

Experience the Best of Technology at the 6th International Conference AVR 2019 in Santa Maria Al Bagno, Italy on June 24-27

Are you ready to witness breakthroughs in technology, explore the latest trends, and network with renowned experts from around the world? Look no further! The 6th International Conference on Augmented and Virtual Reality (AVR) 2019 is just around the corner, and it promises to be an extraordinary event that you do not want to miss. Get ready to dive into the immersive world of AVR in the beautiful coastal town of Santa Maria Al Bagno, Italy from June 24 to 27.

Unparalleled Opportunities to Learn and Discover

The AVR conference is a prestigious annual event that brings together researchers, developers, and practitioners who are passionate about augmented and virtual reality. With four immersive days packed with workshops, keynote speeches, exhibitions, interactive demos, and poster sessions, there is something for everyone.

Attendees will have the opportunity to learn from the best in the industry, cutting-edge researchers, and pioneers who are leading the way in augmented and virtual reality technologies. From exploring educational applications and gaming experiences to industrial uses and healthcare solutions, the conference offers a wide range of topics that cater to various interests.

Augmented Reality, Virtual Reality, and Computer Graphics: 6th International Conference, AVR 2019, Santa Maria al Bagno, Italy, June 24–27, 2019,



Proceedings, ... Notes in Computer Science Book

11614) by D C Robinson (1st ed. 2019 Edition, Kindle Edition)

★★★★★ 5 out of 5

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File size : 119293 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 717 pages



An Impressive Lineup of Speakers

The conference has attracted a diverse group of exceptional speakers who will share their knowledge and insights with attendees. With experts coming from esteemed universities and leading technology companies, you can expect to gain valuable insights into the latest advancements in augmented and virtual reality.

One of the keynote speakers is Dr. Anna Richards, a renowned researcher in the field of computer graphics and virtual reality. Her groundbreaking research on haptic feedback and user interfaces has paved the way for enhanced user experiences in virtual environments. Dr. Richards will present her latest findings on immersive technologies and their impact on human-computer interaction.

Another keynote speaker is John Parker, the founder of a prominent virtual reality gaming studio. As an industry expert, Parker will take us on a journey through the evolution of virtual reality gaming and explore the boundless potential of gamification in various domains.

In addition to the keynote speakers, there will be various sessions conducted by experts in the field. These sessions will delve into topics such as the future of augmented reality, the role of virtual reality in training and simulations, and the integration of augmented reality in healthcare for improved patient outcomes.

Networking and Collaborative Opportunities

One of the biggest advantage of attending the AVR conference is the opportunity to connect with like-minded individuals who share your passion for augmented and virtual reality. Networking events and social gatherings will provide an ideal platform to engage in meaningful conversations, form new collaborations, and expand your professional network.

Whether you are a researcher looking for potential partners for your next project, a student seeking mentorship opportunities, or an entrepreneur in search of innovative ideas, this conference offers the perfect environment to foster new connections and collaborations that could change the trajectory of your career.

Immerse Yourself in the Beauty of Santa Maria Al Bagno, Italy

Aside from the exceptional conference experience, Santa Maria Al Bagno provides a stunning backdrop for this immersive event. Situated along the coast of Italy, this picturesque town offers breathtaking views of the Adriatic Sea, sandy beaches, and charming architecture.

During your free time, you can explore the historical landmarks, indulge in authentic Italian cuisine, or simply relax and soak in the Mediterranean sunshine. Santa Maria Al Bagno is the perfect destination to rejuvenate your mind and body while networking with industry leaders and immersing yourself in the world of augmented and virtual reality.

Register Now for the Event of a Lifetime

Don't miss out on this extraordinary opportunity to be a part of the 6th International Conference on Augmented and Virtual Reality in Santa Maria Al Bagno, Italy from June 24 to 27. Engage with leading experts, learn from cutting-edge research, and connect with passionate individuals who share your love for augmented and virtual reality technologies.

To register and secure your spot at this prestigious event, visit the official conference website at www.avrconference2019.com. Remember to act fast, as tickets are limited and demand is high.

Join us for a transformative experience that will shape the future of augmented and virtual reality. We look forward to welcoming you in Santa Maria Al Bagno, Italy for the 6th International Conference AVR 2019!



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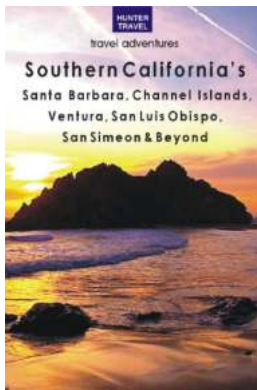
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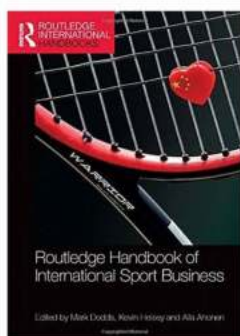
The 2-volume set LNCS 11613 and 11614 constitutes the refereed proceedings of the 6th International Conference on Augmented Reality, Virtual Reality, and Computer Graphics, AVR 2019, held in Santa Maria al Bagno, Italy, in June 2019.

The 32 full papers and 35 short papers presented were carefully reviewed and selected from numerous submissions. The papers discuss key issues, approaches, ideas, open problems, innovative applications and trends in virtual and augmented reality, 3D visualization and computer graphics in the areas of medicine, cultural heritage, arts, education, entertainment, military and industrial applications. They are organized in the following topical sections: virtual reality; medicine; augmented reality; cultural heritage; education; and industry.



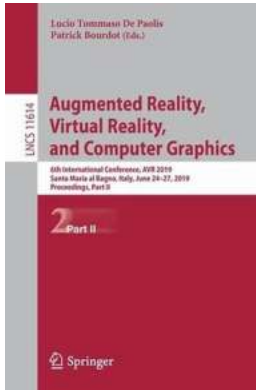
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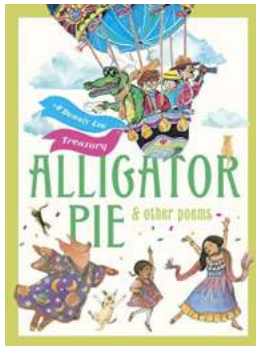
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