



Aims and Scope

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:

- 3D imaging
- Artificial intelligence for computer vision
- Augmented and virtual reality
- Automated visual surveillance
- Biomedical imaging and visualization
- Biologically inspired vision systems
- Biometrics
- Calibration techniques
- Computer graphics
- Enhancement of video and still images
- Face recognition
- Feature detection and extraction
- Geometric modeling in vision and graphics
- Graph matching
- Image analysis and understanding
- Image based rendering
- Image compression and coding
- Medical imaging
- Motion tracking and analysis
- Motion synthesis and control
- Multimedia information retrieval
- Object recognition
- Pattern recognition and classification
- Reconstruction techniques
- Rendering and scientific visualization
- Scientific visualization
- Security image processing
- Shape recovery from multiple images
- Sonar and acoustical imaging
- Stereo image analysis
- Machine vision real-world applications

Wellington

The 35th International Conference on Image and Vision Computing New Zealand, IVCNZ 2020, will be held in Wellington, the capital city of New Zealand, which is located at the southern end of the North Island, nestled between a sparkling harbor and rolling green hills. Wellington city is renowned for its arts, culture and native beauty: you can relax at the inner-city golden-sand beach of Oriental Bay, 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 harbour and surrounding hills.

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

Proceedings

In submitting a paper, the authors warrant that should the paper be accepted, the final paper will be prepared in time for inclusion into the published proceedings and that one of the authors will attend the conference and present the paper. The proceedings will be published after the conference – we endeavour to submit to IEEEExplore; the committee reserves the right to withdraw any paper from the proceedings that is not presented at the conference.

The conference will consist of a mix of oral and poster sessions. No distinction will be made between the two types of presentation in the proceedings: authors may request the type of presentation they consider most appropriate for their paper; however, the final decision will be made by the program committee.

Important Dates

Submission of full papers	07th October 2020
Notification of acceptance	15th October 2020
Early registration	29th October 2020
Final papers due	2nd November 2020
Conference	25-27th November 2020

Find us

Email: ivcnz2020@ecs.vuw.ac.nz

Website: <https://ecs.wgtn.ac.nz/Events/IVCNZ2020/>



General Co-Chairs

Ramesh Rayudu
Bing Xue

Programme Co-Chairs

Harith Al-Sahaf
Andrew Chalmers

Finance Chair

Yi Mei

Publications Chair

Andrew Lensen

Publicity Chair

Qi Chen