Call for Contributions

Submission:
1. Inform the Chair: with the Title of your Contribution
2. Submission URL:
https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=ADVCOMP+2017+Special
Please select Track Preference as **VIC**

Special track
VIC: Visual and Immersive Computing

Chair and Coordinator

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It is a myth that the term visual computing is a relative newly coined term while the research into image processing, computer graphics, vision systems and even visual pattern analysis through machine learning have been research fertile grounds for decades. One explanation to this is the recent recognition, indeed a trend, to harness the fundamental synergies between human biological vision and cognitive functions with the technologies and demands from big data, intelligent robotics, virtual and augmented reality, high performance computing and network, as well as artificial intelligence.

In this sense, visual computing is not mere bundling of its supportive and sub disciplines – for example, VR and AR are often labelled as just displaying technologies and mobile solutions - but the next step towards the hybrid theoretical underpinnings and integrative systems fit for real world applications. This Special Track (VIC) aims to clarify global trends in visual and immersive computing with the focuses being casted on:

1. Theories of visual and immersive computing such as biological and machine vision, graph theory, reinforcement learning and deep neural network, and computational architecture;
2. Case studies of new research and system paradigms in the domain such as brain-computer interaction, virtual reality and augmented holography;
3. User-level practices, applications and systems such as in medical image processing and data visualization, surveying and digital heritage, robotics and smart systems, and multi-modal human computer interface design.

Innovative researches and industrial developments into specific sub-disciplines are welcomed, including:

- Computer graphics and 3D reconstruction;
- Geometric modelling and 3D-printing
- Image processing, editing and analysis
- Animation, game and digital applications
- Computer vision, application and systems
- Virtual and augmented reality
- Biological vision and visual cognition
- Scientific visualization and visual analytics
- Human computer interaction
- Mobile, parallel and Cloud computing
- Social implications and ethics

Important Datelines
- Inform the Chair: As soon as you decided to contribute
- Submission: October 4
- Notification: October 11
- Registration: October 18
- Camera ready: October 18

Note: These deadlines are somewhat flexible, providing arrangements are made ahead of time with the chair.

Contribution Types
- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on www.iaria.org]
- Presentations: slide only [slide-deck posted on www.iaria.org]
- Demos: two pages [posted on www.iaria.org]

Paper Format
- See: http://www.iaria.org/format.html
- Before submission, please check and comply with the editorial rules: http://www.iaria.org/editorialrules.html

Publications
- Extended versions of selected papers will be published in IARIA Journals: http://www.iariajournals.org
- Print proceedings will be available via Curran Associates, Inc.: http://www.proceedings.com/9769.html
- Articles will be archived in the free access ThinkMind Digital Library: http://www.thinkmind.org

Paper Submission
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Registration
- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at http://www.iaria.org/registration.html

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