

VISART

Where Computer Vision Meets Art

3rd Workshop on Computer Vision for Art Analysis
October 2016, Amsterdam, The Netherlands

<http://printart.isr.ist.utl.pt/visart>



June 30th IMPORTANT DATES

Full Paper Submission: ~~June 20th~~ June 30th 2016 Notification of Acceptance: July 20th 2016
Camera-Ready Paper Due: July 25th 2016 Workshop: 8, 9, 16th October 2016 (tbc)

CALL FOR PAPERS

Following the success of the previous editions of the Workshop on Computer VISION for ART Analysis held in 2012 and 2014, we present the VISART III workshop, in conjunction with ECCV 2016.

There is no doubt that Computer Vision benefits from analysis of Art, not only for applications such as indexing into databases of paintings and drawings but also to move towards a deeper understanding of images in general. Cultural historians benefit from Computer Vision and related technologies via the automatic tools for assisting in the analysis of artefacts of all kinds. The purpose of this workshop is to bring together leading researches in the fields of computer vision and art & cultural history to promote interdisciplinary collaborations and expose the audience to current results the open problems on both sides of this fascinating area of study.

This one-day workshop in conjunction with ECCV 2016, calls for high-quality, previously unpublished, works related to Computer Vision and Cultural History. Submissions should conform to the ECCV 2016 proceedings style. Papers must be submitted online through the ECCV 2016 CMT submission system at <http://www.eccv2016.org/submission/> and will be double-blind peer reviewed by at least three reviewers.

TOPICS include but are not limited to;

3D reconstruction and image metrology from paintings	Large scale 3D reconstruction of Historical sites
Object and people detection in art	Authentication and Forensics
Image representation in art	Visualisation and Interaction
Computer Vision and Cultural Heritage	Computational tools for History of art & culture
Painting style analysis and transfer	Application of learning methods to art analysis
Interactive 3D media and immersive environments	Multimedia databases and digital libraries
Multi-modal multimedia computing systems and human machine interaction	Media content analysis and search
Multimedia applications and services	
Multimedia and augmented reality systems, also in mobile scenarios	
Security issues in the presentation and distribution of cultural information	
Crowdsearching and interaction for cultural heritage	

ORGANIZERS:

Gustavo Carneiro, University of Adelaide, Australia	Joao Paulo Costeira, ISR, Instituto Superior Técnico, Portugal
Alessio Del Bue, Istituto Italiano di Tecnologia (IIT), Italy	Ahmed Elgammal, Rutgers University, USA
Peter Hall, University of Bath, UK	Ann-Sophie Lehmann, University of Groningen, The Netherlands
Hans Brandhorst, editor of Iconclass and Arkyves	Emily Spratt, Princeton University, USA