

Contents

Do Distant or Colocated Audiences Affect User Activity in VR?	1
<i>Romain Terrier, Nicolas Martin, Jeremy Lacoche, Valerie Gouranton, and Bruno Arnaldi</i>	
Physical Environment Reconstruction Beyond Light Polarization for Coherent Augmented Reality Scene on Mobile Devices	19
<i>A'aeshah Alhakamy and Mihran Tuceryan</i>	
Integrated Analysis and Hypothesis Testing for Complex Spatio-Temporal Data	39
<i>Krešimir Matković, Denis Gračanin, Michael Beham, Rainer Splechtna, Miriah Meyer, and Elena Ginina</i>	
Action Sequencing in VR, a No-Code Approach.	57
<i>Flavien Lécuyer, Valérie Gouranton, Adrien Reuzeau, Ronan Gaugne, and Bruno Arnaldi</i>	
Single Color Sketch-Based Image Retrieval in HSV Color Space	77
<i>Yu Xia, Shuangbu Wang, Yanran Li, Lihua You, Xiaosong Yang, and Jian Jun Zhang</i>	
Integral-Based Material Point Method and Peridynamics Model for Animating Elastoplastic Material	91
<i>Yao Lyu, Jinglu Zhang, Ari Sarafopoulos, Jian Chang, Shihui Guo, and Jian Jun Zhang</i>	
A Perceptually Coherent TMO for Visualization of 360° HDR Images on HMD	109
<i>Ific Goudé, Rémi Cozot, and Olivier Le Meur</i>	
Simulating Crowds and Autonomous Vehicles	129
<i>John Charlton, Luis Rene Montana Gonzalez, Steve Maddock, and Paul Richmond</i>	
MagiPlay: An Augmented Reality Serious Game Allowing Children to Program Intelligent Environments	144
<i>Evropi Stefanidi, Dimitrios Arampatzis, Asterios Leonidis, Maria Korozi, Margherita Antona, and George Papagiannakis</i>	
Author Index	171