



2017 International Conference on 3D Immersion (IC3D 2017)

Invitation to participate

Dear 3D immersion enthusiast, dear potential author and/or participant of **IC3D 2017**, and more,

We would like to invite you to participate to the 7th edition of **IC3D** to be held at the Center for Fine Arts (also called BOZAR) in **Brussels, Belgium** - thus in the capital of Europe - on **11-12 December 2017** (Mon-Tue). As for all six prior editions, **IC3D** is technically co-sponsored by the **IEEE Signal Processing Society**, and the proceedings archived in the **Xplore Digital Library**.

Please, note that we have made a small, but important, adjustment to the name of the conference. Starting this year, the full name is "**International Conference on 3D Immersion**". With reference to the name used in the past, we have thus simply changed "Imaging" to "Immersion", thereby better reflecting the evolution of the scope of the conference and current hot trends such as virtual reality (VR) and augmented reality (AR). We have also adjusted the focus of the conference from 3D to 3D immersion. We invite you to read attentively the Call for papers, which was completely revamped.

We would be delighted if you decided to submit a paper to **IC3D 2017**. The Call for papers (with the scope), the submission deadline, and other information are found at www.stereopsia.com/scientific-conference.

In any case, we would be delighted to see you attend, not only **IC3D**, but the whole **Stereopsia** event (www.stereopsia.com), which is fully and exclusively dedicated to all aspects of 3D immersion. The complementary name of this event is "**World Immersion Forum**".

Please, do not hesitate to contact any member of the Scientific committee, the Publication chair (Jean-Jacques Embrechts), or me, concerning your participation as an author. For any other question, please see the "Contacts" section on the website.

Kind regards,

Jacques G. Verly

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