



**ICVRMR2021**  
International Conference Virtual and Mixed Reality Interfaces 2021

**International Conference on Virtual and Mixed Reality Interfaces 2021**

We cordially invite all academicians and practitioners in the related field on engineering and computing focusing on Virtual Reality and Mixed Reality Interfaces, to take part in this virtual conference.

[Click Here](#)

Our proceedings are indexed in **Scopus**, as well as EI Compendex and Inspec. One important point to note, is that our publication is not covered by SCI (proceedings journals are not indexed in SCI, they are indexed within a separate database, the CPC-I); this means our proceedings journals are not issued with an Impact Factor.

**Scopus®**

## IMPORTANT DATES

Full Paper Submission **10 September 2021**  
Notification of Full Paper Acceptance 8 August 2021  
Camera Ready Full paper 13 August 2021  
Early Bird Registration 25 August 2021  
Registration Deadline **30 August 2021**

## CALL FOR PAPER

**Topics:** [virtual reality](#) [augmented reality](#) [human computer interaction](#) [computer graphics](#)

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All papers will be reviewed and evaluated based on originality, technical quality, and relevance to the conference. We seek original research full papers covering these topics including, but not limited to: -

- Modeling and Simulation
- Data Visualization
- Rendering and 3D Reconstruction
- Artificial Intelligence and Agent Systems
- Multimedia Systems
- Human Computer Interaction
- Motion Capture and Telepresence
- Image and Speech Processing
- Other related topics on applied computing in **Virtual and Augmented/Mixed Reality Interfaces** and/or related domains (Engineering / Computing/Computer Vision/ Computer Graphics/ Visualization/Image Processing etc.)

**Website :** <https://vicubelab.utm.my/icvrmr2021/>

**Email :** [vicubelab@utm.my](mailto:vicubelab@utm.my)



<https://easychair.org/cfp/ICVRMR2021>

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