

**SIBGRAPI 2019 – Conference on Graphics, Patterns and Images**

<http://www.mat.puc-rio.br/sibgrapi2019/>

**SVR 2019 – Symposium on Virtual and Augmented Reality**

<http://svr.net.br>

**SBGAMES 2019 – Brazilian Symposium on Computer Games and Digital  
Entertainment**

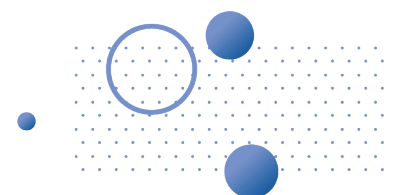
<https://www.sbgames.org/sbgames2019/>

Rio de Janeiro, RJ  
October 28th to 31st, 2019

**INVITATION**



**SIBGRAPI'19**



## Presentation - SIBGRAPI

**SIBGRAPI - Conference on Graphics, Patterns and Images**, formerly known as the Brazilian Symposium on Computer Graphics and Image Processing, is a traditional event in the areas of Computer Graphics, Visualization, Image Processing, Computer Vision, and Pattern Recognition, among together. It annually brings together researchers, professors, professionals, and students who act or have an interest in the event topics. SIBGRAPI is an event of the **Brazilian Computer Society (SBC)**, held in cooperation with **ACM SIGGRAPH**.

SIBGRAPI is a consolidated event, included in the **international** calendar of events in the focus areas. Several facts highlight SIBGRAPI among the other international scientific events organized in Brazil and by researchers and institutions in the country. Its program committee is composed of renowned Brazilian and foreign researchers. CPS has published the proceedings of the event in English since 1997. All these editions are available at IEEE Xplore Digital Library, increasing the visibility of Brazil in the international scientific scene. In addition, SIBGRAPI has pre-conferences Special Sections of the **Elsevier Computers & Graphics Journal** and of the **IEEE Geoscience and Remote Sensing Letters**, and a post-conference Special Issue of the **Elsevier Journal of Visual Communication and Image Representation**.

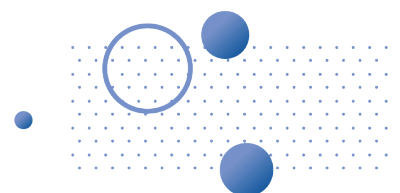
The 32nd edition of SIBGRAPI is being organized by the **Departamento de Matemática da Pontifícia Universidade Católica do Rio de Janeiro (DM, PUC-Rio)**, by the **Instituto de Matemática e Estatística da Universidade Federal de Fluminense (IME-UFF)**, and by the **Departamento de Informática of the Pontifícia Universidade Católica do Rio de Janeiro (DI, PUC-Rio)**. It will be held in Rio de Janeiro-RJ from October 28 to 31, 2019. The general chairs are Prof. Dr. Sinesio Pesco (DM-PUC-Rio), Prof. Dr. Alex Laier Bordignon (IME-UFF), and Prof. Dr. Hélio Côrtes Vieira Lopes (DI, PUC-Rio).

The event is composed of the following activities:

- a) **13 technical sections** with oral presentation and/or poster presentation of the papers selected by an international program committee;
- b) **6 talks of invited researchers** (4 international e 2 locals);
- c) **6 selected tutorials** addressing state-of-the-art and/or introductory topics on the focus areas of the event;
- d) At least **5 workshops** involving theses and dissertations, undergraduate works, industrial applications, works in progress and other workshops with themes selected within the researching areas of the event.



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## Presentation – SVR

The **SVR – Symposium on Virtual and Augmented Reality** is the main conference in these areas in Brazil, promoted yearly by SBC (Brazilian Computer Society). SVR is in its 21st edition and has established itself as an international scientific forum for the exchange of experience and knowledge among researchers, professionals, practitioners, students and developers concerned with research and development of human- computer interfaces focused on Virtual (VR), Augmented (AR) and Mixed Realities (MR).

The SVR integrates several activities, including: Pre-symposium, Tutorials, National and International keynote speakers; Technical sessions; Workshops; Products exhibition. Previous SVR proceedings are available at IEEE Xplore Digital Library, and since 2018 has pre-conference Special Sections of the **Elsevier Computers & Graphics Journal**.

The SVR aims to bring together researchers, promoting the exchange of experiences and facilitating interaction between research groups, creating better conditions for the development of new inter-institutional research groups, as well as acting as an instrument to disseminate the advances in Virtual and Augmented Reality in Brazil and the world.

