WELCOME TO ICVRT 2020!

After successfully holding two sessions in Singapore and Wuhan, China respectively, 2020 3rd International Conference on Virtual Reality Technology (ICVRT 2020) as a workshop will be held in Jakarta, Indonesia on December 4-6, 2020. ICVRT 2020 solicits contributions worldwide that illustrate research results, projects, surveys and industrial experiences in Virtual Reality Technology fields. It aims to serve as an annual platform for students, academics and industry researchers in related fields to exchange face to face and boost inspirations.

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PUBLICATION
Accepted papers of ICVRT 2020 after proper registration and presentation will be published in the conference proceedings, which will be submitted for indexing by Ei Compendex, Scopus, etc.

TOPICS
- Applications in telecommunications
- Content-based image retrieval
- Adaptive signal processing
- Adaptive filters
- Application of the virtual human body
- Discrete cosine transforms
- Behavioral modeling
- Collaborative VR
- Cultural differences in the use of virtual reality
- Distributed virtual environment
- Data mining techniques
- Face recognition
- Development and implementation of virtual reality applications
- Embedded graphics system
- Discrete hilbert transforms
- Filter design
- Growth of virtual plant simulation
- Higher order statistical analysis
- Human-computer interaction technology
- Image coding and compression
- Fast fourier transforms
- Image processing

Please click for more topics.

SUBMISSION
1. Official language is English in paper writing and presenting.
2. Abstract (200-400 words) submission is adequate for presentation only at ICVRT 2020;
If you consider publication as well as presentation, please submit Full Paper (no less than 8 Pages).
3. Full paper and abstract should be prepared according to the template before submission.

Please click to submit paper/abstract through online system.
Or you can submit to email: icvrt@iacsit.net. The email subject should be named as "Submission-ICVRT 2020-Full Paper/ Abstract".