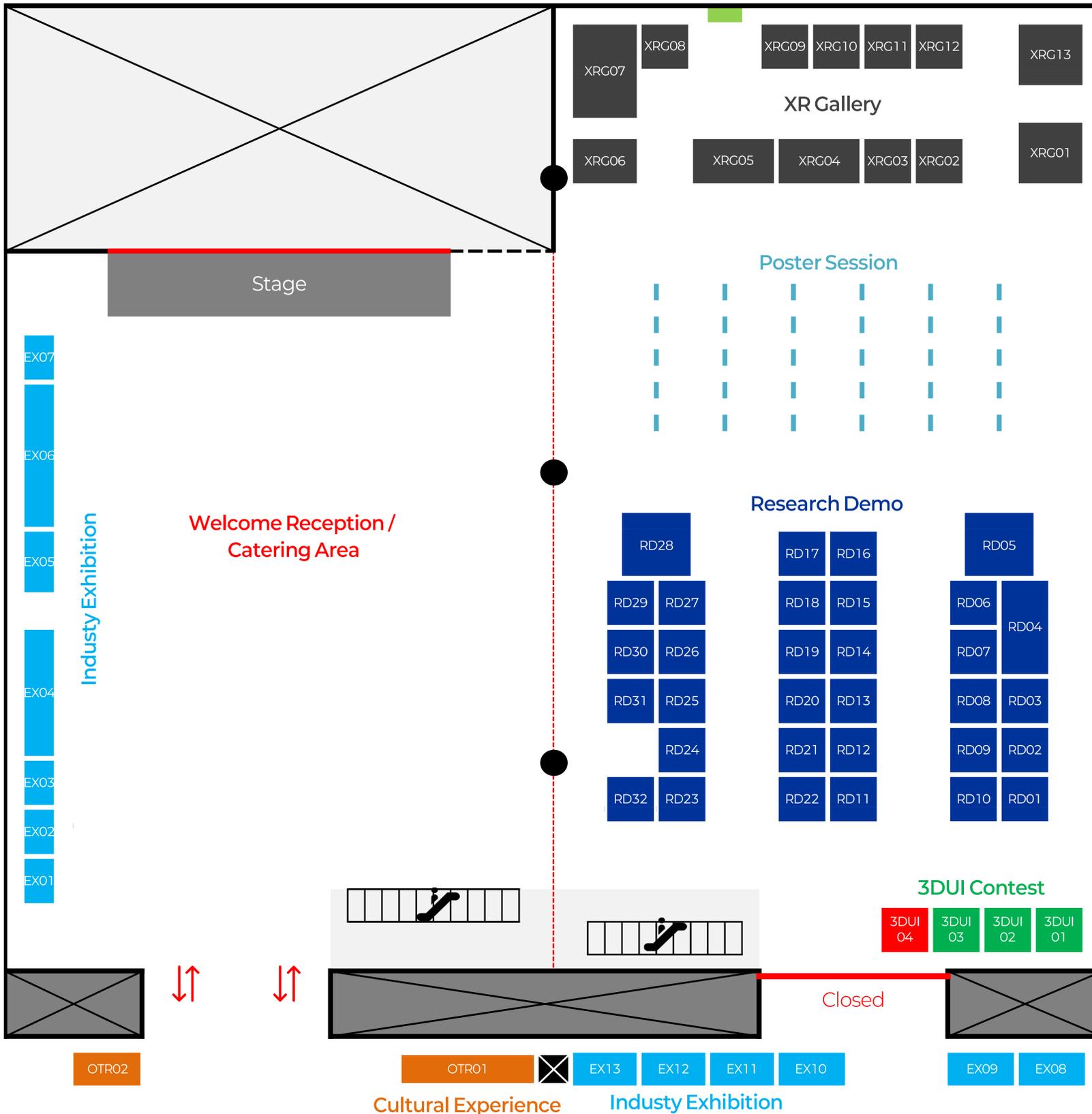


IEEE VR 2026 Exhibition Hall Layout

► **Grand Ballroom** | 3DUI Contest, Research Demo, Poster, XR Gallery, Industry Exhibition



XR GALLERY

B-No.	Paper No.
XRG01	[4719] Bug in my Software
XRG02	[3058] Dreaming of Butterflies
XRG03	[8552] The Arborist
XRG04	[8152] Târoot
XRG05	[2392] FeltSight [9575] "Body Oracle" Translator
XRG06	[3083] Two of Us : Bridging Asymmetric Perspectives
XRG07	[1292] Mycelial Memories: A Living Archive of Human Civilization
XRG08	[3031] Virtual Dai Realm [8822] Ink in Motion
XRG09	[5709] TamagotchU!
XRG10	[5783] Year of the Cicadas
XRG11	[6643] Aftermath
XRG12	[7543] Smell Like Home
XRG13	[4664] Distributed Flânerie

