

CALL FOR PAPERS — 3DTV CONFERENCE 2010

THE TRUE VISION: CAPTURE, TRANSMISSION AND DISPLAY OF 3D VIDEO

June 7-9, 2010 — Hotel Scandic Rosendahl, Tampere, Finland



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Capturing 3D scenery, processing the captured data for storage and transmission, and displaying the result for creating 3D visual sensation are the main functional components of a 3DTV system. The development of each of them is a challenging task and their seamless integration is even more challenging as the ultimate goal is to deliver full-scale, fascinating and very realistic 3D TV service to the consumers.

3DTV-CON 2010 is the 4th in a series of successful conferences having the objective to bring together researchers and developers from academia and industry with diverse experience and activity in distinct, yet complementary, areas to discuss the development of next generation 3DTV technologies, applications and services.

The conference involves a wide range of disciplines: imaging and computer graphics, signal processing, telecommunications, electronics, optics and physics. Professionals from these areas are cordially invited to participate at 3DTV-CON 2010. The conference will consist of tutorials, plenary talks, and special and regular sessions on the conference themes as listed below.

- 3D Capture and Processing: 3D audio-visual scene capture and reconstruction techniques for static and dynamic scenes, synchronization and calibration of multiple cameras, holographic camera techniques, multi-view and multi-sensor image and 3D data processing, mixing of virtual and real worlds, 3D tracking.
- 3D Coding and Transmission: Systems, architectures and transmission for 3DTV, coding of multi-view video, 3D meshes, and holograms, audio coding for 3DTV, error resilience and error concealment of 3D video and 3D geometry, signal processing for diffraction and holographic 3DTV.
- 3D Visualization: Projection and display technology for 3D videos, stereoscopic and auto-stereoscopic display techniques, holographic display technology, reduced parallax systems, integral imaging techniques, underlying optics and VLSI technology, 3D mesh, texture, point, and volume-based representation, object-based representation and segmentation, 3D motion analysis and animation.
- 3D Quality of Experience: Subjective quality evaluation, objective quality metrics, multimodal experience, interaction with 3D content.
- 3D Applications: 3D television, cinema, games and entertainment, virtual studios, advanced 3D audio applications, 3D teleimmersion and remote collaboration, 3D imaging in virtual heritage and virtual archaeology, augmented reality and virtual environments, underlying technologies for 3DTV, medical and biomedical applications, 3D content-based retrieval and recognition, 3D watermarking, other applications.

Paper submission: Prospective authors are invited to submit original papers, four-pages long, in double-column format including authors' names, affiliations, and short abstract. Papers will be collected only by electronic submission through the conference site www.3dtv-con.org.

Important Dates

Tutorial proposals deadline:	December 18, 2009
Special session proposal deadline:	January 29, 2010
Regular paper submission deadline:	February 12, 2010
Notification of paper acceptance:	March 29, 2010
Camera-ready paper submission deadline:	April 23, 2010
Conference:	June 7-9, 2010

Further information available at: www.3dtv-con.org

