

3DSA 2016 Call for Papers

The 8th International Conference on 3D
Systems and Applications
<http://www.3dsa.org/>



The 8th international Conference on 3D Systems and Applications will be held conjunction with the 23rd International Display Workshop(IDW).

DATE

December 7-9, 2016

VENUE

Fukuoka International
Congress Center, Japan
<http://www.marinemesse.or.jp/eng/congress/>



TOPICS

All technologies for Hyper-realistic systems
such as

- 3D Capture & Processing,
- 3D Cording & Transmission,
- 3D Displays & Systems,
- 3D Contents and Applications,
- Holographic Technology,
- Human Vision,
- Augmented Reality, Virtual Reality,
- Immersive Display Systems,
- Free Viewpoint Image Systems
- Ultra-Realistic Audio Systems
- Interactive Systems,
- Other Related Topics

IMPORTANT DATES

The schedule is the same with that of IDW.

Abstract Due Date	June 23, 2016
Notification of Acceptance	July 19, 2016
Camera-Ready Paper	September 1, 2016
Submission of Late News	September 23, 2016
Early Bird Registration	October 28, 2016
Conference	December 7-9, 2016

PAPER SUBMISSION

Paper format and its submission are the same with those of IDW.

One-page abstract (technical summary in IDW) should be submitted. For accepted papers, four-page manuscripts and presentation are required.

ORGANIZATIONS

JAPAN

Ultra Realistic Communication Forum (URCF)
The Virtual Reality Society of Japan (VRSJ)

KOREA

Association of Realistic Media Industry (ARMI)
Korean Society of Broadcast Engineers (KSBE)
Electronics and Telecommunications Research Institute (ETRI)

TAIWAN

3D Interaction & Display Association (3DIDA)
Society for Information Display (SID) Taipei Chapter
Industrial Technology Research Institute (ITRI)