## **ICVRMR2020** (International **Conference on Virtual** and Mixed **Reality Interfaces 2020)**

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.



ViCubel ab

Our proceedings are indexed in **Scopus**, as well as El 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**

Early Bird Important Dates 15 October 2020 Full Paper Submission 30 September 2020 Notification of Full Paper Acceptance 10 October 2020 Submission of Camera Ready Full paper 20 October 2020

## CALL FOR PAPER

Topics: virtual reality augmented reality human computer

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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/icvrmr2020/

Email: vicubelab@utm.mv



https://easychair.org/cfp/icvrmr2020

16 - 17 November 2020

