

IEEE VR 2019 OS KA

Exhibitor/Supporter Prospectus

CONFERENCE LOCATION:

Osaka International Convention Center

5-3-51 Nakanoshima Kita-ku

Osaka 530-0005, Japan

CONFERENCE DATES:

23 – 27 March 2019

EXHIBIT DATES:

25 – 27 March 2019

International and Multifaceted

A Space for Creative Communication
in the 21st Century



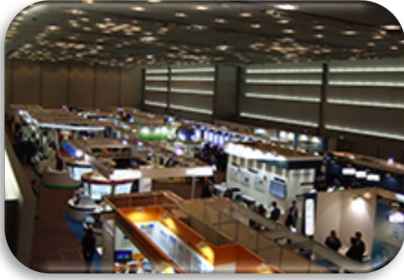
Source: Osaka International Convention Center

+ Overview:

For over twenty-five years, the IEEE Virtual Reality Conference has been presenting the groundbreaking ideas and work of virtual reality pioneers: scientists, engineers, designers, and artists. Many of the virtual reality innovations hitting the marketplace today trace back to research first demonstrated at this conference. The next big advancements in virtual reality will come from attendees of the VR Conference.

Attendees of the VR Conference come from around the world, and include influential developers, researchers, and professors from industry, government, and academia. In addition, the conference regularly draws some of the brightest young minds in computer science via the standout students who attend.

The conference's venue provides exhibitors a unique opportunity to interact with leading experts from all these groups. Attendees look forward to this interaction as a key component of the conference experience and an opportunity to learn directly from exhibitors about exciting products, services, and new opportunities to push the forefront of our rapidly growing field.



Source: Osaka International Convention Center

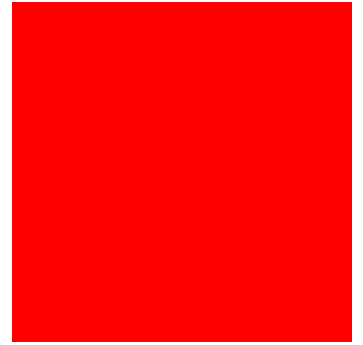


Source: Osaka International Convention Center

Overview

We invite you to exhibit and to showcase your products at the leading academic event that combines the brightest minds, most innovative research, and most exciting companies working with virtual environments, augmented reality, gaming, and 3D user interfaces.

The Conference and the Exhibit space will be at the Osaka International Convention Center, in the middle of Osaka downtown, Japan (<https://www.gco.co.jp/en/>). The first two days (Sat-Sun, March 23-24) will include a full program of Workshops and Tutorials as well as a Doctoral Colloquium. The exhibition will take place from Monday, March 25th until Wednesday, March 27th and will start with an Exhibitor's Reception on Monday, 25th. The Exhibitor's Reception will take place throughout the exhibit space, welcoming attendees in a convivial setting focused solely on Exhibitors. It will provide a unique opportunity to meet and capture attention of all the conference attendees. Exhibitors can setup in the afternoon of Sunday, March 24th and the morning of Monday, March 25th. The weekday activities will consist of the main VR Conference program (Monday March 25th - Wednesday March 27th), including the vendor and research exhibitions.



Why Support and Exhibit at IEEE VR?

- Your organization will have the opportunity to meet 500 or more influential conference participants - and potential customers - from government, industry, and academia around the world that specialize in immersive environments, user interfaces, and content creation and analysis.
- Increase your organization's visibility among conference attendees through print, media, and personal contact. The VR 2019 exhibits will be held in an exclusive exhibits area, and will be the location of the Monday Exhibitor's Reception as well as the location for break food service.



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Deadlines:

- 1 February 2019

Deadline for application and full payment.

- 22 February 2019

Space assignment mailed to exhibitors.

- 8 February 2019

No refunds for cancellations.

