

ICVRMR 2020 | 16 - 17 November 2020 | Johore, Malaysia.

International Conference on Virtual and Mixed Reality Interfaces 2020 :

<https://vicubelab.utm.my/icvrmr2020/>

Due to Pandemic COVID 19, ICVRMR 2020 moved from Physical Mode to Digital mode.

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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**

Indexing: All ICVRMR 2020 presented papers will be published and **indexed in Scopus**, as well as EI Compendex and Inspec. One important point to note, this 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.

PAPERS SUBMISSION: Submissions of high quality papers in all areas of Virtual and Mixed Reality Interfaces and its applications. The submissions are handled only through the **EasyChair** website at:

<https://easychair.org/cfp/icvrmr2020>

Dear Friends and Colleagues,

We cordially invite to our virtual conference, 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 including Keynote talks, Paper Presentation as well as Regular and Special Sessions. 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: -

- 3D Visualization
- Animation
- Art and Design
- Artificial Intelligence
- Audio
- Holography
- Interaction
- Modelling and Texturing
- Networked Games Rendering
- User Interface
- Physics and Simulation
- Simulation
- Cinematics
- Computer Vision
- Data Visualization
- Virtual Reality
- Augmented/Mixed Reality
- Engine Architecture
- Game Design and Development
- Game and other Medias
- Production/VFX
- 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.)

Authors are kindly invited to submit their formatted full papers **a maximum of 12 pages** including results, tables, figures, and references. All submissions are handled through the Easy Chair at <https://easychair.org/cfp/icvrmr2020>

For any query, please write mail on vicubelab@utm.my or visit our website <https://vicubelab.utm.my/icvrmr2020/>

Sincerely Yours - ICVRMR 2020