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IC3D will be held at the mythical BOZAR located in the heart of the Capital of Belgium and Europe. The conference was previously called the “International Conference on 3D Imaging”, and the new name results from replacing “Imaging” by “Immersion”. Here, “immersion”, possibly qualified by “3D”, refers to all the means that allow one to perceive depth & volume, especially in artificial settings via signals & images and appropriate output means. Examples of technical means for providing the feeling of (3D) immersion are stereo 3D video & spatial 3D audio. Of course, 3D immersion covers all the techniques used in the currently hot topics of virtual reality (VR), augmented reality (AR), and mixed reality (MR).

Scope

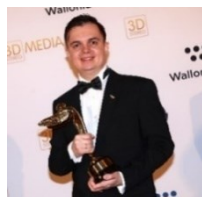
IC3D has for scope ALL aspects – scientific, engineering, physical, mathematical, algorithmic, ... - and ALL applications of ALL forms of **3D immersion**, with an emphasis on 3D imaging and 3D sound. With respect to 3D imaging and 3D sound, the scope includes all possible operations in each conceivable, end-to-end 3D processing chain, e.g., from the capture of real 3D images & sound or the generation of synthetic 3D images & sound, through pre-processing, scene modeling, compression, coding, transmission, storage, and post-processing, to visualization, sound spatialization, and other forms of exploitation. Although IC3D does not emphasize 3D printing, a processing chain combining 3D imaging and 3D printing falls within the scope of IC3D. Within 3D imaging, all 3D modalities are of interest, including (auto)stereoscopic, multiview (or multiscope), lightfield (or plenoptic or integral), volumetric, holographic, range (or depth), computational imaging as well as 3D omnidirectional/360°. **IC3D** explores the many applications of 3D immersion, mainly ranging from cinema and broadcast, through industry, engineering, design, science, medicine, psychology, defense, and R&D, to communication, education, and entertainment. IC3D also covers all applications of 3D VR, AR, and MR. **IC3D** covers all the bases for all the above topics, including the principles, theories, sciences, physics, optics, acoustics, electronics, algorithms, processing, technologies, and human factors.

Context and features

While **IC3D** is a self-contained event, it is seamlessly integrated into **Stereopsia** (formerly called 3D Stereo MEDIA). This overall, umbrella event includes several subevents, including IC3D, a Professional Conference, a 3D Film Booster, a 3D Academy (providing training in 3D VR), a competition for best contents for 3D cinema and 3D cinematic VR, and an Awards Evening. **Stereopsia** will take place at BOZAR on 11-13 Dec 2017. Information about it can be found at www.stereopsia.com. All six preceding editions of IC3D were technically co-sponsored by the IEEE Signal Processing Society, and its proceedings archived in the IEEE Xplore digital library. We expect that this will also be the case for 2017. As in previous years, the **Best Paper Award** will be in the form of a prestigious **Lumiere Award** from the Advanced Imaging Society & VR Society, both based in Hollywood, CA, also won in the US by world renowned 3D cinematographers Cameron, Lee, Scorcese, Spielberg, among others.

Key event and dates

Issuance of the Call for papers	19 May 2017 (Fri)
Deadline for submitting papers	17 July 2017 (Mon) 30 Sept 2017 (Sat)
Notification of acceptance/rejection	22 Sept 2017 (Fri)
Deadline for submitting camera-ready papers	15 Nov 2017 (Wed)
Last day of early-bird registration	20 Nov 2017 (Mon)
IC3D 2017	11-12 Dec 2017 (Mon-Tue)
Networking evening	11 Dec 2017 (Mon)
Awards dinner	13 Dec 2017 (Wed)



Best Paper Award 2016



Grand Place, Brussels, Belgium



BOZAR, Brussels, Belgium

For all necessary information for submitting papers and for registering for IC3D, visit <https://ic3d.brussels> or www.stereopsia.com/scientific-conference.