Past Exhibitors and Attendance History

VR 2018, Reutlingen, Germany

Attendance – 691

VR 2017, Los Angeles, CA, USA

Attendance – 592

VR 2016, Greenville, SC, USA

Attendance – 392

VR 2015, Arles, France

Attendance – 525

VR 2014, Minneapolis, MN, USA

Attendance – 391

VR 2013, Orlando, FL, USA

Attendance – 390

VR 2012, Orange County, CA,
USA

Attendance – 433

VR 2011, SUNTEC, Singapore

Attendance – 550

VR 2010, Waltham, MA, USA

Attendance – 550

VR 2009, Lafayette, LA, USA

Attendance – 388

VR 2008, Reno, NV, USA

Attendance – 525

VR 2007, Charlotte, NC, USA

Attendance – 353



VR 2018 Reutlingen, Germany	VR 2017 Los Angeles, CA, USA	VR 2016 Greenville, SC, USA
Advanced Realtime Tracking Barco Digital Projection Disney Research Haption Magic Leap Microsoft MiddleVR NVIDIA Ultrahaptics Vicon Viscon VR-on WorldViz	Advanced Realtime Tracking Phasespace U.S. Army Research Laboratory Digital Projection Haption MiddleVR Polhemus Technicolor Vicon VR-on Vrvana WorldViz PoSTMedia Frontiers Oben	ESI North America Haption Advanced Realtime Tracking WorldViz MiddleVR Polhemus PRESENCE: Teleoperators and Virtual Environments Vicon Motion Systems Clemson University Noraxon USA Inc Digital Projection Morgan & Claypool
VR 2015 Arles, France	VR 2014 Minneapolis, MN, USA	VR 2013 Orlando, FL, USA
3DRudder Advanced RealTime Tracking AFRV AGP Genesis Haption MiddleVR OKTA Springer Sensics Technicolor Vicon	Advanced RealTime Tracking Boston Scientific Cyberglove ESI get it right Haption i'm in VR Nvidia NVIS PhaseSpace Polhemus Presence Sensics VICON Walt Disney Imagineering WorldViz	Advanced RealTime Tracking Canon Cyberglove Haption i'm in VR NextGen Interactions NVIS Nvidia Oxford University Press Polhemus Presence Turning Technologies VICON Walt Disney Imagineering WorldViz zSpace

Exhibitor and Support Levels

Exhibitor Levels	Cost (JPY)	Full ¹ / Week-day ² Regis. (choose one)	Exhibits-only ³ Regis.	Exhibit Space	Tables (1.80 x 0.60m) / Chairs	Common Benefits
2 booths	350K (~3K USD)	2 / 4	8	1.8m x 5.0m	2 / 4	<ul style="list-style-type: none"> - One 100V, 60Hz west Japan std. electrical outlet - Standard power options (extension cords and power strips not supplied) - Sign board with exhibitor's name printed
1 booth	200K (~1.8K USD)	1 / 2	4	1.8m x 2.5m	1 / 2	

Support Levels	Cost (JPY)	Full / Week-day Regis. (choose one)	Oral Presen. at the main hall (minutes)	Signage ⁴	Event Support	Slide at Opening /Banquet /Closing	Recognition in Proceedings ^{5,6}	Recognition in Final Program ⁶
Diamond	2,500K (~22K USD)	5 / 10	10	Individual Banner and/or Panel + Catalogue Stand	Choose one ⁷ : Keynote or Osaka Gourmet Night	1 page	1 page	2 pages
Platinum	1,500K (~13K USD)	3 / 6	5	Individual Panel + Catalogue Stand	Choose two ⁸ : Reception / Coffee Break / Tutorial / Paper session / Poster session	1 page	Half page	1 page
Gold	1,000K (~9K USD)	1 / 4	3	Individual Panel + Catalogue Stand	Choose two ⁸ : Reception / Coffee Break / Tutorial / Paper session / Poster session	Half page	Logo	Half page
Silver	500K (~4K USD)	- / 2	2	Catalogue Stand	-	Quarter page	Logo	Quarter page
Bronze	250K (~2K USD)	- / 2	1	Catalogue Stand	-	Logo	Logo	Logo
Flower	100K (~900 USD)	- / -	-	-	-	Logo	Logo	Logo

- Each full registration includes USB proc. and access to all events, tickets for Monday Reception and Tuesday Osaka Gourmet Night
- Each weekday registration includes everything as a full registration except access to events on March 23rd and 24th
- Each exhibits-only registration includes access to the exhibit space, and Monday Exhibitor's Reception ticket.
- Printing of individual banner is the responsibility of the supporter. Banner will be displayed at all food service events selected by the supporter.
- Design and creation of ad is the responsibility of the supporter.
- Inclusion in printed conference materials requires registration prior to printed materials deadline.
- Exclusive event support.
- Non-exclusive event support.

