

Immersive Visualisation for Science, Research, Art and Metaverse Applications

SIGGRAPH and SIGGRAPH Asia Birds of a Feather Session

Traditionally, this session is on immersive visualization systems, software, and tools for science, research, scientific visualization, information visualization, art and also metaverse. Invited speakers and panelists discuss newest initiatives and developments in immersive space as applied to data exploration.

Time and Location

Sunday, 6 August, 2023
8am - 9:30am PDT

Location: Room 518 B

Interest Areas: Art and Design, Gaming and Interactive, New Technologies, VR/XR, Research and Education

[SIGGRAPH 2023 BoF Link](#)

Tentative Schedule

Welcome to BoF, Tomasz Bednarz

Breaking Boundaries: OpenUSD, AI and Evolution of Visualizing Physical Worlds, Stephanie Rubenstein (NVIDIA)

ParaView and VTK interfaces for Immersive Visualization, William Sherman (NIST)

From Vision to Reality: Crafting an Immersive SciViz Experience for the 2023 Electronic Theater Pre-Show, Kalina Borkiewicz, Dawn Fidrick, Bradley Thompson (SIGGRAPH 2023)

Immersive Visualization for Enhanced Insights and Engagement, Rajiv Khadka (Idaho National Laboratory)

Immersion in the Metaverse: Solving problems for design, engineering and manufacturing, Elizabeth Baron

NASA's Earth Information Center, AJ Christensen and Kel Elkins (NASA)

Display Systems for Immersive Visualization, Thomas Wischgoll (Wright State University)

Panel and Open Discussion

Closing and next steps, William Sherman

Organizers

Tomasz Bednarz (NVIDIA, USA)

William Sherman (NIST, USA)

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