ACM Multimedia Worshop on 3D Object Retrieval

Florence, Italy - Oct 29th, 2010

In conjunction with ACM Multimedia 2010, October 25th - 29th, 2010

The use of three-dimensional (3D) image and model databases throughout the Internet is growing both in number and size. The development of modeling tools, 3D scanners, 3D graphic accelerated hardware, Web3D, and so on, is enabling access to 3D materials of high quality.

The emergence of 3D media is also directly related to the emergence of the 3D acquisition technologies. Indeed, recent advances in 3D scanner acquisition and 3D graphics rendering technologies boost the creation of 3D model archives for several application domains. These include archeology, cultural heritage, computer-assisted design (CAD), medicine, 3D face recognition, videogames or bioinformatics. Thereupon, the development of efficient search mechanisms is required for the effective retrieval of 3D objects from large repositories.

The purpose of this workshop is to bring together researchers interested in 3D retrieval from differentfields (computer vision, computer graphics, machine learning and human-computer interaction). Its goal is to provide a state-of-the-art overview of challenges in the research on 3D retrieval. This workshop seeks original high innovative research in the area of 3D retrieval.

June 10:	Paper submission
July 10:	Notification of acceptance
July 20:	Camera-ready papers
October 29:	Workshop *in conjunction with ACM MM 2010*

Topics & Submission

The workshop opens a call for papers to attract a representative number of papers from leading researchers working on topics related to 3D object retrieval and related applications, including but not limited to:

- 3D object similarity and matching
- 3D Object classification, indexing, and mining
- Similarity of non-rigid objects
- Feature extraction, model decomposition and segmentation
- Partial and many-to-many matching
- Bag-of-features approaches to 3D retrieval
- 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 categorization
- 2D/3D retrieval
- 3D motion retrieval

Original contributions must be formatted following the style guidelines of ACMMM10 regular papers, and they are allowed to be either 4 or 6 pages long. The submission will be managed through the EDAS system, and authors will have to select the appropriate track to submit papers to the 3DORR workshop. Deatiled instructions will be posted to the Workshop web site.

www-rech.telecom-lille1.eu/acm3dor/

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