Donor Opportunities

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Support Levels

DOCTORAL CONSORTIUM SUPPORTER **50K JPY (~440 USD) suggested each (per DC student)**

Your company logo will appear on all event stations and in the conference program to identify you as a Doctoral Consortium Supporter. Your contribution will support travel, board, and for graduate students researching at the frontiers of virtual reality. Costs per student for attending the conference are about 200K JPY. You may include logo giveaways during the event; give-a-ways will be at supporter's own expense.

LUNCH BREAK SUPPORTER **200K JPY (~1.8K USD) each**

Your company logo will appear on all lunch-break stations and in the conference program to identify you as the Lunch Break Supporter. You may include logo giveaways during the breaks; giveaways will be at supporter's own expense. In addition, you will have the opportunity to give a lunchtime presentation in the general session room.

COFFEE BREAK SUPPORTER **200K JPY (~1.8K USD) each (10 available slots)**

Your company logo will appear on all coffee-break stations and in the conference program to identify you as the Coffee Break Supporter. You may include logo giveaways during the breaks; give-a-ways will be at supporter's own expense.

EVENT SUPPORTER **150K JPY (~1.3K USD) each (25 available slots)**

Your company logo will appear on all event stations and in the conference program to identify you as the Event Supporter. You may include logo give-a-ways during the event; give-a-ways will be at supporter's own expense. Events available for support: Exhibitors' Reception, Reception, Post-banquet desert event, Tutorials, Paper sessions, and Poster sessions. Event support is non-exclusive.

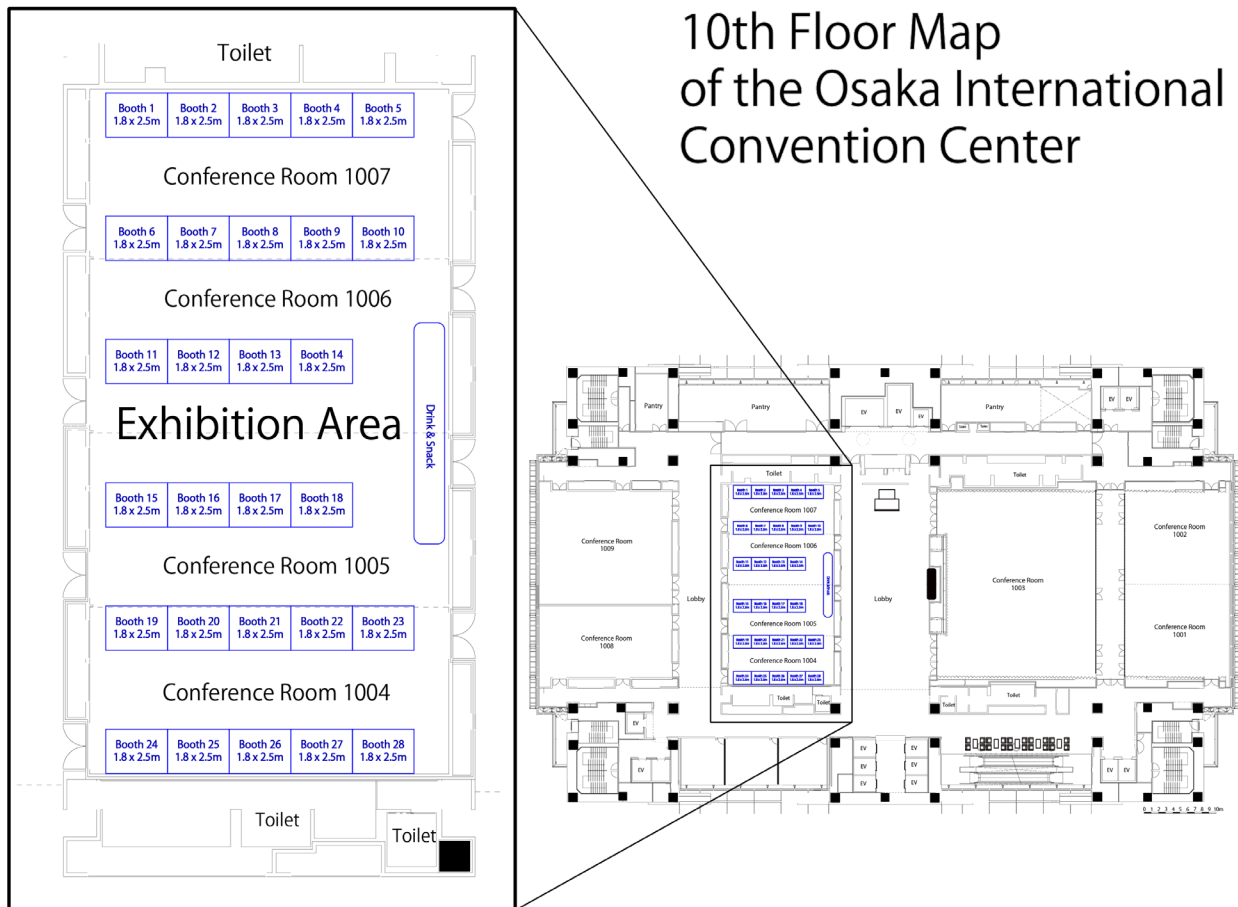
VR CONTEST SUPPORTER **100K JPY (~900 USD) suggested each (e.g., prize hardware)**

