What is VRST?

VRST is 25th one of the hottest annual international forum focusing on VR/AR/MR software and technologies organized by ACM SIGCHI and SIGGRAPH. Every year, more than 200 attendees come together from all over the world to give single track oral presentation, poster and demo presentation, and sponsors’ demonstration and exhibition. Last year, 185 papers are submitted, 41 papers, 40 posters and 19 demos are accepted. 17 companies joined to VRST 2017 as sponsors.

Conference topic covers wide variety of area as follows.

VR/AR/MR (=XR) technology and devices
Advanced display technologies and immersive projection technologies
Low-latency and high-performance XR
Multi-user and distributed XR
XR software infrastructures
XR authoring systems
Human Interaction and Collaborative techniques for XR
Input devices for XR
Tracking and sensing
Multisensory and multimodal system for XR
Haptics, Smell and Taste
Audio and music processing for XR
Brain-computer interfaces
Computer graphics techniques for XR
Computer vision techniques for XR

Modeling and simulation
Real-time rendering
Real-time physics-based modeling
Avatars and virtual humans in XR
Tele-operation and telepresence
Performance testing & evaluation
Multi-user and distributed XR
Locomotion and navigation in virtual environments
Perception, presence, virtual embodiment, and cognition
Teleoperation and telepresence
Ethical issues in XR
Physically based rendering for XR
Computer animation for XR
Sound synthesis for XR
XR for fabrication
XR applications (e.g. training systems, medical systems, serious games...)
Affiliation of attendees

Record of VRST 2009 held in Kyoto.

Africa Centre for Economic Integration cc
Avatar Reality Inc.
Bauhaus-Universitat Weimar
CEA
CEA LIST
Columbia University
Department of Electrical Engineering, Ghang Gung University
Electronics and Telecommunications Research Institute
Electronics of Communications Eng. Kangwon National Univ.
EPFL
ETRI
Graduate School of Information Science, Nara Institute of Science and Technology
Graz University of Technology
Hosei University
Human-Computer Interaction Lab, University of Udine
im.ve, University of Hamburg
INRIA Nord-Europe - University of Lille
INRIA Nord-Europe - University of Lille
Institute of Computing Technology of the Chinese Academy of Sciences
Institute of Computing Technology, Chinese Academy of Sciences
Academy of Sciences
Institute of Software, Chinese Academy of Sciences
Kangwon National University
Kansai University
Keio University
Konan University
Korea Advanced Institute of Science and Technology
Kyoto Institute of Technology
Kyoto University
LEPSIS - Perception, Simulators and Simulations Laboratory, France
LSIIT --CNRS UMR 7005 --
LSIIT, Strasbourg University, France
Mines ParisTech
MIRALab, University of Geneva
Nagoya Institute of Technology
Nippon Telephone and Telegraph Corp. / The Univ. of Tokyo
Osaka Electro-Communication University
Osaka Institute of Technology
Osaka University
Phd Student at INRIA and OrangeLabs, Rennes, France
Pohang University of Science and Technology (POSTECH)
Pusan National University
RWTH Aachen University
Ryukoku University
Samsung R&D
Student of Kangwon National Univ.
System Administrator
The City College of New York
The University of Tokyo
Thomson Cooperate Research Beijing
Tokyo University, Japan
TOYOHASHI UNIVERSITY OF TECHNOLOGY
UC Santa Barbara
UCLM - University of Castilla-La Mancha
Universidad de los Andes
Universitat Politècnica de Catalunya
University College London
University of Arkansas
University of Calgary, JST ERATO Design Interface Project
University of California, Santa Barbara
University of Colorado
University of Denver
University of Electro-Communications
University of Geneva
University of Lille/CNRS, INRIA
University of Macau
University of Macau & IOS, Academia Sinica
University of Minnesota
University of Munster
University of New South Wales
University of New South Wales, Sydney, Australia
University of South Australia
Visualization and Computer Graphics, WWU Munster, Germany
Worcester Polytechnic Institute
York University
VRST2018 in Tokyo

Date: November 28, 2018 ～ December 1, 2018
Vanue: Waseda International Conference Center

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(Tohoku University)

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Takaaki Shiratori
(Facebook)

Program Chairs
Yuichi Itoh
( Osaka Univ. )

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International Liaison Chairs
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Hubert Shum
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Hubert Shum
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VRST2018 Sponsors

Call for sponsorship as three categories: platinum, gold and silver. The detail is listed as follows.

<table>
<thead>
<tr>
<th>Categories</th>
<th>Free Registration</th>
<th>Logo Display*1</th>
<th>Short Presentation</th>
<th>Booth Size</th>
<th>Award</th>
<th>Short Talk</th>
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<tr>
<td>Platinum</td>
<td>5,000USD</td>
<td></td>
<td>Big size</td>
<td>5m × 3m</td>
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<td>Possible 15 mins</td>
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<td>2 mins</td>
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<tr>
<td>Silver</td>
<td>1,000USD</td>
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<td>Small size</td>
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<td>0 mins</td>
<td>3F</td>
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</tbody>
</table>

※In the exhibition booth, it is possible to use desk and chairs.
*1 Logo Distribution - strap - printed program - conference bag – map - souvenir

Registration Fee
Early Bird:  Member: 600USD  Non-member: 700USD  Student: 250USD  Retire: 400USD
Late:       Member: 700USD  Non-member: 800USD  Student: 250USD  Retire: 450USD
VRST2018  Sponsor  Exhibition booth