COMMERCIAL
PROJECT

SIBGRAPI 2020 33rd Conference on Graphics, Patterns and Images

SBGames 2020 | Porto de Galinhas - PE

SVR2020 XXII Symposium on Virtual and Augmented Reality

MESSAGE

To disseminate research related to Graphics, Image Processing, Virtual and Augmented Reality and Games, the scientific community through the Special Commissions CE-RV, CE-Jogos and CEGRAPI of the Brazilian Computer Society (SBC) organizes yearly three events, the Conference on Graphics and Image Processing - SIBGRAPI, the Symposium on Virtual and Augmented Reality – SVR and the Brazilian Symposium on Computer Games and Digital Entertainment - SBGames.

SBC promotes the three events to gather researchers, designers, students, and other academic and industrial professionals, from Brazil and abroad, involved in the advances in research and applications of Graphics, Image Processing, Virtual and Augmented Reality and Games.

SIBGRAPI is the most important Graphics and Image Processing conference in Brazil. The proceedings of the event have been published by CPS since 1997, and all the editions are available from IEEE Xplore Digital Library. Also, SIBGRAPI'2020 has pre-conferences Special Sections of the Elsevier Computers & Graphics Journal and of the IEEE Geoscience and Remote Sensing Letters.

SVR is the most important VR and AR conference in Brazil. With strong international participation, it plays to promote the interaction between researchers and industry professionals, instigate the interinstitutional work, motivate the interest in the area and show the latest VR/AR advances both in the country and in the world.

SBGames is the largest and most important event for games and digital entertainment in Latin America. It is attended by scientists, artists, designers, teachers, and students from colleges, universities, research centers, and the game industry.

The three events will be online from November 7-10. We expect that more than 1,000 people will participate on these conferences.

SVR2020, SIBGRAPI'2020 and SBGames2020 organizing committees thank your interest and time to know the project and the possibilities to support the initiative!
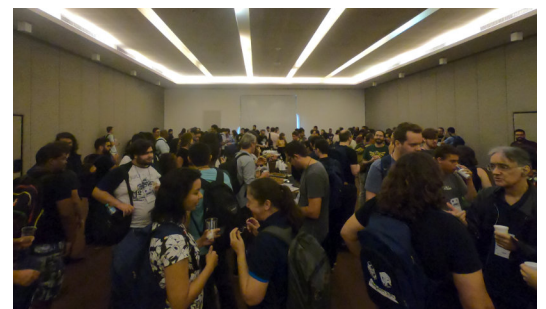
PRELIMINARY SCIENTIFIC PROGRAM

The first day of SVR is reserved for the pre-symposium, in which all attendees have access to short presentations regarding the basic concepts related to VR and AR technologies. In the next three days, accepted papers are presented in thematic technical sessions, along with posters and demo presentations, tutorials and the workshops of scientific initiation and theses and dissertations. During the three days of the conference, renowned scientists are invited as keynote speakers to present the state of the art in their research.

The first day of SBGames is reserved for tutorials and workshops. In the next three days accepted papers are presented in parallel technical sessions about the game-related tracks of computing, arts and design, industry, culture, education, and health. There is also a time slot for poster presentations, as well as resumed presentations of defended theses and dissertations on the topics of interest. In one of the days, companies from the game industry will be invited to discuss research opportunities along with the academy members. During the three days of the conference, renowned scientists are invited as keynote speakers to present the state of the art in their research.

The first day of SIBGRAPI is reserved for tutorials and thematic workshops. In the next three days, accepted papers are presented in parallel technical sessions about computer vision and computer graphics. There is also a time slot where poster presentations occur regarding workshop of theses and dissertations, workshop of undergraduate works and workshop of works in progress. In one of the days, there is a workshop of industrial applications that showcase papers describing solutions based on graphics, patterns, and images for industry applied problems. During the three days of the conference, renowned scientists are invited as keynote speakers to present the state of the art in their research.

SPONSORSHIP QUOTAS

Note: full payment of the sponsored item by September 30 will be discounted by 5% (five percent).

