



Call for Papers for special session on

## Virtual Reality under Cyber (VRC)

### Aims and Scope

In the past several years, we have seen dramatic advancement in many applications enabled by the use of virtual reality technologies. The purpose of this special issue on CyberSciTech 2017 is to offer a platform for scientist and researchers to exchange their novel ideas and outcomes in research and technology on virtual reality. The main topics of interest are on challenges and innovations for virtual reality and its applications in game, movie and social networking. We are seeking papers in, but not limited to, the following main areas:

- (1) Architecture and equipment for virtual reality
- (2) Facial animation, human motion analysis and synthesis
- (3) Fluid animation and fluid modeling
- (4) Computer vision for 3D modeling
- (5) Augmented reality and image processing for visual effects

### Important Dates

Submission Due:	August 20, 2017
Acceptance Notification:	September 6, 2017
Camera-ready Manuscript Due:	September 20, 2017

### Submission & Publication

Interested authors can submit full technical papers with 4-6 pages or work-in-progress paper with 2-4 pages. All submissions should follow the IEEE CS format. Accepted and presented papers will be published in the proceedings of CyberSciTech 2017 by IEEE CPS (IEEE Digital Library and EI-indexed). At least one author of each accepted paper is required to register and present their work at CyberSciTech 2017. Otherwise the paper will not be included in the proceedings.

Selected excellent papers, after further extension and revision, will be recommended to special issues of prestige international journals (SCI/EI indexed).

### Contact Information

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