

Assunto **[WUW/SIBGRAPI 2018] - Decision about paper 11**
De Microsoft CMT <email@msr-cmt.org>
Para Djenifer R Pereira <drp17@inf.ufpr.br>
Responder para Thiago Vallin Spina <thiago.spina@lnls.br>
Data 21-09-2018 12:30



Dear Djenifer R Pereira,

We are pleased to inform you that your paper with Id 11, entitled "Interação em ambientes de Realidade Virtual: comparação de usabilidade entre Kinect e Leap Motion", has been ACCEPTED for publication at the Workshop of Undergraduate Works at the 31st Conference on Graphics, Patterns and Images. Please, take into account the reviewers' comments and submit the camera-ready version in up to one week, on September 27th.

IMPORTANT: make sure to upload a proof of enrollment in an undergraduate program for 2018, or a certificate of graduation in the past 12 months, for the first author, along with the camera-ready version of your paper. Papers can NOT be accepted without the proof of enrollment or certificate.

Best regards,

Domingo Mery, Universidad Católica de Chile, Chile
Maria Cristina F. Oliveira, Universidade de São Paulo, Brazil
Thiago Spina, Laboratório Nacional de Luz Síncrotron, Brazil

Microsoft respects your privacy. To learn more, please read our [Privacy Statement](#).

Microsoft Corporation
One Microsoft Way
Redmond, WA 98052