

# IVCNZ 2013

Wellington  
New Zealand

## The 28<sup>th</sup> Image and Vision Computing New Zealand

IVCNZ 2013, 27-29 November 2013

Wellington, New Zealand

### *Call for Papers*

Image and Vision Computing New Zealand (IVCNZ) is New Zealand's premier academic conference on all aspects of computer vision, image processing, computer graphics, virtual and augmented reality, visualization, and HCI applications related to these fields. Relevant topics include, but are not limited to:

Artificial Intelligence for computer vision	Machine vision applications
Augmented and virtual reality	Medical imaging applications
Automated visual surveillance	Motion tracking and analysis
Biomedical imaging and visualization	Motion synthesis and control
Biologically inspired vision systems	Multimedia information retrieval
Biometrics	Novel algorithms or techniques
Calibration techniques	Object recognition
Computer graphics	Pattern recognition and classification
Enhancement of video and still images	Reconstruction techniques
Face recognition	Rendering and scientific visualization
Feature detection and extraction	Scientific visualization
Geometric modeling in vision and graphics	Security image processing
Graph matching	Shape recovery from multiple images
Image analysis and understanding	Sonar and acoustical imaging
Image based rendering	Stereo image analysis
Image compression and coding	

### *Special Sessions*

Computer Graphics  
for Entertainment

Evolutionary  
Computer Vision

### *Important Dates*

9th Sep:	Submission of full papers
14th Oct:	Notification of acceptance
29th Oct:	Early registration
4th Nov:	Final papers due
27-29th Nov:	Conference

### *Organising Committee*

General Chair:	Mengjie Zhang
Programme Chair:	Taehyun Rhee
Local Chair:	Christopher Hollitt
Publications Chair:	Ramesh Rayudu
Publicity Chair:	John Lewis

<http://ecs.victoria.ac.nz/Events/IVCNZ2013>



## ***Special Sessions***

### ***Computer Graphics for Entertainment***

This special session will focus on algorithms and technologies relevant for movie and games. Games are driving graphics hardware and software development, and visual effects movies are major showcases for both graphics and computer vision algorithms. This special session is particularly appropriate considering the IVCNZ conference location this year -- Wellington is home to a strong digital entertainment industry, including games company PikPok, and Weta Digital, which has done visual effects for numerous major movies including Avatar and The Hobbit. Victoria University has also recently launched a new programme in computer graphics in collaboration with these companies. The session will include speakers and participants from the local industry.

### ***Evolutionary Computer Vision***

This proposed special session aims to bring together theories, methods and applications of evolutionary computation to all aspects of computer vision and image processing problems. The evolutionary computation techniques here include Evolutionary Algorithms (such as genetic algorithms, genetic programming, evolutionary strategy and evolutionary programming), Swarm Intelligence (such as particle swarm optimisation, ant colony optimisation, and differential evolution), and other approaches such as learning classifier systems, harmony search, and artificial immune systems. Cross-fertilization of evolutionary computation and other techniques such as neural networks and fuzzy systems is also encouraged.

## ***Wellington***

The 28<sup>th</sup> International Conference on Image and Vision Computing New Zealand, IVCNZ 2013, will be held in Wellington, the capital city of New Zealand, located at the southern end of the North Island, nestled between a sparkling harbor and rolling green hills and the city is renowned for its arts, culture and native beauty; relax at Oriental Bay, golden-sand inner-city beach, delve into the many museums and art galleries, and enjoy tucked-away bars, quirky cafes, award-winning restaurants and great coffee. If you're into the outdoors, Wellington has adventure activities like mountain biking, sea kayaking, and beautiful walks around the harbor and surrounding hills.

Wellington has strong research community based around Victoria University of Wellington and internationally recognized entertainment and creative technology industry leaders such as Weta Digital (Lord of the Rings, Avatar, Hobbit), Sidhe (game development studio).

## ***Proceedings***

The conference proceedings will be available electronically at the conference with an ISBN number and will be published by IEEE Digital library (IEEE Explore) after the conference. This is typically indexed by Engineering Index (EI Compandex), ISTP (ISI Proceedings), and DBLP.

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