

If you like a challenge,
If you're 100% creative,
The Student Competitions of LAVAL VIRTUAL
are just up your street.

School and university students from the 4 corners of the world,
this is your big chance,
Register for the free competitions
Go home with a Laval Virtual award
Win a trip to Japan and 20,000 euros in prizes.

2 Competitions

This year, we will again show the real capacities of schools and laboratories due to innovative works, on a free or defined subject. The best realizations will receive a Laval Virtual Trophy during the official Ceremony of delivery of Laval Virtual Trophies!

Two Competitions are proposed

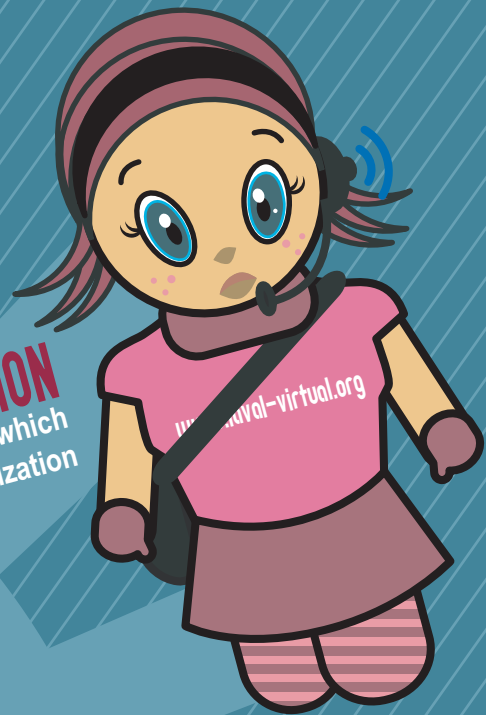
- LE VILLAGE DE LA CREATION
competition on a free subject for which
you bring to Laval Virtual your realization

- INTERACTIVE FANTASY:

competition with limited time realized during Laval Virtual on a defined subject. (N.B.: only a demonstration environment is provided, no development hardware)
Competitions are opened to teams of students of secondary schools, high schools and universities of France and the whole world.
This year, competitions are open to the researchers (PhD and Post-PhD).
Competitions are completely free. In 2005, the winners won more than 20.000 euros of presents!

Registrations until April 4th, 2006.

www.laval-virtual.org



COMPETITION ON A FREE SUBJECT: LE VILLAGE DE LA CREATION

The applications which compete for LE VILLAGE DE LA CREATION are not developed on the Salon with limited time. The subject of the presented realization is completely free. The choice of the computer material and the used interfaces is free. Only obligation is that realization allows an 3D interaction in real time and that it is usable by the members of the jury so that they can evaluate it. The participants make the demonstration of their creation in the Laval Virtual exhibition from the 26th to the 30th of April 2006 * to Laval (Mayenne), in front of numerous Virtual Reality specialists. They bring their computers, their interfaces and the Virtual Reality application they created themselves on a free subject (*compulsory presence of the realizations from Wednesday, 10 am to Sunday, 6 pm).

Realizations are evaluated on the LV exhibition by a Jury of specialists and experts of the Virtual Reality which awards a Laval Virtual Trophy the winning team on Friday , April 28, 2006 at 12.30 pm during the official ceremony of delivery of Laval Virtual Trophies.

→ IVRC (International Collegiate Virtual Reality Contest), presided by Pr. Susumu Tachi, is a Japanese contest for students taking place in Tokyo. Competitors present their Virtual Reality creations. Signed in 2004, the partnership treat to "Village de la création" winners the possibility to participate at the IVRC in Japan and IVRC winners are invited to participate at Laval Virtual.

COMPETITION WITH LIMITED TIME: INTERACTIVE FANTASY

The applications which compete for INTERACTIVE FANTASY are developed on the exhibition during a limited time. The subject of the application to be realized is compulsory. The computer material, the software packages and the interfaces to be used are not supplied and are not constrained. But, several software packages from our partners as well as licenses for the Salto™ engine from Alterface are provided, along with a Salto™ setup available on the exhibit for presentation to the jury (cf. following information. Specialists from Alterface will be present to assist the participants during the exhibit). Realization has to allow an interaction in real time and be usable by the members of the jury so that they can test it.

The purpose of INTERACTIVE FANTASY is to realize a Real-Time Interactive Animation that uses 2D or 3D contents (the animation is to be introduced by a short, non interactive, movie clip and a still image). The theme of the animation will be unveiled on the first day of competition. The creativity, fluidity, reactivity and the animation in real time along with the richness of interaction are the key factors.

An introductory workshop to the competition will introduce participants to the proposed software and Alterface technologies on Tuesday April 25th from 11 am to 6 pm. Participants will be able to conduct tests of their own as of Wednesday morning.

Competition begins on Wednesday, April 26th at 2 pm with the unveiling of the theme and ends on Thursday, April 27th at 6 pm. All projects, whether they use Alterface technologies or not, must be delivered by 6 pm in order to be installed on the presentation machine (Pentium4, 3GHz or more, 2Gb RAM, Windows XP). Testing schedules will be appointed to all teams during for the Wednesday and the Thursday.

A jury of professionals estimates realizations on Friday, April 28 in the morning.

