



The 8<sup>th</sup> International Conference on Augmented Reality, Virtual Reality and Computer Graphics (**SALENTO AVR 2021**) offers a real opportunity to bring together the community of researchers from academia and industry, computer scientists, engineers, physicians in order to share points of views, experiences, know-how and technical results related to virtual and augmented reality applications, 3D visualization, computer graphics, games and serious games.

SALENTO AVR 2021 is organized in **4 tracks**:

- Virtual Reality
- Augmented Reality
- Computer Graphics and Animation
- Games and Serious Games

SALENTO AVR 2021 solicits the submission of original contributions in the following areas:

- medicine
- cultural heritage
- arts
- education
- entertainment
- industry
- military

#### Important dates

Paper submission: **March 15, 2021**

Notification of acceptance: **April 15, 2021**

Camera-ready submission: **April 30, 2021**

AVR Competition: **May 31, 2021**

External reviewers and program committee taking into account originality, significance, technical soundness and clarity of exposition will carefully evaluate the contributions.

Accepted papers will be published in **Lecture Notes in Computer Science** edited by Springer.



The **best papers** will be selected by the Scientific Committee.

Authors of accepted papers can participate at the **AVR Competition**, a demo session focused on showcasing innovative VR/AR applications.

SALENTO AVR 2021 provides also the opportunity for companies, government organizations and academic institutions to showcase VR-related products as hardware, software, integrated systems, peripherals, and innovative solutions.

