Steering Committee:
George Bebis, Univ of Nevada, Reno, USA
Bahram Parvin, Berklely National Lab, USA
Richard Boyle, NASA Ames Research Center, USA
Darko Koracin, Desert Research Institute, USA

Computer Vision Chairs:
Yoshinori Kuno, Saitama University, Japan
Junxian Wang, Microsoft, USA

Computer Graphics Chairs:
Renato Pajarola Univ of Zurich, Switzerland
Peter Lindstrom, Lawrence Livermore Nat Lab, USA

Virtual Reality Chairs:
Andre Hinkenjann, BRSU, Germany
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Visualization Chairs:
Claudio Silva, University of Utah, USA
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Keynote Speakers:
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Larry Davis, University of Maryland, USA
Pietro Perona, Caltech, USA
Rakesh (Teddy) Kumar, Sarnoff Corp., USA
Tao Ju, Washington University, USA
Nassir Navab, Technical Univ of München, Germany

International Program Committee:
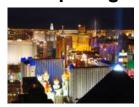*http://www.isvc.net/committee.html*

Sponsors

CALL FOR PAPERS

5th International Symposium on Visual Computing

ISVC09
November 30 - December 2, 2009
Monte Carlo Resort & Casino
Las Vegas, Nevada, USA
http://www.isvc.net/

Scope

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 fifth in the series of symposia following four successful meetings in 2005, 2006, 2007, and 2008.

ISVC09 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.

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 2009 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:	3/16/2009
	Paper submissions	7/10/2009
	Notification of acceptance	8/31/2009
	Final camera ready paper	9/14/2009
	Advance Registration	9/14/2009
	Demo Applications	10/5/2009
	ISVC09 Symposium	11/30 – 12/2/2009