



Call for Papers

8th Workshop on Hot Topics in 3D Multimedia (Hot3D)

in conjunction with ICME 2017
Hong Kong, 10-14 July 2017

Workshop Organizers

Fernando Pereira, Portugal
Peter Schelkens, Belgium
Anthony Vetro, USA

Steering Committee

Touradj Ebrahimi, Switzerland
Dinei Florencio, USA
Aljoscha Smolic, Ireland
Eckehard Steinbach, Germany
Murat Tekalp, Turkey
Anthony Vetro, USA
Cha Zhang, USA

Technical Program Committee

Aydin Alatan, Turkey
João Ascenso, Portugal
Xun Cao, China
Homer Chen, Taiwan
Gene Cheung, Japan
Ngai-Man Cheung, Singapore
Carl James Debono, Malta
Frederic Dufaux, France
Peter Eisert, Germany
Atanas Gotchev, Finland
Hseuh-Ming Hang, Taiwan
Yun He, China
Yo-Sung Ho, Korea
Patrick Le Callet, France
Antonio Ortega, USA
Christian Ritz, Australia
Dong Tian, USA
Thomas Sikora, Germany
Lu Yu, China
Ce Zhu, China

The 3D community continues to innovate and evolve, with greater focus on enabling augmented reality and virtual reality (AR/VR) experiences. There have been amazing breakthroughs on 3D capture and acquisition, and a great deal of study on various representation models, including light fields, point clouds, meshes and holographic data. 3D display technology continues to advance and head-mounted displays are becoming more popular. Additionally, more realistic 3D scene generation has been enabled, and 3D audio has the potential to enhance the immersive experience through advanced sound field rendering methods.

While appropriate venues for presenting research at advanced stages are plentiful, the 3D multimedia community needs an appropriate venue for receiving feedback during early or initial stages of the development of radical and potentially disruptive technologies. This is the void that Hot3D tries to fill.

Topics of interest include, but are not limited to:

- 3D Acquisition: microlens arrays, multi-camera, depth sensing, holography
- 3D Representation: light fields, point clouds, meshes, holography
- 3D Processing: filtering, stereo, calibration, registration
- 3D Compression: functionalities (scalability, random access, error resilience, etc.) and tools (transforms, prediction, quantization, etc.)
- 3D Rendering: modeling, synthesis, surface reconstruction
- 3D Display: free viewpoint, multiview, head-mounted, holographic
- 3D Quality: objective metrics, subjective methodologies, user experience issues
- 3D Application Scenarios: requirements, functionalities, experiences

Early stage work with preliminary results from potentially disruptive technology are particularly encouraged. Full papers (up to 6 pages) will be published in the ICME 2017 proceedings and included in IEEE Xplore. Additionally, position papers (up to 2 pages) are solicited for short presentation and discussion.

The 1-day workshop will be co-located with ICME, the flagship multimedia conference sponsored by four IEEE societies. The workshop will be a unique opportunity to interact with other researchers working in the field, with a program designed to facilitate discussion and feedback in early stage research.

Important Dates

Regular Paper Submission (up to 6 pages):	March 3, 2017
Notification of Regular Paper Acceptance:	April 7, 2017
Position Paper Submission (up to 2 pages):	April 7, 2017
Camera-Ready Papers Due (Regular & Position):	April 19, 2017



<http://www.hot3d.org>