranton, Jérôme Royan and Bruno Arnaldi

Paper 3 (Extended abstract):
Title: 3D Collaborative Interaction for Aerospace industry
Authors: Damien Clergeaud, François Guillaume and Pascal Guitton

Paper 4 (Extended abstract):
Title: Bringing real world objects, spaces, actions, and interactions into social VR
Authors: Misha Sra and Chris Schmandt

Paper 5 (Position paper):
Title: When the Giant meets the Ant – An Asymmetric Approach for Collaborative and Concurrent Object Manipulation in a Multi-Scale Environment
Authors: Morgan Le Chénéchal, Jérémy Lacoche, Jérôme Royan, Thierry Duval, Valérie Gouranton and Bruno Arnaldi