2019 IEEE Conference on Graphics and Media (GAME 2019)

Penang, Malaysia 19 – 21 November 2019



IEEE Catalog Number: CFP19GAM-POD ISBN: 978-1-7281-3945-6

Copyright © 2019 by the Institute of Electrical and Electronics Engineers, Inc. All Rights Reserved

Copyright and Reprint Permissions: Abstracting is permitted with credit to the source. Libraries are permitted to photocopy beyond the limit of U.S. copyright law for private use of patrons those articles in this volume that carry a code at the bottom of the first page, provided the per-copy fee indicated in the code is paid through Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923.

For other copying, reprint or republication permission, write to IEEE Copyrights Manager, IEEE Service Center, 445 Hoes Lane, Piscataway, NJ 08854. All rights reserved.

*** This is a print representation of what appears in the IEEE Digital Library. Some format issues inherent in the e-media version may also appear in this print version.

 IEEE Catalog Number:
 CFP19GAM-POD

 ISBN (Print-On-Demand):
 978-1-7281-3945-6

 ISBN (Online):
 978-1-7281-3944-9

Additional Copies of This Publication Are Available From:

Curran Associates, Inc 57 Morehouse Lane Red Hook, NY 12571 USA Phone: (845) 758-0400

Fax: (845) 758-2633

E-mail: curran@proceedings.com Web: www.proceedings.com



Table of Contents

Full Papers

No	Title	Pages
1	Implementation of an effective locomotion technique in Virtual Reality	1
	Stress Therapy	
2	Using Modified Butterfly Interpolation Scheme for Hole-filling in 3D Data	7
	Reconstruction	
3	Serious Game Design for Terengganu Brassware Craft Heritage	13
4	Game Engine PBR for Background CGI Production of Live-action Contents	18
5	Putra BINGO : From Pen and Paper to Digital	22
6	Virtual Reality Mini Map Presentation Techniques: Lessons and	26
	experience learned	
7	Collaborative Augmented Reality for Chess Game in Handheld Devices	32
8	Image Features Detection and Tracking for Image Based Target	38
	Augmented Reality Application	
9	Proposed Conceptual Design of Persuasive Game for Upper limb for	44
	Stroke Rehabilitaiton	

Author Index