

Submission

New!

Rejected papers from IEEE VR conference track can be considered for oral presentation to our workshop upon the following conditions:

- **Paper should fit the workshop topics**
- **Paper will appear as abstract only, the content of the paper will not be part of the IEEE Digital library**
- **Authors should send us the complete version of the rejected paper as well as the summary of the reviews so as to make a decision to accept this contribution to the workshop (the paper and the meta review will be kept strictly confidential between the VHCIE organizers)**
- **Decision will be sent before February 1st**

Workshop organizers call for submissions of research papers (4-6 pages), technical notes, position papers and work-in-progress research abstracts (2-4 pages), or abstract (1 page) on the following topics:

- Virtual Humans (VH)
- Virtual Crowds (VC)
- Immersive populated spaces
- Interaction with VH & VC
- Multimodal rendering of VH & VC
- Virtual Reality applications to VH & VC
- Anything related to VR, VH or VC!

Instructions for submission

Submissions must be in PDF format, using the IEEE VR formatting guidelines. A committee of expert reviewers will review all submissions.

Paper length:

- Research papers: 4-6 pages
- Technical notes: 2-4 pages
- Position papers: 2-4 pages
- **NEW!** Abstract only (not included in publications, but with oral presentation) : 1 page

Papers should be submitted by email to vhcie.vr@gmail.com.

Papers (not abstracts) will be included in the IEEE Xplore library and will have unique ISBN.

Oral Presentations

The exact format and duration for oral presentations will be known after paper selection. The workshop will mix Invited presentations (target: 45 minutes), selected paper presentation (target: 15-20 minutes).

If you have questions, please contact the workshop chairs at: vhcie.vr@gmail.com