

IVL

**2<sup>nd</sup> Workshop on Immersive Visualization Laboratories - Past, Present and Future (IVL)**



Over the past 30 years, many research organizations established large-scale immersive visualization laboratories. Some have been very successful, but others are no longer around. With the recent availability of COTS virtual reality devices, the need for larger immersive visualization laboratories comes into question. Some immersive visualization laboratories have moved away from large scale facilities due to the cost of maintaining these more elaborate systems. But can immersive visualization requirements be satisfied solely using COTS VR devices used by researchers in their own office?

The goal of this workshop is to gather practitioners from immersive visualization laboratories to share their success stories, information about their hardware setups and the software they used and/or developed. Panel discussion can also include "not-so-successful" stories with lessons learned and workshop participants will also come together to discuss the future of large-scale immersive visualization labs. We also hope to bring visualization practitioners together to advance the way our field works with immersive visualization hardware and software frameworks for a sustainable immersive visualization laboratory.

The program will consist of a balanced mix of keynote talks, paper presentations, and panel discussions around the current state of immersive visualization labs, and the path forward. Topics of interest to the "Immersive Visualization Laboratory" workshop may include, but are not limited to:

- Immersive visualization laboratory success stories in research institutions and industry
- Immersive visualization laboratory not-so-successful stories in research institutions and industry
- Strategies for sustainability
- Scientific and visualization workflows for large-scale labs

Immersive visualization laboratory panel questions

- Do we still need immersive visualization laboratories?
- What is missing from existing immersive visualization laboratories?
- How much can we rely on custom code vs. shared tools?

**Workshop Website**      <https://sites.google.com/view/ivl-workshop>

### Important Dates

Submission deadline	Tuesday, January 16, 2024
Notification deadline	Friday, January 19, 2024
Camera-ready deadline	Wednesday, January 24, 2024
Workshop	Sunday, March 17, 2024 Morning

### Workshop Schedule

08:00 - 08:10	Welcome (Simon Su)
08:10 - 08:40	Immersive Visualization Laboratory at NIST (Bill Sherman)
08:40 - 09:00	WebXR, CAVEs, and the Balance of XR Platform Agnosticity Versus Performance in Immersive Scientific Visualization (Don Engle)
09:00 - 09:20	LED CAVE - New Dimensions for Large-scale Immersive Installations (Elisabeth Mayer)
09:20 - 09:40	A VR Studio for Media Art and Performance (Dave Pape)



IVL	09:40 - 10:00 (Thomas Wischgoll)	Toward the Comparison of Different VR Devices for Visualization
	10:00 - 10:30	Coffee Break
	10:30 - 12:00	Panel on Immersive Visualization Laboratories - Past, Present and Future

### Submission Guidelines

Short research papers and position papers are accepted for up to 4 pages (excluding references) in TVCG format. Please refer to <https://tc.computer.org/vgvc/publications/conference/> for paper formatting guidelines and templates. To submit your paper, please email them to the workshop chairs ([william.sherman@nist.gov](mailto:william.sherman@nist.gov) and [simon.su@nist.gov](mailto:simon.su@nist.gov)).

### Workshop co-chairs

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