Prizes

The winners in INTERACTIVE FANTASY and LE VILLAGE DE LA CREATION are divided more than 20.000 euros of prizes offered by our partners.

Registration

Registration is to be done on-line at www.laval-virtual.org

Contact : Simon Richir, srichir@laval-virtual.org



Terms and Conditions

Article 1: General Presentation

Laval Virtual Competitions reward the best applications using virtual or augmented reality technologies, realized by students or researchers (Ph.D. and Post-Ph.D. grades). Two competitions are proposed: a competition to be performed at Laval Virtual within a set time limit on a defined subject (e.g. Interactive Fantasy); a free subject competition whereby participants bring their realization to Laval Virtual (e.g. Le Village de la Création). The purpose of these competitions is to promote virtual and augmented reality technologies and demonstrate their possibilities.

Article 2: Participants

- o Are authorized to participate researchers (Ph.D. and Post-Ph.D. grades) working in research laboratories, public or private, anywhere in the world; also students teams (from high schools or universities, or similar environments anywhere in the world).
- o Any establishment or laboratory may register one or several teams, subject to available registration on a first registered basis. A given team can be registered to several competitions.

Article 3: General Conditions

- o Some regulations and subjects may slightly evolve only to take organization or coherency constraints into consideration. Participants having already registered will be duly informed of changes.
- o The decisions of juries are without appeal and final.
- o Participants accept the transfer of media coverage rights concerning their identity and realizations to Laval Virtual.

Article 4: Registration

- o Registration supposes the unconditional acceptance of the present regulations.
- o Registration to Laval Virtual Students Competitions is free of charge; it is opened up to and including April 4th, 2006.
- o Participants to competitions are fed and accomodated by Laval Virtual Organization throughout competitions themselves.
- o Fees paid to go to Laval are not reimbursed. The foreign teams may get a basic allowance (lump-sum) from organizers upon request to cover part of their travelling costs.
- o Registrations are made on-line on Laval Virtual website. It is also possible to mail a registration form mentioning the participants' coordinates, to the following address:
Laval Virtual
6 rue Léonard de Vinci
53000LAVAL
FRANCE

Article 5: Free Subject Competition: "le Village de la Création"

- o Le Village de la Création is a free subject competition where participants bring to and exhibit at Laval Virtual an own realization, that they developed beforehand. This application must make use of virtual or augmented reality technologies.
- o Participants register to and present the application that they wish to exhibit during Laval Virtual.
- o The Selection Committee accepts or refuses the participants registration after analisis of their proposition. Key selection criteria are based on the overall interest of the realization and the creativity level, as well as the coherency with Laval Virtual event (violent or pornographic applications will be systematically rejected).
- o Admittance to "Le Village de la Création" is a final decision from the Organising Committee.
- o Participants to "Le Village de la Création" commit to demonstrate their application at the specific floor location attributed to them within Laval Virtual Exhibition from Wednesday, April 26th 10 am until Sunday, April 30th 6 pm. One registered member at least will be permanently present on this floor space in order to show the application to the visitors and members of the jury.
- o Participants will bring all equipment necessary for the proper functioning of their application.
- o The organizers cannot be considered responsible for any technical failure of the application, to the lack of a particular equipment or device or for robberies that could happen on the Exhibition space.

Article 6: Competition within Set Time Limit: Interactive Fantasy

- o The Interactive Fantasy competition is a competition with an imposed subject and set time limit. Participants develop, during Laval Virtual event, an original application with their own equipment and software and/or the software provided by our partners and/or Alterface technologies that are made available.
- o Participating teams subscribe on the Laval Virtual website or by mail.
- o The teams registered for participation to the Interactive Fantasy competition commit to develop and then present their application at the specific floor location attributed to them during the Laval Virtual exhibition from Wednesday, April 26th 2 pm until Friday, April 28th 4 pm. At any time, at least one registered member of the team will be permanently present on the assigned booth. It is also highly recommended for at least one member to participate to the workshop held on Tuesday April 25th.
- o Representatives from Alterface will be present during the competition to assist all team that choose to develop with Alterface technologies. All team developing their application with Alterface technologies will receive a permanent Salto™ licence so that they can further use and develop their application.
- o The organizers cannot be considered responsible for any technical failure of the application, to the lack of a particular equipment or device or for robberies that could happen on the Exhibition space.

Article 7: Prizes

- o Each competition will be awarded valuable prizes offered by Laval Virtual Partners (in 2005, the prize-winners shared a total of 20.000 euros in gifts).
- o Juries and Organizers reserve the right to attribute the prizes so as to reward the best teams by order of merit.
- o The winning team of "Le Village de la Création" competition will receive a Laval Virtual Trophy on Friday, April 28th, 2006 at 12.30 am during the Official Award Ceremony of Laval Virtual Trophies.
- o One of the teams of "Le village de la Création", chosen by the Japanese jury, will be offered a trip to Japan with all expenses paid, in order to participate to another world competition.

Article 8: The Jury

- o The Juries of the Laval Virtual Competitions consist of Virtual Reality professionals and renowned specialists of various relevant domains as well as national and international personalities.
- o The results from Juries deliberations will be announced on Friday, April 28th, 2006 from 12.30 am, during the Laval Virtual Trophies Awards Ceremony.