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**IC3D** will be held at the mythical Center for Fine Arts of Brussels (BOZAR), located in the heart of the Capital of Belgium and the Europe Union. In the title of the conference, “**immersion**”, possibly qualified by “3D”, refers to the creation of depth & volume, especially in artificial settings via signals, images, & sound, and appropriate input & output means. The conference covers, among others, stereoscopic 3D video, spatial 3D audio, virtual reality (VR), augmented reality (AR), mixed reality (MR), and extended reality (XR).

### Scope

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

### Context and features

While **IC3D** is a self-contained event, seamlessly integrated into **Stereopsia**, the World Immersion Forum. This overall, umbrella event includes several subevents, including IC3D, thematic conferences, & an awards dinner. **Stereopsia** will take place at BOZAR on 11-13 Dec 2019; information can be found at [www.stereopsia.com](http://www.stereopsia.com). As for all 8 preceding editions, this IC3D is expected to be technically co-sponsored by the IEEE Signal Processing Society, and its proceedings to be archived in the IEEE Xplore Digital Library. As in previous years, the **Best Paper Award** will be in the form of a prestigious **Lumiere Award** from The Advanced Imaging Society from Hollywood, CA, also won in the US by world renowned 3D cinematographers James Cameron, Ang Lee, Martin Scorsese, & Steven Spielberg, among others. The annual meeting of the H2020 **XR4ALL** project will take place jointly with Stereopsia.

### Key events and dates

Issuance of the Call for papers	18 May 2019
Deadline for submitting papers	17 Jul 2019 <b>NEW 30 Sept 2019</b>
Notification of acceptance/rejection	09 Sep 2019 <b>NEW 15 Oct 2019</b>
Deadline for submitting camera-ready papers	15 Nov 2019
Last day of early-bird registration	15 Nov 2019
<b>IC3D 2019</b>	<b>11-12 Dec 2019</b>
Networking evening	12 Dec 2019
Awards dinner	13 Dec 2019

stereopsia



Winner of Best Paper Award



Grand Place, Brussels, Belgium



Square, Brussels, Belgium

To be technically co-sponsored by IEEE SPS & proceedings to be archived in IEEE Xplore Digital Library.



For all necessary information for submitting papers and for registering for IC3D, visit [www.stereopsia.com/ic3d](http://www.stereopsia.com/ic3d)