RESEARCH DEMO

B-No.	Paper No.
RD01	[1277] Dart Throwing in VR with Aim Assistance
RD02	[1176] VR Games based on Circumplex Model of Group Tasks
RD03	[1302] Presentation of Impact Sensations by Floor-Mounted Turntable
RD04	[1736] GazeDrift: Balloon-Popping Game for Eye Tracking Troubleshooting [6830] User-Centric Active Learning through Immersive Visualization [8049] GTK: An Open-Source Toolkit for Gaze-based Interaction in XR
RD05	[2697] A No-Code Versatile XR Framework with Shared Experiences
RD06	[1959] Intuitive Gesture-Based Interaction with 4D Objects in VR
RD07	[2240] Beyond Frame: Remediation Tool for Transforming 2D Art into VR
RD08	[2254] Empathic Behaviors for Embodied Intelligent Virtual Agents
RD09	[2342] GenAssist: Interactive Prompt-Driven XR Program Generation
RD10	[5869] HMD-only Controllable 3D Gaussian VR Avatars: Face and Full-body
RD11	[6845] Situatedly: Embodied Conversational Agent With LLM
RD12	[2810] Experiencing Weight Illusion in AR Extended Displays
RD13	[3237] LOCOMO-Play: Gamification of Sustainable AI Use in AR
RD14	[3461] NutriFilter: VLM-Driven Dietary Aug. in XR Passthrough Env.
RD15	[4335] Natural Interactions with Virtual Humans via Real time Action Recog
RD16	[5429] TwinHaus: Digital Twin Tool for Sustainable Building Construction
RD17	[5730] ResXR: Open-Source Toolkit for Standardized XR Behavior Research
RD18	[4524] ChromaXR: Enhancing Color Perception for Users with Color Vision Def.
RD19	[4655] A Tangible Mixed Reality System for 3D Modeling
RD20	[4997] Fast Digitization in XR of Reality-Linked Gaussian-Splatted Proxies
RD21	[5415] With Lily: Verbal and Nonverbal Interaction with Virtual Human in MR
RD22	[6420] SentiSing: Real-Time Affective Feedback for Immersive Karaoke in VR
RD23	[8927] Voice-based Access Control in VR by Conversational Speaker Verification
RD24	[5804] Pulling Illusion Induced by Asymmetric Vibration with Visual Motion Cues
RD25	[6571] MirroringWay: Designing Inter-World Transition with Mirror Imagery
RD26	[2889] BossPlz: Accessible, Multi-Sensory Interactive VR for Extreme Natural Env.
RD27	[8682] VR Zen Garden: Designing Virtual Environment for Stress Relief
RD28	[6994] ChronoShore: Short/Long-Term Env. Time in VR Coastal Ecosystem
RD29	[8575] Demonstrating Controller-Free Mixed Reality X-Ray Machine Training
RD30	[9753] Visuo-Haptic Redirection in Above-surface Drawing with Extendable Pen
RD31	[9851] Seeing the Real Me: Real-Body Pass-Through Embodiment and Interaction
RD32	[2519] Hands-on Fragility: Multimodal Pseudo-Haptics for Delicate Interaction

3DUI CONTEST

B-No.	Paper No.
3DUI01	[9403] From Slides to Space
3DUI02	[7181] Beyond Slices
3DUI03	[2824] XR Virtual Museum
3DUI04	[2368] LiveShowVR

INDUSTRY EXHIBITION

B-No.	Company Name
EX01	Electronics & Telecommunications Research Institute
EX02	Lost World: VR Civilization
EX03	Springer
EX04	SEJONG Univ. eXtended Reality Research Center
EX05	bHaptics Inc.
EX06	Korea Electronics Association
EX07	XR/VR Standardization Committee
EX08	DREAMIDEASOFT Co., Ltd.
EX09	Y DESIGN Lab
EX10	M:Twin / motivr solution
EX11	AR Media Works
EX12	NEARNETWORKS
EX13	OceanLightAI

CULTURAL EXPERIENCE

B-No.	Company Name
OTR01	Hanbok Experience & Photo Zone
OTR02	Daegu Medical Wellness Tour