3rd Eurographics Workshop
3D Object Retrieval

2nd May 2010, Norrköping, Sweden

Call for Papers

EG

ACMSIGGRAPH
pending

3D Object Retrieval Workshop Series. 3D object representations have become an integral part of modern computer graphics applications, such as computer-aided design, game development and film production. At the same time, 3D data have become very common in domains such as computer vision, computational geometry, molecular biology and medicine. Indeed, the rapid evolution in graphics hardware and software development, in particular the availability of low cost 3D scanners, has greatly facilitated 3D model acquisition, creation and manipulation, giving the opportunity to experience applications using 3D models to a large user community. As the number of 3D models is continuously growing fast, the problem of creating new 3D models has shifted to the problem of searching for existing 3D models. Thereupon, the development of efficient search mechanisms is required for the effective retrieval of 3D objects from large repositories, both of a single class (such as human faces) and across classes. The aim of the 3DOR Workshop series is to stimulate researchers from different fields such as Computer Vision, Computer Graphics, Machine Learning and Human-Computer Interaction who work on the common goal of 3D object retrieval, to present state-of-the-art work in the field. This will provide a cross-fertilization ground that will stimulate discussions on the next steps in this important research area. 3DOR 2010 will take place as the third Workshop in this series on May 02, 2010 in Norrköping, Sweden, co-located with Eurographics 2010

Call for Papers, Posters and System Demonstrations. Authors are invited to submit original and unpublished research and practical applications in all areas of 3D Object Retrieval. Submissions are invited in the form of full (8-10 pages) and short papers (4-6 pages), as well as poster and system presentations. Suggested topics include, but are not limited to:

- 3D object similarity and matching
- 3D object classification, indexing, and mining
- 3D multimedia retrieval
- Feature extraction, model decomposition and segmentation
- Partial and many-to-many matching
- Matching under uncertainty and noise
- Query interfaces and search modalities

- Multi-level representations for matching and retrieval
- Semantics-driven 3D object retrieval and classification
- Sketch-based retrieval
- Benchmarking issues
- Relevance feedback methods
- Active learning
- Generative / Discriminative approaches in 3D object categorisation

Papers on applications are also welcome (eg, Multimedia, CAD or Games industry, Biometrics, e-Science, e-Learning, Medicine and Biology, Cultural Heritage), so long as they contain a 3D retrieval element. **Extended versions of selected papers from the Workshop will appear, after a further review, in a Special Issue of The Visual Computer journal published by Springer.**

EG-3DOR'10 Chairs
Mohamed Daoudi, TELECOM Lille1/LIFL, France
Tobias Schreck, Technische Universität Darmstadt, Germany

Programme Chairs
Michela Spagnuolo, IMATI-CNR, Italy
Ioannis Pratikakis, IIT / NCSR Demokritos, Greece
Remco Veltkamp, Utrecht University, The Netherlands
Theoharis Theoharis, University of Athens, Greece

important dates

Submission deadline:	January 11, 2010
Notification of acceptance:	March 5, 2010
Camera-ready papers deadline:	March 12, 2010
Workshop: May 2, 2010	

http://www-rech.telecom-lille1.eu/3dor/

Programme Committee
Philipos Azariadis (University of the Aegean, Greece)
Atilla Baskurt (INSA Lyon, France)
Benjamin Bustos (University of Chile, Chile)
Stefano Berretti (University of Florence, Italy)
Petros Daras (Informatics and Telematics Institute, Greece)
Bianca Falcidieno (IMATI-CNR, Italy)
Dieter W. Fellner (Fraunhofer IGD, Germany)
Daniela Giorgi (IMATI-CNR, Italy)
Frank Ter Haar (TNO Defence, Security and Safety, The Netherlands)
Simone Marini (IMATI-CNR, Italy)
Ioannis Kakadiaris (Houston University, USA)
Ron Kimmel (Technion, Israel)
William Regli (Drexel University, USA)

Marcos Rodrigues (University of Sheffield, UK)
Georgios Papaioannou (AUEB, Greece)
Eric Paquet (CNRC, Canada)
Nicholas Patrikalakis (MIT, USA)
Stavros Perantonis (IIT / NCSR Demokritos, Greece)
Karthik Ramani (Purdue University, USA)
Nikolaos Sapidis (University of the Aegean, Greece)
Dietmar Saupe (University of Konstanz, Germany)
Ariel Shamir (Efi Arazi School of Computer Science, Israel)
Daniel Thalmann (EPFL, Switzerland)
Theodore Trafalis (University of Oklahoma, USA)
Jean-Philippe Vandeborre (TELECOM Lille1 / LIFL, France)
Anne Verroust (INRIA, France)

SHREC'10

http:///www.aimatshape.net/event/SHREC

The general objective of the 3D Shape Retrieval Contest is to evaluate the effectiveness of 3D-shape retrieval algorithms. The contest is now organized in conjunction with 3DOR'10, where the evaluation results will be presented and printed in the corresponding workshop proceedings published by the Eurographics Book Series. Thanks to the effort of previous track organizers, SHREC already provides many resources to compare and evaluate 3D retrieval methods. For this year's contest, we aim at new and updated tracks. Therefore, the participants are requested to have an active role in the organization of the event. This includes proposing track themes, building or acquiring a test collection, and deciding upon the queries, relevance assessment, and performance measures. The participants of each track will collectively write a paper, which will be published in the proceedings of the Eurographics Workshop 3D Object Retrieval.