Your company logo will appear on all event stations and in the conference program to identify you as a VR Contest Supporter. Your contribution will provide for prizes for teams who compete in the contest, including equipment, merchandise, or monetary awards. The nature and value of your contribution is subject to approval by the conference committee.

Exhibit Area Floor Plan

All of the main conference activities (March 23-27, 2019) will take place on the 10th and 12th floors at the Osaka International Convention Center.

On Monday, March 25, the opening **Exhibits Reception** will be held in the exhibition area (Rooms 1004 – 1007, 10th floor), as shown on the floor plan below, and it will be the only event held at that time. In addition, all coffee breaks on Monday, March 25 to Wednesday, March 27 (exhibition days), will be held in the lobby and demo area, providing a great exposure to the participants.



Setup Schedule and Exhibition Times:

- ✓ Sunday March 24:
 - Setup Time: 1:00pm to 5:00pm
- ✓ Monday March 25:
 - Setup Time: 8.30am to 10.30am
 - Exhibits Open: 10.30am to 5.00pm
 - Exhibits Reception: TBA
- ✓ Tuesday March 26:
 - Exhibits Open: 9.00am to 5.00pm
- ✓ Wednesday March 27:
 - Exhibits Open: 9.00am to 3.00pm
 - Strike: 3.00pm to 6.00pm

Each standard booth space includes:

- ✓ 1 booth (1,80 m x 2,50 m) or
2 booths (1,80 m x 5,00 m) floor space
- ✓ 1 table (1,80 m x 0.60 m) and 2 chairs (1 booth) or
2 tables (1,80 m x 0.60 m) and 4 chairs (2 booths)
- ✓ One 500W, 100V, 60Hz west Japan standard electrical outlet
- ✓ Standard power options
(extension cords and power strips not supplied)
- ✓ Sign board with exhibitor's name printed

Contractual Considerations

Purpose

The purpose of all exhibits is to inform conference attendees about the products and services that your organization provides. Of particular interest are products and services related to applications or research in virtual reality. The exhibits provide an opportunity for your organization to meet conference attendees to inform, explain, demonstrate, and potentially sell your products and services.

