

WORLD AUGMENTED REALITY EXPO 2021 WARE FORUM 2021

OUR MISSION

**CARVING THE FUTURE WORLD
OF VIRTUAL REALITY.**

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🌐 <https://www.starconferences.org/>

About Conference

STAR Conferences LLC International Conference on WARE 2021 is a phenomenal occasion which features exciting speakers, hands on sessions and network of devices using AR,VR to communicate, analyze and process information collaboratively in all forms of safety and privacy. The conference looks to address the issues surrounding AR devices, their interconnectedness and services they may offer, including efficient, effective and secure analysis of the devices using Augography and other advanced techniques, models and tools, and issues of security, privacy and trust.

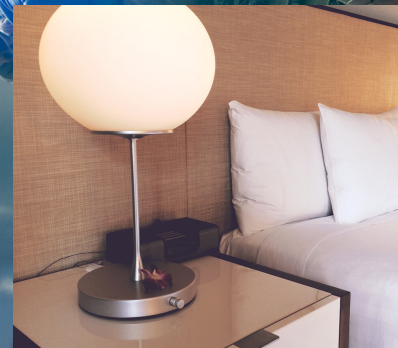
Available Opportunities at Us

- SPEAKER
- DELEGATE
- ELECTRONIC POSTER PRESENTATION
- AUDIO VIDEO PRESENTATION
- EXHIBITOR'S BOOTH
- SPONSORS REGISTRATION
- LOCAL DELEGATE PASSES



\$599

SPEAKER REGISTRATION



\$899

**PLAN-A (Registration + 2
Nights Accommodation)**



\$399

DELEGATE REGISTRATION



\$1099

**PLAN-B(Registration + 3
Nights Accommodation)**

PROGRAM SESSIONS

- AR system and architecture
- Advancements of AR as VR, MR, XR
- AR as Communication tool
- AR in Industry 4.0 and water industry
- Looking at AR through social lens
- AR manufacturing: Integration & Implementation for increasing products
- Wearable AR; Device based AR
- VR system and architecture
- Reality of VR: Training of the future
- VR for training; Manufacturing and Advertising
- Real time rendering
- 3-D Interaction for VR
- Data Visualization using VR
- Modeling and simulation
- Virtual humans & Artificial life
- Integration of VR & Multimedia
- Haptic; Audio& other non- visual interfaces
- Navigation in Virtual Environment
- Hardware devices for VR
- Cloud based AR & VR
- VR application in Education; Entertainment; Medicine & Surgery; Military & Defense & Sports
- Wearable's as Input Interfaces for VR
- Mixed reality (MR) and Extended Reality (XR)
- Artificial Intelligence In XR
- Next Generation gaming using XR
- XR Industry and future look
- Social VR lens
- Building XR; outsourcing; upselling; hiring
- Immersive technology & Creative sector: Gaming & Animation
- Privacy Concerns with AR; VR; MR; XR