



# Submissions

**Call for Papers, Demos and Posters.**

DIGITAL INNOVATION IS  
TRANSFORMING AND  
INTEGRATING WITH OUR  
PHYSICAL WORLD

**On 14–16th  
November 2019 the  
17th ACM SIGGRAPH  
International  
Conference on  
Virtual-Reality  
Continuum and its  
Applications in  
Industry  
(VRCAI2019), will  
take place just  
before SIGGRAPH  
Asia 2019 (17–20th,  
Nov) in Brisbane,  
Australia.**

From exciting beginnings in Hangzhou, China in 1993, VRCAI has grown into an internationally established conference with a strong industrial emphasis. The Virtual-Reality Continuum (VRC) is growing at a phenomenal pace. The conferences aim is to meet the needs of a burgeoning industry spurred through massive commercial investments across the continuum of next-generation innovations, applications and new fundamental methods. From Virtual Reality (VR), Augmented Virtuality (AV), to Augmented Reality (AR), Mixed Reality (MR) Virtual Storytelling, Virtual Production and Extended-Reality (XR), VRC covers the full range of ways that digital innovation is transforming and integrating with our physical world. Sponsored by ACM SIGGRAPH, VRCAI 2019 provides a leading platform for

## Important Dates

- ☑ **Paper Abstract Due (Optional):**  
3rd September 2019
- ☑ **Short/Long Paper Submission:**  
18th September 2019
- ☑ **Posters/Demos Submission:**  
25th September 2019
- ☑ **Paper Acceptance Notification:**  
3rd October 2019
- ☑ **Camera-ready Paper:** 8th  
October 2019
- ☑ **Conference Dates:** 14–16th  
November 2019

SUBMIT

# **VRCAI 2019 will focus on the following main themes:**

**VRC Fundamental and Related Technology in Computer Graphics**

**VRC Systems**

**Interactions**

**Virtual Storytelling**

**Virtual Production**

**Industry  
Applications in the VRC**

# Topics of interests include (but are not limited to):

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## FUNDAMENTALS

- Ubiquitous VR/AR/MR
- Intelligent VR/AR/MR
- Distributed and Collaborative VR/AR/MR
- Machine Learning for VR/AR/MR
- Robotics and Tele-Presence
- Aural, Haptic and Olfactory Augmentation
- Geometrically, Physically and Image Based Modeling
- Real-time Visual Tracking and Registration
- 3D Modeling, Interpretation and Reconstruction
- Multi-resolution and Multi-scale Methods
- Level of Detail, Model Compression and Simplification
- Networking, Streaming, Cloud, Latency and Bandwidth Methods
- Real-time Rendering, Image-based Rendering, and 3D Auditory
- Rendering and Visualization of Large-scale Models
- Procedural, Physically-based or Data-driven Animation
- Avatars and Virtual Community
- Real-time Rendering, Image-based Rendering, and 3D Auditory
- Metaverse
- Immersive Virtual Environments

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## SYSTEMS

- Clustered VR
- High Performance VRC Computing
- Large-scale Simulation
- Immersive and Semi-immersive Systems

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## INTERACTIONS AND INTERFACES

- Collaborative and Interactive Virtual Environment/VR
- Multimodal Interface
- Visual Interface
- Speech Interface
- Haptic/Tactile Interface
- Natural Interface
- 3D Enabled Devices
- Interaction Design
- Sketch-based interfaces
- Social and Interactive Computing and Media
- Interactive Graphic Design
- Interactive Sound Design
- Human Factors and Ergonomics

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## APPLICATIONS

- Aerospace
- Architecture, Construction and Building
- Arts
- Education, Virtual Classroom and Learning, and Training
- Engineering and Design
- E-Commerce
- Video Games/Entertainment /Location Based Entertainment
- Virtual Storytelling and Virtual Production
- Visualization
- Geology, Geography and GIS
- Life Science, Medicine and Healthcare
- Manufacturing
- Transportation and Logistics
- Fashion
- etc.

**Selected papers will be recommended for submitting an extended version in special section of the following journals:**

**Computers and Graphics**

**(Elsevier)** (SCI-indexed).

**Computer Animation and Virtual Worlds**

**(John Wiley)** (SCI-indexed).

# Call for Papers, Posters and Demos

**We invite original and unpublished submissions of full Papers (8 pages) or short Papers (4 pages), poster and demo abstracts (2 pages) including references. All accepted papers and abstracts will be published in the VRCAI 2019 Conference Proceedings and included in the ACM digital library (EI-indexed). All accepted papers will be presented at the VRCAI 2019 Conference.**

All papers should be submitted via the EasyChair conference system:

<https://www.easychair.org/conferences/?conf=vrcai2019>

## PAPER TEMPLATE:

All papers should use the ACM SIG Proceedings template (word or latex template) which can be downloaded from here:

<https://www.acm.org/publications/proceedings-template> (use the “sigconf” proceedings template)

## POSTERS:

The Posters track will present late-breaking results, work in progress, application case studies and follow-up extensions or evaluations of existing methods in the VRC field. In particular, it provides young researchers and graduate students with valuable opportunities to receive feedback from other researchers, and engage in stimulating discussions.

Work submitted as a poster abstract is still eligible for later publication with full paper revisions.

All poster papers will be considered for Best Poster Awards, and will be conferred during the conference.

Accepted posters will require that at least one author attends the conference to present the poster and fast-forward presentation session that will take place during the conference and will give a chance for the authors to orally present a very brief summary of their work to all conference attendees. Authors will be required to make an A4 or A3 landscape-format poster and to prepare one slide for presentation at the

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