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Keynote Speakers:
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International Program Committee:
(see *http://www.isvc.net/committee.html*)

Sponsors

CALL FOR PAPERS

3rd International Symposium on Visual Computing

ISVC07
November 26-28, 2007
Lake Tahoe,Nevada/California
http://www.isvc.net/

Scope

Over the last two decades, considerable progress has been achieved in the broader area of visual computing, mainly as a result of the exponential growth of processor speed and memory capacity as well as the rapid explosion of multimedia and the extensive use of video and image-based communications over the World Wide Web (WWW). Real time access and sharing of digital information including text and sound but also powerful realistic or simulated visuals are now within our capacity, enabling truly interactive multiparticipant, multimodal and multimedia communication.

The purpose of the International Symposium on Visual Computing (ISVC) is to provide a common forum for researchers, scientists, engineers and practitioners throughout the world to present their latest research findings, ideas, developments and applications in the broader area of visual computing. This is the third in the series of symposia following two very successful meetings in 2005 (http://www.isvc.net/05) and 2006 (http://www.isvc.net/06) respectively. We expect an even stronger event this year!

ISVC07 will consist of invited and contributed presentations dealing with all aspects of visual computing. In addition to the main technical program, the symposium will include several keynote speakers, posters sessions, and special tracks. All papers accepted will appear in the symposium proceedings which will be published by Springer-Verlag in the Lecture Notes in Computer Science (LNCS) series.

Topics

ISCV seeks papers describing contributions to the state of the art and state of the practice in the field of visual computing. The symposium is structured around the four central areas of visual computing: (1) **computer vision**, (2) **computer graphics**, (3) **virtual reality**, and (4) **visualization**. In particular, we are interested in papers that combine technologies from two or more of these areas.

- **Computer Vision**: Color and texture; Segmentation and grouping; Motion and tracking; Image-Based Modelling; 3D reconstruction; Shape representation and recognition; Video analysis and event recognition; Face/gesture analysis and recognition; Human-computer interfaces; Medical image analysis; Image and video retrieval; Sensors and Systems; Secure Image/Video Communication; Image/Video Encoding/Compression; Applications.
- **Computer Graphics**: Geometric Modelling; Geometric Algorithms; Graphics Algorithms; Web Based Graphics; Computer Animation; Special Effects; Rendering Techniques; Global Illumination; Volume Graphics; Graphics Architectures; Systems and Hardware; Applications.
- **Virtual Reality**: Augmented Reality; Mixed Reality; Artificial Reality; Modeling and Simulation; Real-Time Rendering; Collision detection in VR; Virtual Humans and Artificial Life; Virtual Environments; Tele-collaboration; VR System Architecture; Multimodal displays; Projection and Display Systems; Human Computer Interaction; Integration of VR and Multimedia; Haptics; Human Factors; Hardware Devices; Applications.
- **Visualization**: Information Visualization; Large Scale Data Set Visualization; Medical Data Visualization; Volume Visuzalization; Vector and Tensor Visualization; Flow Visualization; Airspace/Terain and Sea-bed Visualization; Isosurfaces; Rendering Techniques; Visualization Systems; Mesh Techniques and Compression; Human Factors; Human Perception; Applications.

Submission Procedure

Papers submitted to ISVC 2007 must not have been previously published and must not be currently under consideration for publication elsewhere. Manuscripts should be submitted in camera-ready format and should not exceed 12 pages, including figures and tables (see http://www.isvc.net for details). Papers will be reviewed with an emphasis on potential to contribute to the state of the art in the field. Each paper will receive at least two blind reviews and should not contain names or other information revealing authors' identity. Selection criteria include accuracy and originality of ideas, clarity and significance of results, and presentation quality. All papers accepted will appear in the symposium proceedings which will be published by **Springer-Verlag** in the **Lecture Notes in Computer Science (LNCS)** series.

Special Tracks

Special tracks are intended to stimulate in-depth discussions in special areas relevant to the symposium theme. Proposals for special tracks are currently being solicited (see *http://www.isvc.net)*.

Important Dates:		
	Special track proposals:	03/23/2007
	Paper submissions	07/23/2007
	Notification of acceptance	08/24/2007
	Final camera ready paper	09/07/2007
	Advance Registration	09/07/2007
	ISVC07 Symposium	11/26 – 28/2007