

2019 IEEE Smart World Congress



19-23 August 2019, De Montfort University, Leicester, UK

CALL FOR PAPERS

2019 IEEE Smart World Congress,
The Third Symposium on Visual Perception and Visual Computing

<http://www.smart-world.org/2019/>

Paper Call Open: **20th Jan 2019**
Submission Deadline: **26th Apr 2019**
Author Notification: **10th May 2019**
Camera Ready Submission Due: **19th May 2019**

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Theme:

Vision is always a key element in the modern smart world. As the first sensation of human perception, vision can always provide a dominated proportion of information from the environment for human to understand the surroundings. With the extensive growth of the intelligence system, visual understanding becomes more and more important to make those autonomous system smart and efficient. For example, autonomous driving, smart video surveillance, and dynamic scene understandings among others.

The studies of biological vision and machine vision share common history, and the findings from each field has enormously benefited the other. Vision science makes great progress in visual perception and neural science. On the other hand, as computation is becoming faster and cheaper, some vision tasks that humans are good at, such as image understanding and object recognition, have been rivaled by computers. Visual perception and visual computing contribute to a very important aspect in the modern smart world from two scientific domains. The state-of-the-art achievements in these two fields both constantly make our world simplified, efficient, and more intelligent.

This symposium aims to reignite conversations between these two fields. We encourage submissions that will be of potential cross-disciplinary interests to both human and computer vision.

This special section will focus on (but not limited to) the following topics:

- Computer Vision
- Colour Perception
- 3D Perception
- Perceptual Models
- Biology Inspired Computer Vision
- Material Perception
- Face Perception and Recognition
- Object Tracking
- Machine Learning for Visual Computing
- Visual Perception in Virtual Environment

Submission Instructions:

All papers should be of up to 6 pages including all figures, tables, and references. A submission can have at most 2 additional pages with the pages overlength charge if accepted. All manuscripts should be formatted in the [IEEE Computer Society Proceedings Format](#), and submitted in the Portable Document Format (.pdf).

Accepted papers must contain novel results. Results can be either theoretical or empirical. Results will be judged on the degree to which they have been objectively established or their potential for scientific and technological impact. Authors should register with the EDAS system first, and then make the submission via the conference link <https://edas.info/N25463>. Make sure you select the right conference, track, workshop or Forums for your paper.

The materials presented in the papers should not be published or under submission elsewhere. Once accepted, the paper will be included into the IEEE conference proceedings published by IEEE Computer Society Press. At least one of the authors of any accepted paper is required to attend the conference.

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