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After being held in Singapore, Los Angeles (United States), Chengdu (China), and Hong Kong (2017 & 2018), Singapore successively in last six years, **2021 7th International Conference on Virtual Reality (ICVR 2021) will be held during May 20–22, 2021 in Foshan, China.** ICVR 2021 is a forum to discuss new advances and developments in virtual reality by involving researchers, senior technical people, domain experts, and academics together. Authors are solicited to contribute to the conference by submitting original works that illustrate research results, projects, surveying works and industrial experiences that describe significant advances in related fields of virtual reality.

### PUBLICATION

Submitted paper will be peer reviewed by conference committees, and accepted papers will be included in ICVR 2021 conference proceedings, which will be archived in online digital library, and **indexed by EI compendex, Scopus**, and submitted to be reviewed by Thomson Reuters conference proceedings citation index (ISI Web of Science).

### SUBMISSION METHOD

1. Papers for publication must be submitted in full paper electronically via the following link.  
<http://confsys.iconf.org/submission/icvr2021>
2. The authors are suggested to use the ICVR 2021 Formatting Template to meet formatting requirements.  
[http://www.icvr.org/acm\\_template.docx](http://www.icvr.org/acm_template.docx)

### IMPORTANT DATES

Full Paper Submission Deadline	January 5, 2021
Paper Decision Notification	January 30, 2021
Registration Deadline	February 15, 2021

### NOTICE

Paper Length : not exceeding 10 pages, including figures, tables & references  
Do NOT page number your paper and Do NOT apply security settings to your file  
For more: <http://www.icvr.org/guideline.html>

### CONTACT US

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### CALL FOR PAPERS

Topics of interest for submission include any topics on Virtual Reality.

#### Topic Area 1 – Technologies & Applications

2D/3D and volumetric display and projection technology  
3D authoring  
Computer graphics techniques  
Crowd simulation  
Immersive analytics and visualization

#### Topic Area 2 – Multi-sensory Experiences

Multimodal input and output  
Multisensory rendering, registration, and synchronization  
Perception and cognition  
Presence, body ownership, and agency  
Teleoperation and telepresence

#### Topic Area 3 – Interaction

3D user interaction  
Human factors and ergonomics  
Locomotion and navigation  
Multimodal/cross-modal interaction and perception  
Non-visual interfaces (such as olfactory)  
Touch, tangible and gesture interfaces

### ORGANIZING COMMITTEE

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<http://www.icvr.org/>

微信添加会议秘书请在好友申请中备注好会议名称“ICVR 2021”



至2014年至今，ICVR在全球新加坡，美国洛杉矶，中国成都，香港等国家及地区召开，2021年第七届国际虚拟·现实大会（ICVR）将于2021年5月20-22日在广东佛山举行，会议面向虚拟现实、增强现实、人工智能等互联网新技术领域的专家及学者，致力于共同促进国内外虚拟现实的发展与应用。

### 会议出版

会议收录的文章将以 ICVR 2021 论文集形式出版，并由在线数据库收录，被 EI Compendex 和 Scopus 检索。

### 投稿方式

\*请将投稿文章上传到电子投稿系统  
<http://confsys.iconf.org/submission/icvr2021>  
\*或将您的文章发送到会议邮箱  
icvr\_conf@163.com

### 重要时间

投稿截止日期	2021年1月5日
录用通知时间	2021年1月30日
注册截止时间	2021年2月15日

### 文章模板

[http://www.icvr.org/acm\\_template.docx](http://www.icvr.org/acm_template.docx)  
\*更多投稿信息请访问：<http://www.icvr.org/guideline.html>

### 联系我们

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### 征稿主题

#### Topic Area 1 – 与应用技术与应用

2D / 3D和体积显示与投影技术  
沉浸式分析和可视化  
建模与仿真  
多用户和分布式系统  
多模式捕获和重建  
软件架构，工具箱和工程

#### Topic Area 2 – 多感官体验

音频接口，声音渲染，空间音频，听觉感知和心理声学  
实体代理，虚拟人和（自我）化身

#### Topic Area 3 – 互动

3D用户互动  
人为因素和人体工程学  
多模式/跨模式交互和感知  
非可视界面（例如嗅觉）  
触摸，有形和手势界面  
用法研究，评估方法和实证研究

等相关领域及应用

更多详情请参见：<http://www.icvr.org/cfp.html>

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