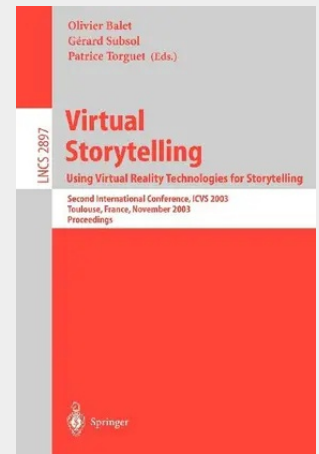


Virtual Storytelling; Using Virtual Reality Technologies for Storytelling

Second International Conference, ICVS 2003, Toulouse, France, November 20-21, 2003, Proceedings

In September 2001, we organized the 1st International Conference on Virtual Storytelling in Avignon, France. This was the first international scientific event entirely devoted to the new discipline that links the ancient human art of storytelling to the latest high technologies of the Virtual Reality era. Since this date, technology has not slowed its course. We all know that personal computers are even more powerful, but there have been huge advances in graphics boards. These are now programmable and can render in real time huge quantities of data as well as special effects that until recently required a dedicated graphics super workstation. Applications that were in the research lab have now come to market. 3D Virtual Humans, the heroes of today's video games, are taking their first steps on e-business Web sites. These will be the stars of tomorrow. New topics are being intensively searched, especially, mixed and enhanced realities – the art of combining synthesized with real worlds. This evolution raises many technical, applicational, artistic and even ethical questions. The occasion of the 2nd International Conference on Virtual Storytelling provided an excellent opportunity to once again gather researchers from the scientific, artistic and industrial communities to demonstrate new methods and techniques. This was the venue to show the latest results, and exchange concepts and ideas about the use of Virtual Reality technologies for creating, populating, rendering and interacting with stories, whatever their form, be it theatre, movie, cartoon, advertisement, puppet show, multimedia work, video games, etc.

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