Virtual Environments 2025

ICAT - EGVE

35th International Conference on Artificial Reality and Telexistence
30th Eurographics Symposium on Virtual Environments

Karlskrona, Sweden
December 3 - 5, 2025

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DOI: 10.2312/egve.20252026

Dieter W. Fellner, Werner Hansmann, Werner Purgathofer, François Sillion
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Published by the Eurographics Association
–Postfach 2926, 38629 Goslar, Germany–
in cooperation with
Institute of Visual Computing at Graz University of Technology
and
Fraunhofer Austria, Graz

ISBN 978-3-03868-278-3
ISSN 1727-530X (Eurographics Symposium on Virtual Environments)

The electronic version of the proceedings is available from the Eurographics Digital Library at `https://diglib.eg.org`

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Keynote

Beyond Reality: Data and AI in the Future of Games and VR

Johanna Pirker
Technical University of Munich / Graz University of Technology (TUG)

Short Biography

Johanna Pirker is a computer scientist specializing in game development, research, and education, and she is an advocate for the indie development community. With experience in designing, developing, and evaluating games and VR experiences, she champions their use as tools for enhancing learning, fostering collaboration, and solving real-world problems. Johanna began her career in the industry at EA and continues to consult studios on games user research and initiated her research and development of VR experiences at the Massachusetts Institute of Technology. Currently, she is a Full Professor for n-dimensional user experiences at the Technical University of Munich and an Associate Professor of games engineering at Graz University of Technology (TUG) and was a professor of media informatics at the Ludwig Maximilian University of Munich and a visiting professor at ETH Zürich. Her research focuses on environments with an emphasis on AI, HCI, data analysis, and VR technologies. Johanna is also a member of the Austrian Research Council FORWIT and was involved in the founding of the Interdisciplinary Transformation University Austria. She was recognized on the Forbes 30 Under 30 list for science professionals.

Keynote

AI-based Volumetric Content Creation for Immersive XR Experiences and Production Workflows

Aljosa Smolic
Lucerne University of Applied Sciences and Arts

Short Biography

Aljosa Smolic is Professor in the Computer Science Department of the Lucerne University of Applied Sciences and Arts in Switzerland and Co-Head of the Immersive Realities Research Lab. Before he was Professor of Creative Technologies at Trinity College Dublin heading the research group V-SENSE, Senior Research Scientist and Group Leader at Disney Research Zurich, and Scientific Project Manager and Group Leader at Fraunhofer HHI. He is also a Co-Founder of the company Volograms, which commercializes volumetric video technology. Prof. Smolic's expertise is in the broad area of visual computing (covering image/video processing, computer vision, computer graphics) with a focus on immersive XR technologies. He published 300+ scientific papers and book chapters, holds 35+ patents and received several awards and recognitions for his research.

Keynote

Pixels and Probabilities: Fusing AI, Computer Graphics and Visualization

Jonas Unger
Linköping University

Short Biography

Jonas Unger is a professor in computer graphics at Linköping University, where he serves as the head of the Visual AI group. The research focus of the group lies at the intersection of computer graphics, machine learning, and visualization, and the development of new theories for computational imaging, specifically focusing on the convergence of advanced AI with scientific visualization to create intelligence augmentation systems. By developing human-centered tools and interactive interfaces, the work enables the intuitive exploration of complex AI models to accelerate scientific discovery in a range of fields. Unger, who received his PhD from Linköping University in 2009 and spent significant time as a visiting researcher at the University of Southern California, has received honors such as the Chester Carlsson Award from the Royal Swedish Academy of Engineering Sciences. In addition to his academic work, he is an active entrepreneur and has co-founded several companies, including IrysTec, 7DLabs, and Sparsit AB, translating research into industrial applications for perceptual displays, autonomous systems, and compressed sensing.