

3DTV-CON 2009

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3DTV-CONFERENCE 2009

The True Vision

Capture, Transmission and Display of 3D Video

May 04-06, 2009 • Potsdam, Germany

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. 3DTV-CON 2009 is the 3rd 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 contributing so that full-scale 3D video capabilities are seamlessly integrated.

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 attend 3DTV-CON 2009 and take part of its work. 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 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, 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, 3D mesh, texture, point, and volume-based representation, object-based representation and segmentation, 3D motion animation, human factors.
- **3D Applications:** 3D television, cinema, games and entertainment, virtual studios, 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-con2009.org.

Important Dates

Regular paper submission deadline:	February 20, 2009
Notification of paper acceptance:	March 25, 2009
Camera-ready paper submission deadline:	April 08, 2009
Tutorial proposals deadline:	March 09, 2009
Special session proposal deadline:	February 01, 2009
Conference:	May 04-06, 2009

Further information available at: www.3dtv-con2009.org.



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