

Laval Virtual Vision 2025

Blurring the lines between digital and physical worlds

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ABSTRACT

The recent evolution of immersive technologies, such as Virtual Reality (VR) and Augmented Reality (AR) as well as Mixed Reality (MR), leads to the emergence of new immersive experiences occurring in blended spaces constituted of both digital and physical worlds. This paper, based on the outcomes of the first edition of the Laval Virtual Seminar on Vision 2025, explores Immersive Virtual Environments (IVE), its related technologies, and more particularly addresses the potential increase of the immersion quality. It also discusses the main IVE elements and tries to foresee their key challenges and needs towards envisioned future developments.

Full papers will be published in the Conference Proceedings and will be freely available to delegates at the conference and online on September 20, 2016.