



## Call for Papers

The *5th International Conference on Augmented Reality, Virtual Reality and Computer Graphics* (SALENTO AVR 2018) intends to bring together the community of researchers from academia and industry, computer scientists, engineers, physicians in order to share points of view, know-how, experiences and scientific and technical results related to state-of-the-art solutions and technologies on virtual and augmented reality applications, computer graphics and games.

Papers submitted to SALENTO AVR 2018 must not have been previously published and must not be currently under consideration for publication elsewhere. Decisions on acceptance will be based on potential to contribute to the state of the art, accuracy and originality of ideas, clarity and significance of results, and presentation quality. Only papers submitted through the electronic system and strictly adhering to the relevant format will be considered for reviewing and publication.

**SALENTO AVR 2018 accepts two different papers: full papers (10–20 pages), and short papers (6-9 pages).**

**Full papers** should be mainly focused on research, applications or systems describing results that contribute to advances in state-of-the-art software, hardware, algorithms, interaction or human-factors.