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Abstract

The proceedings contain 45 papers. The topics discussed include: a system to facilitate user learning of Chaozhou embroidery through the crafting process; immersive virtual control design of locomotive driving; intelligent safety management and early warning system based on digital-physical fusion for high-voltage test sites; data driven 3-D animation for student group collaboration; research on football detection and training methods based on deep learning and virtual reality technology; building information modelling (BIM) for Chinese small and medium-sized construction projects: status and improvement measures; and research on key technologies for multi-agent collaborative optimization in project feasibility study review based on large model driven approach.

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