Space Assignments

The following rules and regulations governing the exhibit under the auspices of the IEEE Virtual Reality Conference are part of the application for space and constitute a contract between the Supporter/Exhibitor and the Conference. They have been formulated in the best interests of the Exhibitors and full cooperation in their observance is asked of the Exhibitors. Any detail not specified is subject to decision by the Chair of the Conference. Since **exhibition space is limited**, assignments will be **based on the date** the application **and** payment are received.

Terms of Payment

Full payment **MUST** accompany the Supporter/Exhibitor application. No application will be processed without remittance of full payment. Deadline for initial exhibit space assignments is **1 February 2019**. A completed application for space with full payment and all requested information must be submitted by e-mail or facsimile. Facsimile applications must include a credit card number, expiration date, and signature. **Telephone requests will not be honored.**

Contract for Space

The acceptance of the application by the IEEE Virtual Reality Conference and the full payment of conference support constitute a contract. The Supporter/Exhibitor agrees to accept the optional exhibit space assigned. The application (along with full payment) should be submitted to the Exhibit Chairs by **1 February 2019**.

The IEEE Virtual Reality Conference reserves the right to modify the designated exhibit space in the event that a change in the original assignment is necessary. Applications received after February 1 will be accepted subject to availability and may not be included in printed materials.

Each exhibition space includes one or two 1,80 m x 0.60 m table(s), two or four chairs, and one 500 Watt, 100V, 60Hz power source, and wired Internet access. Exhibitors are responsible for any needs and requirements that exceed the minimum.

Cancellations

Exhibitors are requested to notify Conference General Chairs of cancellations by physical mail, fax, or e-mail.

Cancellations are not effective until notice has been received in writing (postal mail, fax, or e-mail) by the Conference General Chairs. See the application for their contact information.

Space reductions are considered cancellations. It is understood that the IEEE Virtual Reality Conference reserves the right to, at its option, reassign a cancelled booth.

Refunds

The date on which the Supporter/Exhibitor's written notice of cancellation of Optional Exhibit Space is received will be the official cancellation date. Promotion of the conference and its supporters is ongoing. Therefore, Conference Support is not refundable.

Sharing Space

Subletting of space is not permitted.

Badges and Staffing

Each exhibiting company is limited to the complimentary printed representative badges as indicated by level of support. The Exhibitors should NOT register at the conference website registration in order to receive the complimentary badges. The attached Supporter/Exhibitor Application form, when accepted, will complete registration for the complimentary badges.

The complimentary printed representative badges may be picked up at the registration desk. Badge exchange between exhibitor representatives is not permissible. Contact the Exhibits Chairs if you would like to pay for any additional registrations above and beyond the complimentary badges.

Exhibits must be staffed during show hours. Please note that you will be in violation of regulations if the exhibit is not staffed.

Operation of Exhibits

The management reserves the right to restrict exhibits that, because of sound, method of operation, materials, content or any reason, are objectionable, and also to prohibit or evict any exhibit as a whole.

Size of Exhibits

Each exhibit space is 1,80 m x 2,50 m (or 5,00 m) and must be arranged so as not to obstruct the view or otherwise interfere with the displays of other Exhibitors. This restriction includes person(s), things, conduct, printed material or anything of a character that may be objectionable to the exhibition as a whole. In the event of such restriction or eviction, the IEEE Computer Society and a co-sponsoring organization, the Virtual Reality Society of Japan (VRSJ), are not liable for any refunds, rentals or other exhibit expenses. If you need more space please contact us. We have the possibility for larger exhibit units.

Hotel Information

We do not provide conference-associated discounted rates for hotel reservations in Osaka as they are not cheaper than those prices found at typical hotel reservation websites. Please secure accommodations by yourself.

Violations

As a condition of exhibiting, each Supporter Exhibitor shall agree to observe all policies. Violators will not be eligible to exhibit at future IEEE Virtual Reality Conferences.

**Contractual
Considerations**

Insurance

Insurance on all exhibits is the responsibility of the Supporter/Exhibitor. The IEEE Computer Society and the Virtual Reality Society of Japan, will not assume any responsibility for property loss or damage to personal property, as stated in the section on Limitation of Liability.

