

International Workshop on Understanding Human Activities through 3D Sensors

Lake Tahoe, NV/CA, March 15, 2018

<http://www-rech.telecom-lille.fr/uha3ds2018/>

In conjunction with the IEEE Winter Conference on
Applications of Computer Vision (WACV 2018)

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Formerly introduced for interactive entertainment and gaming, RGB-D scanning devices pave the way to more robust and accurate approaches in a broad range of application domains including surveillance, active and assisted living, smart homes and natural human computer interfaces to say a few. The availability of synchronized colour and depth data over time has led to an explosive growth of research targeting the design of systems that rely on computer vision and machine learning models to understand human activities carried out individually as well as collaboratively. This workshop is to bring together leading researchers in this and related fields to advocate and promote the research into understanding human activities through 3D sensors. The workshop aims to provide an interactive platform for researchers to disseminate their most recent research results, discuss rigorously and systematically potential solutions and challenges, and promote new collaborations among researchers.

Relevant topics for the workshop include but are not limited to:

1. Human action recognition
2. Daily activity analysis
3. Behaviour analysis in social contexts
4. Human body language
5. Modelling and recognition of gestures, actions and group activities
6. Bodily expression analysis and synthesis
7. 3D pose estimation
8. Hand gesture analysis
9. Social Human-Computer-Interfaces
10. Human body motion, detection and analysis
11. Person re-identification for long term behaviour analysis
12. Benchmark datasets for human activities and actions
13. Applications in tele-rehabilitation, gaming, augmented reality, biometry and surveillance

Review process

The review process will comply with the standard review process of WACV conference. Each paper will receive at least three reviews from the experts in the field.

Submission instructions

Papers accepted for publication at the UHA3DS 2018 workshop will appear in the Proceedings of IEEE WACV 2018, published and indexed in IEEE Xplore. Submissions may be up to 8 pages + the references in conference paper format. Papers will be selected by a double-blind review process based on their originality, timeliness, significance, relevance, and clarity of presentation.

Important Dates

Paper submission deadline: ~~December 29~~, January 7, 2018

Notification of acceptance: ~~December 19~~, January 23, 2018

Camera ready paper submission: February 02, 2018

FOR MORE INFORMATION: <http://www-rech.telecom-lille.fr/uha3ds2018>