Call for papers

Modeling, processing, recognizing, searching, and retrieving 3D objects is a well-established research in multimedia. In these last years, human -centric multimedia applications for humans and about humans are becoming popular.

This workshop focuses on "3D humans objects" are three-dimensional human-objects, that is body, head and face, arms and hands modeled in 3D for animation, security, HVI, motion and activity analysis; but they also are three-dimensional objects for humans, such as virtual objects to be manipulated or graphic instruments for augmented, virtual reality applications and 3D advanced interactivity.

This workshop aims at taking a leap forward in emerging research of multimedia access of 3D human objects, aggregating together basic research in 3D graphics, 3D recognition and retrieval, with experiences in many different multimedia fields where humans are involved such as security surveillance and biometry, animation and entertainment, web and video retrieval, sport analytics, natural interaction, augmented and virtual reality.

The MA3HO Workshop calls for brave and innovative contributions in this emerging field of research and aims to create a multidisciplinary community with converging interests in web access and computer vision, computer graphics, content-based retrieval, gesture modeling and virtual worlds. Suggested topics include, but are not limited to:

3D human objects reconstruction from 2D views	Feature extraction for 3D motion behavior classification
3D pose estimation from local 2D information	Partial and many-to-many 3D matching
2D, 2D1/2 to 3D content-based matching	Query interfaces and search modalities
Generative / discriminative approaches in 3D object categorization	3D object/face similarity matching, indexing, and mining
3D face and people identification and re-identification	Retrieval with large distributed and heterogeneous 3D datasets
Local and global 3D shape descriptors	3D Object ontology
Feature extraction for 3D model decomposition and segmentation	3D Social networking
3D Gesture analysis and natural interface	3D Retrieval benchmarking

and related Applications in Multimedia industry, Games industry, Biometrics, Surveillance and Security, Medicine and Biology, Augmented reality, Cultural Heritage…..

Extended versions of selected papers will appear, after a further review, in a Special Issue of <u>Multimedia Tools and Applications</u> Springer Ed.

Paper Submission, Review, and Publication:

Submissions must be sent in PDF following the ACM MM 2011 workshop paper format guidelines.
Maximum paper length: 6 pages (in ACM format).
Detailed submission instructions can be found at:
http://www.acmmm11.org/workshop-paper-formatting-guidelines.html.

Each submission to the workshop will be peer-reviewed by at least three expert reviewers.
Accepted papers will be published in the workshop proceedings together with the proceedings of the ACM Multimedia 2011 conference.

Workshop General Chairs

Rita Cucchiara, Università di Modena e Reggio Emilia, Italy
Mohamed Daoudi, TELECOM Lille 1/LIFL, France
Alberto Del Bimbo, Università di Firenze, Italy

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