Supporters/Exhibitors are advised and encouraged to carry insurance to cover their property against damage and loss and public liability insurance for claims of injury to the person and property of others.

Limitation of Liability

Supporter/Exhibitor agrees that the IEEE and the VRSJ shall not be liable for any damage or liability of any kind or for any damage or injury to persons or property during the term of this agreement, from any cause whatsoever by reason of use, occupation and enjoyment of exhibit space by Supporter/Exhibitor or any person thereon with the consent of Supporter/Exhibitor and that Supporter/Exhibitor will indemnify and hold harmless IEEE and VRSJ from all liability whatsoever, on account of such damage, or injury, whether or not caused by negligence of or breach of an obligation by Supporter/Exhibitor or its employees or representatives.

Catastrophe

In the event of fire, strikes, or other unavoidable occurrence rendering the exhibit space unfit for use, provisions will be made for the exhibit elsewhere.

**Contractual
Considerations**

IEEE Virtual Reality

Exhibit Dates: March 25 – 27, 2019

SUPPORTER/EXHIBITOR APPLICATION



Please type company and exhibitor name as it should be published.

Contact Name: _____

Company: _____

Address: _____ (No P.O. Box addresses please)

City/State/Zip: _____

Telephone: _____ Fax: _____

Email: _____ ☐ We would like to be contacted regarding promotional opportunities.

Please indicate at which level of exhibit you are contributing: ☐ 2 booths ☐ 1 booth ☐ no exhibit

Please indicate at which level of support you are contributing:

_____ Diamond Supporter	2,500K JPY
_____ Platinum Supporter	1,500K JPY
_____ Gold Supporter	1,000K JPY
_____ Silver Supporter	500K JPY
_____ Bronze Supporter	250K JPY
_____ Flower Supporter	100K JPY
_____ Doctoral Consortium S.	_____ JPY
_____ Lunch Break Supporter	200K JPY
_____ Coffee Break Supporter	200K JPY
_____ Event Supporter	150K JPY
_____ VR Contest Supporter	_____ JPY

Return Application Form to:

Ichiro Imamura
Solidray Co., Ltd.
2-20-1 Tsuruya-cho, Kanagawa-ku,
Yokohama 221-0835, Japan
Tel: +81-45-324-6841
Fax: +81-45-324-6925
exhibits2019@ieeevr.org

Application and Payment Questions:

exhibits2019@ieeevr.org

TERMS OF PAYMENT

Full payment is due **by 1 February 2019** and must accompany this application. Notification of assignment of optional exhibit space will be mailed by 22 February 2019.

Applications received after 1 February 2019 will be accepted subject to availability and supporter may not be included in printed materials.

Due to continuous promotion of the conference and its supporters, conference support is not refundable.

Payment

Amounts must be in Japanese Yen. For checks/transfers from USA/foreign accounts, please contact the Exhibit Chairs.

Credit card: ☐ American Express ☐ MasterCard ☐ VISA ☐ Discover

Credit Card Number: _____ Exp.Date: _____

Name on Card: _____

Authorized Signature: _____

(Signature authorizes the IEEE to charge credit card for Total Remittance in Euro converted to local currency.)

Exhibit Contract

☐ We will not be utilizing optional conference supporter exhibit space.

As an authorized representative of the Company named above, I hereby apply for exhibit space at the IEEE Virtual Reality Conference 2019. I have read and understand the rules, regulations, and contractual considerations outlined in the IEEE Virtual Reality Conference 2019 Exhibitor Prospectus. I agree to accept and abide by those rules and regulations. The acceptance of our application by the IEEE VR 2019 and the full payment of our conference support constitute a contract.

Signature: _____ Date: _____

Name (Please Print): _____ Title: _____

We are (please circle):

☐ Manufacturer ☐ Manufacturer's Rep ☐ Reseller ☐ Industrial Distributor ☐ Publisher ☐ Government Agency ☐ Other: