



# CALL FOR PAPERS

ISMAR 2020, the premier conference for Augmented Reality (AR) and Mixed Reality (MR) will be held on November 9-13 in Recife/Porto de Galinhas, Brazil.

ISMAR is responding to the recent explosion of commercial and research activities related to AR and MR and Virtual Reality (VR) by continuing the expansion of its scope over the past several years. ISMAR 2020 will cover the full range of technologies encompassed by the MR continuum, from interfaces in the real world to fully immersive experiences. This range goes far beyond the traditional definition of AR, which focused on precise 3D tracking, visual display, and real-time performance.

**We specifically invite contributions from areas such as Computer Graphics, Human-Computer Interaction, Psychology, Computer Vision, Optics, and in particular VR, and how these areas contribute to advancing AR / MR / XR / VR technology.**

## Submission Details

There is only one paper submission category, from 4 to 10 pages (excluding references). Papers ready for journal publication will be directly published in a special issue of IEEE Transactions on Visualization and Computer Graphics (TVCG). Other accepted papers will be published in the ISMAR proceedings. Paper quality versus length will be assessed according to a contribution-per-page judgment.

- All accepted papers will be orally presented at the ISMAR conference.
- All accepted papers will have the opportunity to be presented as a demo.
- All accepted papers will have the opportunity to be presented as a poster.
- All accepted papers will be archived in the IEEE Xplore digital library.

## SUBMISSION DEADLINES

**Abstract Deadline:** May 11, 2020 (23:59 AoE)

**Paper Submission Deadline:** May 18, 2020 (23:59 AoE)

**Notification:** July 15, 2020

**Camera-ready version:** August 17, 2020

