

**Warning:** [2026-06-23 19:31] this document is a print-out of the Ciência-IUL web portal and was automatically generated at the labeled date. The document has a mere informational purpose and represents the information contained on Ciência\_Iscte at that date.

**Outdated Information:** The information in this public profile may be outdated.

## Francisco Maria Loureiro Vilarinho Pires



### Publications

- **Conferences/Workshops and Talks**

- **Publication in conference proceedings**

1	Soares, L. P., Pires, F., Varela, R., Bastos, R., Dias, J. & Carvalho, N. (2009). Immersive Virtual Mine. In Ernesto Coto; Francisco Serón; Jorge Rodriguez; Omaira Rodriguez (Ed.), In Proceedings of Proceedings of SIACG 2009 IV Iberoamerican Symposium in Computer Graphics. Carabobo
2	Pires, F. & Dias, J. (2007). Abstract Distributed Engine (ADE): A Library for Data Consistency in Distributed Virtual Environments. In Ana Rita Leitão - Adetti, Luís Paulo Santos - UM, Manuel João Fonseca - IST, Miguel Dias - ADETTI/ISCTE e Microsoft, Joaquim Jorge - INESC-ID, IST, Vítor Santos - Microsoft (Ed.), Atas do 15º EPCG - Encontro Português de Computação Gráfica. (pp. 201-208). Oeiras: ADETTI.