VRIPHYS 2014

Call for Papers

We are pleased to announce the 11th Workshop on Virtual Reality Interaction and Physical Simulation (VRIPHYS 2014). The workshop is organized in cooperation with Eurographics. All accepted papers will be published in Eurographics' Digital Library.

The workshop will be hosted at University of Bremen, Germany, and will take place on Sep. 24-25, 2014. VRIPHYS is one of the well-established international conferences in the field of computer animation and virtual reality.

The workshop provides a great opportunity for researchers to present and discuss their latest results and to share ideas for potential directions of future research in virtual reality and computer animation.

VRIPHYS 2014 seeks original, high-quality papers in all areas related, but not necessarily restricted to:
- animation, e.g. physically-based, vision-based, knowledge-based, and geometric approaches
- virtual and augmented reality
- planning, learning, optimization for animation
- interfaces for creating and editing animations
- perception in animation
- autonomous characters, group and crowd behavior
- natural phenomena
- mathematical foundations of animation
- haptics
- sound rendering & interfaces
- related techniques, e. g. collision detection and contact handling
- applications, e.g. in robotics, medicine, entertainment

Continuing its successful introduction last year, VRIPHYS 2014 will feature a PhD & work-in-progress session

Submission

Paper submissions should be formatted according to the EG publication style in PDF. You can download a Latex template on http://vriphys2014.uni-bremen.de/resources/egPublStyle-vriphys2014.zip. Submissions must be anonymous, should be written in English, and should not exceed 10 pages. We encourage the submission of supplementary videos to particularly illustrate dynamic aspects of your submission. All materials need to be submitted electronically through the SRM portal.

All submissions will be reviewed double-blind by members of the International Program Committee. Accepted papers will be presented at the workshop. A full proceedings with all accepted papers will be published at the time of the workshop. In addition, they will be published in the Eurographics Digital Library.

Details about the submission procedure can be found on the conference web page: http://vriphys2014.uni-bremen.de

Best paper award

A „Best Paper Award" will be given to the author(s) of a full paper presented at the conference, selected by the Organizing Committee. This year, NVIDIA is happy to support this with the donation of an NVIDIA Quadro 6000 graphics card for the Best Paper Award. The authors of the best paper will be invited to submit an extended version to the journal Computers & Graphics.

Deadlines

June 16   paper submission deadline
July 21   notification of review results
Aug 6   camera-ready version due
Sep 24   conference starts

For more information, please contact the Program Co-Chairs: vriphys14.cs@uni-bremen.de

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