

13:20-14:35 Session 4: Poster1

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| Poster ID | |
| LBP-01 | Hiraku Matsuda, Mutsuo Sano, Yuta Muraki, Kazuyuki Fukuda and Kentaro Wada Basic study on automatic album generation based on image understanding using deep learning |
| LBP-02 | Kiyoshi Tanaka Multimedia Information Gateway Service |
| LBP-03 | Jingo Hasegawa and Tomonori Izumi Finding Contours of Electronic Parts Utilizing Hue Histogram for Electronic Board Recycling |
| LBP-04 | Kazuya Ueki, Haruki Sato, Yuma Suzuki, Takumi Takada, Hiroki Takushima and Takayuki Hori High-Precision Video Retrieval through Image Generation |
| LBP-05 | Takahiro Shindo, Kein Yamada, Taiju Watanabe and Hiroshi Watanabe Object Detection Method for Drone Videos Using Optical Flow |
| LBP-06 | Kotaro Yashiro, Soma Hirose and Yohei Nakada Extension of Tactical Board Capable of Determining Normative Offensive Sequences for Rugby Sevens |
| LBP-07 | Kei Iino, Shunsuke Akamatsu, Hiroshi Watanabe, Shohei Enomoto, Akira Sakamoto and Takeharu Eda Image Coding for Machines with Objectness-based Feature Distillation |
| LBP-08 | Ryo Ishii and Mizuho Iinuma Creation and Evaluation of a Board Game for Environmental Learning :Gamification for learning about river water quality and ecosystems |
| LBP-09 | Taisei Inoue, Motonori Ishibashi and Norimasa Yoshida The Relationship between the Variation in Drawn Lines and Reaction Time in a Simulated Right Turn Situation |
| LBP-10 | Takayuki Tozawa and Hironobu Abe Anomaly detection using MIST score from surveillance videos |
| LBP-11 | Yuta Akutsu and Akira Kubota Occlusion-Robust Faces Recognition Using Multi-Task Model with Region Segmentation |
| LBP-12 | Shunsuke Akamatsu, Kei Iino, Hiroshi Watanabe, Shohei Enomoto, Akira Sakamoto and Takeharu Eda Edge-Cloud Collaborative Object Detection Model with Feature Compression |
| LBP-13 | Wen-Hsin Li, Cheng-Ta Yang and Mizuho Iinuma Development of a Piano Learning Mobile Application Using Augmented Reality and Hand Tracking |
| LBP-14 | Kuo-Yu Liao, Bing-Jiun Hsieh, Kuan-Yu Huang, Pei-Yin Chen, Hsiao-Wei Chung, Cheng-Chien Liu, Wen-Chang Yang, Meng-Syue Li and Kun-I Lin Sentinel-1 image Shoreline Monitoring technology in Waisanding SandBar based on Deep-Learning |
| LBP-15 | Hiroshi Watanabe, Luoxu Jin, Taiga Hayami, Takeshi Chujoh, Yukinobu Yasugi, Sujun Hong, Zheming Fan and Tomohiro Ikai The Effect of Edge Information in Stable Diffusion Applied to Image Coding |
| LBP-16 | Kousuke Yasuzawa, Kiyoshi Tanaka, Yoshiki Tanaka, Sho Yokoyama, Kei Ichikawa and Kazuo Ichikawa A Preliminary Study on Quantitative Evaluation of Cataract Using Lens Images |
| LBP-17 | Hayato Yamada, Yoshiki Tanaka, Seiji Tokiwa, Sho Yokoyama, Kiyoshi Tanaka and Kazuo Ichikawa A Preliminary Study on Pupil Tracking in Cataract Surgery Using YOLOv8 |
| LBP-18 | Keiko Ochi, Koji Inoue, Divesh Lala and Tatsuya Kawahara Attentive listening system using generative images and an affective emoji |

10:15-11:30 Session 7: Poster2

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| PosterID | |
| CTP-01 | Ryosuke Magata, Toshikazu Samura and Katsumi Tadamura Method for Automatically Assigning Appropriate Elevation Values to a River Portion in Digital Elevation Model 5A Data |
| CTP-02 | Hironobu Abe and Qing Chen An automatic face image generation system with pose and facial expression difference for game characters based on StyleGAN2 |
| CTP-03 | Yudai Onoda and Yoshikazu Yano A study on adaptive estimation of camera extrinsics using building structures to acquire VR spherical images for remote control of robots |
| CTP-04 | Kyosuke Yanagida, Takafumi Koike, Goro Hamagishi and Hideya Takahashi Real-time 3D Video Communication System using Stereo Video Capture and Autostereoscopic Display |
| CTP-05 | Hirosaka Ohsuka and Shuichi Maeda Preparation of Invisible QR Code using Achromatic Colors by Thin Film Interference |
| CTP-06 | Momoka Ito, Kai Lenz and Yuriko Takeshima Feature Analysis and Visualization of Title Logos in Japanese Manga |
| LBP-21 | Yuito Kobayashi, Kai Lenz, Tomoya Ito, Yuriko Takeshima and Tsukasa Kikuchi Visual Simulation of Dry Ice Sublimation in Water Using Flame Shape from Combustion Simulation |
| LBP-22 | Haruto Sato, Kai Lenz, Tomoya Ito, Yuriko Takeshima and Tsukasa Kikuchi Visual simulation of spaghetti using XPBD (abstract) |
| LBP-23 | Rena Tomizawa and Tomokazu Ishikawa A Research on Enhancing GameFeel by Modifying Hit Stop Duration Based on Gaze Information |
| LBP-24 | Seigi Sakai, Takahiro Yokoi, Tsuyoshi Saitoh and Mizuki Nakajima Proposal for a Coloring Support System for Beginners in Digital Illustration |
| LBP-25 | Masahiro Fuchiue and Suguru Saito A method to retrieve drawings as references for animators |
| LBP-26 | Makoto J. Hirayama Computer Graphics Modeling of Human Speech Organs |
| LBP-27 | Hideaki Takada, Masahiro Suzuki and Kazutake Uehira Modulated Reality Using Depth Fusion: Proposal of a New Type of Extended Reality |
| LBP-28 | Kakeru Koizumi and Hiroshi Watanabe 3D Pose Estimation Using Time Series Data in Event-based Video |
| LBP-29 | Kein Yamada, Takahiro Shindo, Taiju Watanabe and Hiroshi Watanabe Data Augmentation with 3D-Rendered Models for Livestock Recognition Using Drone Footage |
| LBP-30 | Osamu Uchida, Yoshihide Nakagawa, Wataru Noguchi and Kenji Okami ISEM: Information Sharing System for Evacuation Center Management |