

ACM Multimedia 2010

International Conference

Workshop on Surreal Media and Virtual Cloning (SMVC)

29 October 2010, Florence, Italy



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Call for Papers

Recent scientific advances in a variety of research fields are resulting in mature virtual reality technologies and systems to support real-time realistic interaction between humans in online virtual environments. Such systems aim at enabling collaboration between 3D objects and content captured and streamed in real-time to cooperative immersive 3D worlds. Low-latency interactivity requires accurate and time-critical information exchange between remote places to reduce cognitive workload, and enhance situation awareness. A virtual environment with live multimedia streams, 3D objects and real-time interactivity results in a unique 'surreal media' allowing for varying configurations and information fusion from multiple sources and platforms. It further enables intuitive interfaces in which users can respond to dynamic situational context information in complex mix-reality environments. Surreal media encompasses realistic 3D virtual objects, virtual human clones, live media streams and 3D computer generated worlds. It brings a new range of 3D virtual experiences to many different everyday aspects of life. It also brings together, for a purpose, what can be disparate research groups working on several fields including: 3D video processing, real-time 3D media coding, computer graphics, human computer interaction and human factors.

This workshop aims at presenting a representative sample of research work towards the creation of surreal media and realistic 3D virtual environments in which virtual humans can interact remotely. The primary objective is to present and discuss key research issues related to the generation of surreal media and 3D cooperative virtual worlds. Key questions to be addressed in the workshop include: how can virtual worlds be coupled with live data streams?; how do surreal media can be scaled up from single users to groups, communities or even globally networked environments?; how can human performance be evaluated in terms of levels of expertise, strategies, and cognitive processes within the context of specific scenarios?; how can security and privacy be enhanced in such systems?; how can real-time interaction over heterogeneous network environments as the Internet be achieved?

Topics of interest include, but are not limited to:

- Creation of realistic virtual human clones
- Virtual worlds with live data
- High-definition virtual reality
- Multi-camera view calibration
- 3D model reconstruction
- Scalable coding and streaming of 3D media
- Multimodal interfaces
- Mobile platforms for virtual reality
- Human performance in virtual world
- Quality of experience issues
- Security in surreal media
- Privacy in surreal media
- Aesthetic design for surrealism
- Situation-aware interfaces
- Scene understanding
- Real-time interactivity
- Cognitive models of user behaviors
- Assisted techniques
- Human-computer interaction models
- Sensory fusion
- User biometrics
- Online media
- 3D object detection and retrieval
- 3D graphics applications

Paper submissions

Prospective authors are invited to submit papers using the EDAS system in the track for SMVC workshop at the conference website <http://www.acmmm10.org/>. Papers submitted to this workshop must be formatted following the style guidelines of ACMMM10 regular papers. The page limit is 6 pages long. The Workshop proceedings will be included in the proceedings of ACM Multimedia 2010.

Submission of full papers (extended deadline):	17 June, 2010
Notification of acceptance:	10 July, 2010
Submission of camera-ready papers:	20 July, 2010

Workshop Venue

The workshop on Surreal Media and Virtual 3D Objects will be collocated with ACM MM'10 conference at Palazzo dei Congressi, Piazza Adua 1, Florence, Italy on 29 October 2010. For further information, please visit: <http://acmmm10-smvc.eecs.qmul.ac.uk/>
<http://www.acmmm10.org/>