PARTICIPATION	DIAMOND R$ 15,000 (Only One)	GOLD R$ 10,000	SILVER R$ 8,000	BRONZE R$ 5,000
Electronic publicity	Yes	Yes	Yes	Yes
Videos before sessions	30s max.	15s max.	-	-
Logo before sessions	Yes	Yes	Yes	-
Banner on Site (provided by the sponsor)	Yes	Yes	Yes	Yes
Official Event App	Yes	Yes	Yes	Yes
Logo on Streams	Yes	Yes	Yes	Yes
Satellite Lecture	Yes	-	-	-
Access to the database with cv's of jobs candidates	Yes Available on November 9	Yes Available on November 9	Yes Available on November 20	-
Option to book interview during the event	Yes	-	-	-
Pre-recorded video on the website	5min max.	3min max.	1min30s max.	-

QUOTATION DESCRIPTION

ELECTRONIC PUBLICITY
Insertion of the company logo or product in publicizing the event via electronic folders.

VIDEOS BEFORE SESSIONS
A promotional video that will be presented before the online sessions.

Diamond: 30s; Gold: 15s (The videos must be provided by the sponsor).

LOGO BEFORE SESSIONS
The sponsor's logo will be projected on the screen before the sessions start.

BANNER ON THE EVENT WEBSITE
The company will have the right to publish a banner on the event website.

OFFICIAL EVENT APP
The company may display the brand or product on the homepage of the official App of the event.

LOGO ON THE STREAMS
The sponsor's logo will be showed during the streams.

SATELLITE LECTURE
The company will have a 60-minute module included in the event schedule.

ACCESS TO CV'S DATABASE
The company will have access to the database with cv's of job candidates at the start of the event.

OPITION TO BOOK A INTERVIEW
The company will have the option to book a interview during the event

PRE-RECORDED VIDEO ON THE WEBSITE
The company will have a pre recorded video showed on the event website.

Diamond: 5min; Gold: 3min ; Silver: 1min30s (The videos must be provided by the sponsor).

PATRONAGE MISCELLANEOUS

Note: full payment of the sponsored item by September 30 will be discounted by 5% (five percent).

ELECTRONIC FOLDER	R$ 1,250.00
LOGO BEFORE SESSION	R$ 1,250.00 (each session)
VIDEOS (15s) BEFORE SESSIONS	R$ 2,500.00 (each session)
SATELLITE SYMPOSIUM/LECTURE	R$ 3,750.00
BANNER ON THE EVENT WEBSITE	R$ 1,000.00 (each)
OFFICIAL EVENT APP	R$ 1,250.00 (each)
LOGO ON STREAMS	R$ 2,500.00 (each / day)
JOB REGISTRATION DATABASE	R$ 3,750.00

DESCRIPTION OF MISCELLANEOUS SPONSORSHIP

LOGO IN THE ELECTRONIC FOLDERS

The company or product logo will be placed in the electronic folders to publicize the event.

LOGO BEFORE SESSIONS

The sponsor's logo will be projected on the screen before the session start.

SYMPOSIUM / LECTURE

The company will have a 60-minute module included in the program of the event.

VIDEO (15s) BEFORE SESSIONS

The sponsor's video will be projected on the screen before the sessions start.

BANNER ON THE EVENT WEBSITE

The company will have the right to publish a banner on the event website.

OFFICIAL EVENT APP

The company will display the brand or product on the app's homepage (02 quotas)

LOGO ON STREAMS

The sponsor's logo will be projected on the screen during the sessions.

JOB REGISTRATION DATABASE

Access to the database with cv's of jobs candidates available on november 20.

RESERVATION FORM

Company:_____

Address: _____

Postal Code: _____ City:_____ UF: _____

Telephone: (   ) _____ Fax: (   ) _____

Registered number Company: _____

Responsible contact: _____

Email:_____

Sponsorship: _____

Value R$: _____

Payment Form / Date (s): _____

Date: ____/_____/_____   Signature: _____