It is with great pleasure that we present the Proceedings of the IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR) 2018 Conference Papers track. As the next evolution of the IEEE Symposium on 3D User Interfaces, the IEEE VR Conference Papers track is now a fully integrated part of IEEE VR. This has resulted in a broader scope of submissions than ever before, from many different disciplines, including virtual, augmented, and mixed reality, human-computer interaction, mobile computing, computer graphics, cognitive and perceptual psychology, games, education, and the social sciences. This breadth of submissions also reflects the recent explosion of interest in VR and 3DUI technologies; never before has VR/3DUI technology been so available to so many people. There are therefore many open research questions in VR, and more new technologies under examination.

This has also led to a huge number of submissions: this year, the VR Conference Paper track received a total of 316 submissions in all areas of VR and 3DUI, or roughly 3.5 times the number of submissions IEEE 3DUI received last year! To manage such a large number of submissions required a similarly large Program Committee, consisting of 66 world-leading experts from around the globe, and from all areas of VR and 3D user interfaces. It is an understatement to say the review process would not have been possible without the efforts of these people, and we wholeheartedly thank them for their contributions to the community in reviewing a large load of submissions on a tight timeline.

The review process proceeded as follows: after an initial check by the Conference Paper chairs and/or submission coordinator, several submissions were desk rejected without review due to being off-topic for the conference, or “quick-rejected”, when it was clear that they were of insufficient quality to be considered for acceptance. These quick-rejected submissions received a short review from the two assigned Program Committee members, but no external reviews. All remaining submissions received at least four double-blind reviews: two reviews from members of the Program Committee, and two from reviewers chosen as experts from the broader research community. The submission coordinator additionally provided a meta-review and initial accept/reject recommendations following discussion among the reviewers. In the case of a difficult decision, the primary reviewer or Conference Paper Chairs recruited an additional reviewer. The Conference Paper Chairs made final decisions based on these recommendations, consistent with how IEEE 3DUI operated in the past.

This selection process resulted in a program consisting of 65 papers, corresponding to an overall acceptance rate of 20.5%. These papers cover a wide range of topics including 3D interactions, from navigation and locomotion, multimodal and multisensory techniques, to using your fingers and touch, to 3D selection and manipulation techniques using gestures, text input, perception, rendering techniques for VR, to applications of all these to solve real-world problems. Unlike in the past 3DUI Symposium, these presentations are integrated into the main program for IEEE VR 2018, and are presented alongside TVCG papers, in thematically-organized sessions.

We would like to thank all people who made the IEEE VR 2018 Conference Papers track possible. Special thanks go to all the Program Committee members who donated their time to ensure a fair selection process during a very short review period. Additional thanks go to the external reviewers for their insightful and thorough reviews.

We would also like to acknowledge the generous support of IEEE, the IEEE Visualization and Graphics Technical Committee (VGTC), as well as the IEEE VR Steering Committee. We are also grateful to the IEEE VR organizing committee and general chairs for taking care of the conference organization. We would also like to thank the IEEE VR Journal Paper Chairs for putting together the program including all Conference Papers and TVCG articles. Thanks also go to Meghan Haley and Junction Publishing for putting the proceedings together. Finally, we thank all the authors for their outstanding submissions, without which this conference could not occur. We hope that this conference will continue to unite researchers from all areas of VR and 3D user interface research and be gratifying, fascinating and inspiring for the participants.

Please enjoy the IEEE VR 2018 Conference!