



VRIP 2021

TECHNICALLY
SPONSORED



UNIVERSITÀ DI PISA

The 3rd International Conference on
Virtual Reality and Image Processing
Singapore || August 13-15, 2021
www.vrip.org

CONFERENCE HIGHLIGHTS

- World Renowned Keynote Speakers
- Good historical records on paper retrieval
- Enhance the professional knowledge
- A great opportunity to meet other professionals
- Success research share with other scholars
- Possible future collaboration with well known companies

SUBMISSION SCOPES

- VR system architecture
- Volume Rendering
- Mixed Reality
- Space of Sound
- Multi-resolution techniques
- Animation
- Machine Vision
- Multimedia
- VR sensor technology
- Image-based rendering

PROCEEDING & SUBMISSION

All submissions will be peer reviewed 2-3 reviewers, and the accepted of VRIP 2021 will be published in Conference Proceedings, which indexed by Ei Compendex and Scopus and submitted to be reviewed by Thomson Reuters Conference Proceedings Citation Index (ISI Web of Science).

Full Paper/Abstract both can be accepted.

- log in the VRIP2021 Electronic Submission System:
<http://confsys.iconf.org/submission/vrip2021>
- Submit to vrip2019@yeah.net directly

INTRODUCTION

IMPORTANT DATE

- Submission Deadline
April 1st, 2021
- Notification Date
April 20th, 2021
- Registration Deadline
May 10th, 2021

- Point rendering and drawing
- Real-time graphics rendering
- Data Visualization
- more topics, please click:
<http://www.vrip.org/cfp.html>

HISTORY

- 2020 ISBN: 978-1-4503-7550-4
ACM | EI-COMPENDEX & SCOPUS
- 2019 ISBN: 978-1-4503-6519-2
ACM | SCOPUS



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