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# Call for Papers

## ICCV 2013 Workshop: Big Data in 3D Computer Vision

December 8, 2013 • Sydney, AUSTRALIA

<http://www.multimediauts.org/BigData3DCV/index.html>

The main goal of this workshop is to explore scientific research on Big Data in 3D computer vision. There is an increasingly rich amount of 3D visual data available from our daily life.

- Smartphones have good built-in cameras for pictures and videos
- Corporations including Google, Microsoft and Nokia have 3D data for major cities in their map services
- Consumers usually upload multiple images or videos from the same location
- Inexpensive 3D sensors such as Kinect are readily available to capture the rich 3D data during people's entertainment or even in video conferencing.

This workshop focuses on large scale 3D data analysis algorithms, methods and solutions. It is expected to demonstrate the state-of-the-arts in the convergence of 3D sensor technology, 3D computer vision, 3D visualization and 3D applications. This workshop will cover major aspects of big data vision and will be the venue for papers to highlight the recent advanced research from academic and industry labs through the connection of big data in 3D computer vision.

This workshop aims to foster research efforts related, but not restricted, to following topics:

- Object description, detection, and recognition on large scale point cloud data
- 3D scene understanding, object-based representation and segmentation,
- Matching and registration across point cloud data of various sensing
- Navigation, localization, SLAM and semantic mapping
- 3D motion analysis methods
- Structure from motion and multi-view stereo techniques towards large scale environments
- Benchmark 'Big' 3D datasets
- 3D tracking and reconstruction from live video
- Indexing, searching and alignment of large-scale 3D data
- Content-based 3D retrieval and recognition
- 3D mesh, texture, point, and volume-based representation, 3D scene browsing on mobile devices, 3D electronic-map
- 3D motion animation,
- Augmented reality and mixing of virtual and real worlds, augmented reality in street view, web-based 3D map applications.

Authors are invited to submit a full paper (two-column format, 6 - 8 pages) according to the guidelines available on the conference website at <http://www.iccv2013.org>. Submitted papers will be reviewed by the workshop program committee in a double blind manner. Only electronic submissions will be accepted. In submitting a manuscript to this workshop, the authors acknowledge that no paper substantially similar in content has been submitted to another conference or workshop during the review period. Accepted papers must be registered and presented; otherwise they will not be included in the IEEE Xplore Library.

### Visas:

- Everyone needs a visa to Australia except Australians and New Zealanders (Link).
- People can get a letter of invitation once registration is done.
- 6 weeks is the recommended time for obtaining a visa.
- This leaves a very short turnaround after the final decision date on October 7; you may wish to schedule the final decision date earlier.

### Preliminary Important Dates:

Full paper (6 - 8 pages) submission	September 15, 2013
Notification of acceptance	October 7, 2013
Camera-ready paper	October 13, 2013

