



# Virtual Storytelling'07

"Using Virtual Reality Technologies for Storytelling"

## Fourth International Conference on Virtual Storytelling

*"Using Virtual Reality Technologies for Storytelling"*

**December, 5-7 2007 – Saint-Malo, France**

**Conference Co-Chairs:** Marc Cavazza (University of Teesside, UK),  
Stéphane Donikian (IRISA, France)

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### **Final CALL FOR PAPERS**

**NEW SUBMISSION DEADLINE:** Friday June 29, 2007.

### **Scope of the conference**

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The story is the richest heritage of human civilisation. One can imagine the first stories being told, several thousand centuries ago, by wise old men huddled around camp fires. Since this time, the narrative process has been considerably developed and enriched: sounds and music have been added to complement the speech, while scenery and theatrical sets have recreated to enhance the story environment. Actors, dancers and technicians have replaced the unique storyteller. The story is no longer the sole preserve of oral narrative but can be realised in book, theatrical, dance or movie form. Even the audience can extend up to several million individuals. And yet in its many forms the story lies at the heart of one of the world's most important industry.

The advent of the digital era has enhanced and accelerated this evolution: image synthesis, digital special effects, new Human-Computer interfaces and the Internet allow one to not only realise more sophisticated narrative forms but also to create new concepts as video gaming and virtual environments. The art of storytelling is becoming evermore complex.

Virtual Reality offers new tools to capture, and to interactively modify the imaginary environment, in ever more intuitive ways, coupled with a maximum sensory feedback. In fact, Virtual Reality technologies offer enhanced and exciting production possibilities for the creation and non-linear manipulation in real time, of almost any story form. This has led to the new concept of Virtual Storytelling.

Virtual Storytelling'07 aims to gather researchers from the scientific, artistic and industrial communities to demonstrate new methods and techniques, show the latest results, and to exchange concepts and ideas for the use of Virtual Reality technologies for creating, populating, rendering and interacting with stories, what ever their form be it theatre, movie, cartoon, advertisement, puppet show, multimedia work, video-games, artistic installation, ...

In particular, the conference will address the following topics:

- Construction and interactivity with the story elements (objects, decors, environments)
- Virtual characters: how to make them believable and manage their interactions?
- Authoring tools for interactive narratives
- Production management (lighting, actors' direction, etc.) and shooting (camera trajectory)
- Real-time special effects
- Virtual Reality interfaces for creating and telling virtual stories
- New narrative forms allowed by Virtual Storytelling
- What is the impact of non-linear and collaborative working environments on the creativity?
- Concrete examples of using Virtual Storytelling

## Programme

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The conference will be composed of:

- 3 one-hour keynote presentations presented by international experts.
- 20 thirty-minute regular presentations selected among all submissions. Each paper will be reviewed by 3 people, including at least one member of the international Program Committee and external reviewers. The presentations will be grouped in sessions according to the selected papers. In particular, if possible, special sessions will be organized on:
  - storytelling with regard to future and interactive TV
  - Interactive Digital Storytelling (TIDSE special session)
- posters, demonstrations and art shows..

The working language will be English.

The proceeding will be published in Springer's Lecture Notes in Computer Science.

## Location

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The conference will be held at the Palais du grand Large in Saint-Malo (<http://www.ville-saint-malo.fr/en>), France. The conference venue is located in front of the sea, and nearby the old city. Saint-Malo is a very touristical town with plenty of shops, museums, sights (<http://www.saint-malo-tourisme.com>). It is also nearby the well known Mont Saint-Michel, the « Wonder of the Western World » (<http://www.ot-montsaintmichel.com>).



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## Agenda

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April 1, 2007	Opening of the conference web site at <a href="http://www.virtualstorytelling.com">www.virtualstorytelling.com</a>
June 29, 2007	Deadline for paper submission
August 2, 2007	Notification of acceptance for full papers
July 20, 2007	Deadline for abstract submissions for posters and demonstrations
August 20, 2007	Notification of acceptance for posters and demonstrations
August 31, 2007	Deadline for camera ready version of the papers and posters
December 5-7, 2007	Conference

## Submission Instructions

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For regular 30-minute scientific presentations, authors must submit full papers (<http://icvs07.irisa.fr>), not abstracts, in PDF format by the deadline. Papers must be in English. Papers submitted for review should be formatted using the Springer "Lecture Notes in Computer Science" style. For formatting instructions, please refer to the information for authors of the Lecture Notes in Computer Science ([www.springer.com/comp/lncs/authors.html](http://www.springer.com/comp/lncs/authors.html)) by Springer. The total length of the paper must not exceed 12 pages, including figures and bibliography; this is approximately 4000 words. The Program Committee will evaluate the papers based on scientific significance, relevance to the conference, novelty, relation to previously published literature, and clarity of presentation.

In order to propose work in progress and emergent ideas, an abstract-based submission will be possible for poster presentations, and demonstrations. Abstract submitted for review should also be formatted using the Springer "Lecture Notes in Computer Science" style. The definitive version of the accepted papers and abstracts will be sent before Friday August 31, 2007.

## Organization

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### Conference Chairs:

Marc Cavazza, University of Teesside, UK  
Stéphane Donikian, IRISA, France

### Program Committee (to be completed):

Elisabeth Andre, University of Augsburg, Germany  
Ruth Aylett, Heriot-Watt University, UK  
Olivier Balet, C-S, France  
Antonio Camurri, DIST, University Of Genova, Italy  
Ronan Champagnat, L3i, IUT de La Rochelle, France  
Jaanis Garancs, rix(L) interactive media laboratory, Riga, Latvia  
Stefan Göbel, ZGDV, Germany  
Stefan M. Grünvogel, University of Applied Sciences Cologne, Germany.  
Jean-Pierre Jessel, IRIT, France  
Craig Lindley, Gotland University and Blekinge Technical College, Sweden  
Michael Mateas, University of California, Santa Cruz, USA  
Ana Paiva, INESC-ID, Portugal  
Catherine Pelachaud, University Paris 8, France  
Ulrike Spierling, University of Applied Sciences, Erfurt, Germany  
Gérard Subsol, LIRMM, France  
Nicolas Szilas, TECFA, University of Geneva, Switzerland  
Richard Wages, NOMADS Lab / UASC-IMP, Cologne, Germany  
Eku Wand, HBK, Braunschweig University of Art, Germany

## Contact

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