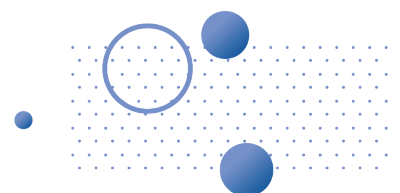
The main topics of interest to the event are:

- VR/AR/MR systems, frameworks and toolkits
- 3D interaction
- Input devices for VR/AR/MR
- Haptics, audio, and other non-visual interfaces
- User studies and evaluation
- Tracking and sensing
- Computer graphics techniques for VR/AR/MR
- Immersive gaming / serious games
- Virtual humans and avatars
- Advanced display technology
- Immersive projection technology
- Multi-user and distributed VR/AR/MR
- Perception, presence, and cognition in VR/AR/MR
- Teleoperation and telepresence
- Social, economic, and technical impacts of VR/AR/MR

The 21<sup>st</sup> edition of SVR is being organized by the **Dept. of Informatics of the Pontifícia Universidade Católica do Rio de Janeiro (DI, PUC-Rio)**, and by the **Computer Science Institute of the Universidade Federal de Fluminense (IC-UFF)**. The general chairs are Prof. Dr. Alberto Barbosa Raposo (DI-PUC-Rio) and Prof. Dra. Daniela Gorski Trevisan (IC-UFF).



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## Presentation – SBGames

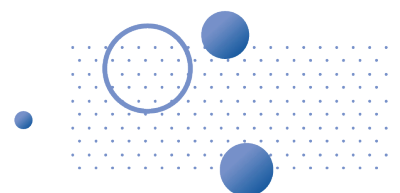
The **SBGAMES - Brazilian Symposium on Computer Games and Digital Entertainment** is the biggest Latin America academic event in Games and Digital Entertainment. Carried out by **SBC (Brazilian Computer Society)** together with **ABRAGAMES (Brazilian Association of Digital Game Developers)**, the event is attended by researchers, students, and businessmen that possess electronic games as object of research and development product. Annually, more than a thousand of participants across different Brazilian' regions and from countries like Peru, Argentina, Uruguay, United States, England, Portugal, among others, attend SBGAMES.

The SBGAMES is composed by technical sessions, meeting round tables and exhibitions in 5 tracks: Computing, Arts and Design, Culture, Education, and Industry. Besides that, there are various activities such as Games Festival, Arts Exhibition, Kids & Teens, Diversity Games, and Tutorials. The tracks present papers and posters, including panels and speeches in the Industry track. The Games Festival presents complete and prototype games in an informal session devoted to innovation, techniques, imagination, and new talents discovery. The Arts Exhibition presents productions developed for games or related to them. The tutorials are presentations from specialist in a certain area about a variety of subjects.

The 18th SBGAMES edition is being organized by **Instituto Federal do Rio de Janeiro (IFRJ) e Departamento de Informática da Pontifícia Universidade Católica do Rio de Janeiro (DI, PUC-Rio)**. The general chairs are Prof. Dr. José Ricardo da Silva Junior (IFRJ) and Prof. Dr. Augusto Baffa (DI-PUC-Rio).



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## Invitation

In 2019, these three conferences will be together in a unique event at CINCO – Centro Integrado de Convenções do Riocentro in Rio de Janeiro, from October 28 to 31.

Aware that the collaboration and participation of your company in the conference will provide it great visibility within the Brazilian information-technology community, with concrete chances of an excellent return. Therefore, we propose a partnership in the realization and the divulgation of SIBGRAPI/SVR/SBGAMES 2019. The following are the different categories of sponsorship and the counterparts offered by the organization of the event to the sponsors.

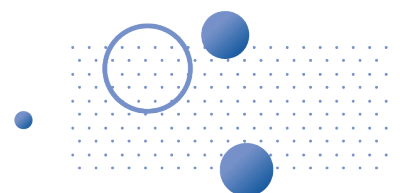
## List of Benefits

The complete set of benefits offered by the organization, varying according to the category of sponsorship, is composed of the following items:

- **Lecture in technical session:** Lecture of 20 minutes in one of the technical sessions of the event.
- **Banners:** plane of banners (0,90 m x 1,20 m) of the company in spaces for coffee breaks (note: the production, preparation, and shipment of the banner to the conference venue are the responsibility of the company).
- **Logo on the banners of the event:** publicize the company logo on the official banners of the event posted in all the rooms and auditoriums, as well as on the façade of the event venue.
- **Material in the event briefcase:** distribute, within the participant's briefcase, a brochure or other promotional material provided by the company.
- **Event website:** include the company logo and homepage link on the main page of the event.
- **Electronic disclosure:** disclosure the name of the sponsoring company in all electronic correspondence sent by the organization of the event to the e-mail lists of companies in the sector, of the Brazilian Computer Society (SBC), and related societies.
- **Full event registrations:** offer free registrations for professionals or clients indicated by the company, who will have access to all the activities of the event.



