Call for Papers and Sponsors

VRST 2018

24th ACM Symposium on Virtual Reality Software and Technology

Nov. 28th - Dec. 1st, 2018, Tokyo, Japan
https://vrst.acm.org/vrst2018/

The ACM Symposium on Virtual Reality Software and Technology (VRST) is the premier international symposium for the presentation of new research results, systems and techniques among researchers and developers concerned with augmented, virtual and mixed reality (AR/VR/MR) software and technology AI approach for XR.

The VRST brings together the main international research groups working on AR/VR/MR, along with many of the world's leading companies that provide or consume AR/VR systems. The VRST 2018 conference will be held in Tokyo, Japan, hosted by Waseda University, from Wednesday, Nov. 28th to Saturday, Dec. 1st, 2018.

Submission of Papers

Authors are invited to submit papers of no more than 10 pages for full papers and 4 pages for short papers. 2-column "teaser" figures on the front page are allowed. All submissions must be in English.
All accepted papers will be published in the Symposium Proceedings and will be included in the ACM Digital Library (EI-indexed). Papers and poster abstracts should be prepared using the "sigconf" ACM template style. ACM article templates (LaTeX and Word) are available
http://www.acm.org/publications/proceedings-template
Extended versions of two or three best papers from VRST 2018 will be invited to IEEE Transactions on Visualization and Computer Graphics.

Conference Topics

VRST 2018 welcomes submissions of research papers that relate (but not limited) to topics given below.

- 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
- XR applications (e.g. training systems, medical systems, serious games...)
- 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

Call for Exhibitors and Sponsors

The VRST 2018 offers exhibitors and sponsors an opportunity to showcase their company's products, attractive demos and innovative solutions at the symposium. Please refer to the conference web-page for information about singing up to become an exhibitor or sponsor at VRST 2018.

Important Dates   AoE(Anywhere on Earth)

August 15, 2018 (23:59 AoE)
Papers with all material submission deadline
September 1, 2018 (23:59 AoE)
Posters and demos submission deadline
September 25, 2018
Author notification for papers, posters and demos
October 1, 2018
Camera-ready papers, posters, and demos due
November 28 - December 1, 2018
Conference in Tokyo, Japan

Steering Committee Chair
Yoshifumi Kitamura (Tohoku University)

Symposium General Chair
Shigeo Morishima (Waseda University)

Technical Program Chairs
papers2018@vrst.acm.org
Yuichi Itoh (Osaka University)
Takaaki Shiratori (Facebook)
Yonghao Yue (University of Tokyo)
Rob Lindeman (University of Canterbury)

Poster and Demos Chairs
posters2018@vrst.am.org
demos2018@vrst.am.org
Takashi Ijiri (Shibaura Institute of Tech.)
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