

Call for Papers WMVC 2007

IEEE Workshop on Motion & Video Computing

February 23-24, 2007
Austin, Texas, USA

This workshop is being held in Conjunction with IEEE Workshop on Application of Computer Vision, February 21-22, 2007.

The site of submission of papers electronically is under development, and will be announced shortly, please periodically visit:

http://www.cs.ucf.edu/~vision/workshop/2007/WMVC_2007.html

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Papers Due
September 15, 2006

Acceptance of papers
November 1, 2006

Camera Ready Papers due
December 1, 2006

Computer vision has a rich history of work on visual motion, dealing with the problems of computing optical flow (2D motion) and structure from motion (3D motion and shape) using a video sequence. Recently, in addition to these traditional problems, the motion information present in a video sequence is also being used to solve several other problems: video synthesis, video segmentation, video compression, video registration, and video surveillance and monitoring. Computer vision is playing an important and somewhat different role in solving these problems compared to the image analysis considered in the early days of vision research.

The purpose of this IEEE Workshop on Motion and Video Computing is to bring together researchers from several different sub-areas of motion and video computing to share innovative research results and exchange ideas. Papers are invited (max 8 pages in IEEE format) on any aspect of motion and visual computing including but not limited to:

Visual Motion

Optical Flow and Point
Correspondences
Structure from motion
Non-rigid and
articulated motion

Video Surveillance and Monitoring

Human activity Recognition
Gestures
Tracking

Video Segmentation

Object-based spatial
segmentation of video
Temporal Segmentation of
Video:
Shot, scene, and story
detection
Scene categorization

Video Registration

Mosaics
Geo registration
Site Modeling

Video Compression

Model and Knowledge-based
compression
Object-based compression Layers

Video Synthesis

Image-based Rendering
View Morphing
Augmented Reality