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## Sponsorship Categories to the Three Events

Category	Naming Rights	Diamond	Gold	Silver	Bronze
Logo Naming Rights	√	-	-	-	-
Lecture in technical session	√	√	-	-	-
Banners of the company	√	√	-	-	-
Logo on the banners of event	√	√	√	-	-
Material in the event briefcase	√	√	√	-	-
Event website	√	√	√	√	√
Electronic disclosure	√	√	√	√	√
Full conference registration	10	6	5	4	2
Stands	25m <sup>2</sup>	16m <sup>2</sup>	12m <sup>2</sup>	9m <sup>2</sup>	6m <sup>2</sup>
<b>Amount (R\$)</b>	70.000,00	50.000,00	42.000,00	30.000,00	15.000,00

**Discount of 5% for payment before July/31st**

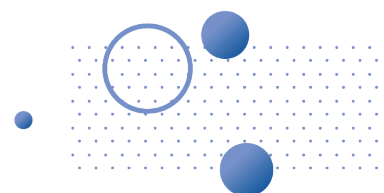
## Sponsorship Categories Individual (Only one event)

Category	Diamond	Ruby	Gold	Silver	Bronze
Lecture in technical session	√	-	-	-	-
Banners of the company	√	√	-	-	-
Logo on the banners of event	√	√	√	-	-
Material in the event briefcase	√	√	√	-	-
Event website	√	√	√	√	√
Electronic disclosure	√	√	√	√	√
Full conference registration	5	4	3	2	1
<b>Amount (R\$)</b>	28.000,00	20.000,00	18.000,00	12.000,00	10.000,00

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## About the Brazilian Computer Society

The Brazilian Computer Society (SBC) is an academic institution that, for more than 35 years, has been a pioneer in the promotion and development of scientific research in the area of Computing. Its role has been primordial for the creation of knowledge and technology that are genuinely Brazilian, being open to the exchange in the field of information technology with institutions from all over the world. SBC is a member of IFIP (International Federation for Information Processing), a partner of CLEI (Latin American Center for Computer Studies), and an affiliate of the IEEE Computer Society.



With the aim of supporting national research, SBC annually promotes a series of events, as well as awarding prizes to scientific works that stand out in the academic community. SBC is governed by a statute, is managed by a Board of Directors and has an Administrative Board, with deliberative and normative functions. Currently, the chairman of the Board of Directors is Prof. Dr. Lisandro Zambenedetti Granville, from UFRGS, and the vice-chairman is Prof. Dr. Thais Vasconcelos Batista, from UFRN.

The Society is structurally organized through Regional Secretariats and Institutional Delegates in educational and research institutions of several states of Brazil, which serve as a direct link of communication with the members, in addition to promoting various activities and events. The associates, in turn, are divided into several categories: founders, staff, fees, students and institutional.

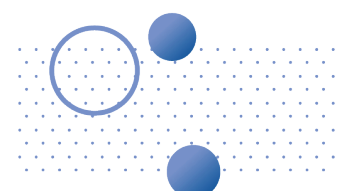
To address specific issues, SBC is organized around 25 Special Committees, each covering a different sub-area of Computer-specific knowledge. In addition to other activities, the Special Committees are responsible for the organization of periodic scientific events. The Special Committees act in accordance with specific regulation and use the “Event Guide” which establishes standards for the conduct of their scientific events.

To address education issues, SBC permanently updates its Reference Curriculum and deals with matters of great relevance through its work groups. SBC, through the Board of Education, organizes the Catalog of *Lato Sensu* Undergraduate, Postgraduate and Specialization courses distributed throughout the country.

More information about SBC can be obtained at <http://www.sbc.org.br/>.



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### Contact about SIBGRAPI 2019

Prof. Dr. Sinesio Pesco  
E-mail: [sinesio@puc-rio.br](mailto:sinesio@puc-rio.br)

### Contact about SVR 2019

Prof. Dr. Alberto Raposo  
E-mail: [abraposo@tecgraf.puc-rio.br](mailto:abraposo@tecgraf.puc-rio.br)

### Contact about SBGAMES 2019

Prof. Dr. José Ricardo da Silva Junior  
E-mail: [jose.junior@ifrj.edu.br](mailto:jose.junior@ifrj.edu.br)



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