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Olivier Balet Gérard Subsol
Patrice Torguet (Eds.)

Virtual Storytelling

Using Virtual Reality Technologies
for Storytelling

International Conference ICVS 2001
Avignon, France, September 27-28, 2001
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Series Editors

Gerhard Goos, Karlsruhe University, Germany
Juris Hartmanis, Cornell University, NY, USA
Jan van Leeuwen, Utrecht University, The Netherlands

Volume Editors

Olivier Balet
CS SI, Virtual Reality Department
ZAC de la Grande Plaine, rue Brindejonc des Moulinais
31029 Toulouse, France
E-mail: Olivier.Balet@c-s.fr

G rard Subsol
Universit  d'Avignon, Laboratoire d'Informatique
339, chemin des Meinajari s, 84911 Avignon Cedex, France
E-mail: Gerard.Subsol@lia.univ-avignon.fr

Patrice Torguet
Universit  Paul Sabatier, IRIT
118, route de Narbonne, 31062 Toulouse Cedex 4, France
E-mail: torguet@irit.fr

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Preface

The story is the richest heritage of human civilizations. One can imagine the first stories being told, several thousand centuries ago, by wise old men huddled around campfires. 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 been created to enhance the story environment. Actors, dancers, and technicians have replaced the lone storyteller. The story is no longer the sole preserve of oral narrative but can be realized 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 industries.

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 not only to realize more sophisticated narrative forms but also to create new concepts such 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**.

The first International Conference on Virtual Storytelling gathers 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, scripting, populating, rendering, and interacting with stories, whatever their form, be it theatre, movie, cartoon, advertisement, puppet show, multimedia work, video-games...

We hope that ICVS 2001 will be of great interest to all the participants and that it will be the first conference in a long series of international conferences on this fascinating topic.

September 2001

Olivier Balet
G rard Subsol
Patrice Torguet

Acknowledgements

The creation of this international conference on Virtual Storytelling is a joint initiative of the Virtual Reality Department of the *Communication et Systèmes* Group and the French Working Group on Virtual Reality (GT-RV).

However, this conference would not have existed without the official support of the European Commission and the active contribution of sponsors, organizations, and individuals.

Therefore, the conference organizers would like to thank the European Commission's IST Program for contributing to the conference funding as well as both the *Immersion SA* and *RealViz* companies for offering wonderful prizes to the best papers.

We would also like to thank the members of the Scientific and Application Boards for supporting the conference from the very beginning, helping us to identify the most relevant topics, and proposing names of experts to sit on the Program Committee.

The members of the Program Committee deserve special acknowledgment for their superb job in reviewing all the papers with such remarkable care and moreover... by the deadline!

Finally, we wish to thank the people from *Sophie et Associés* and the Computer Science laboratories of the Universities of Avignon and Toulouse for their help during the preparation of this conference.

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