

IVSP 2020

2020 2nd International Conference on Image, Video and Signal Processing Singapore, March 20-22 , 2020

- IVSP 2020 is supported by ACM Singapore Chapter and Gate to Computer Vision and Pattern Recognition.
- Accepted papers will be published in the Conference Proceedings by ACM, which is indexed by EI Compendex, Scopus, etc. and to be submitted and Thomson Reuters Conference Proceedings Citation Index (ISI Web of Science).

The other topics of interest for submission have been uploaded in our conference website:
<http://www.ivsp.net/>

Important Dates

- Submission Deadline: Nov. 5, 2019
- Acceptance Notification Date: Dec. 1, 2019
- Registration Deadline: Dec. 20, 2019
- Conference Date: Mar. 20-22, 2020

Conference Venue

NTU@one-north Executive Centre
(ONEC), Singapore



Submission and Contact Methods

Submission Methods:

Electronic Submission System:

<http://www.easychair.org/conferences/?conf=ivsp2020>

E-mail: ivsp@acm-sg.org (PDF Only*)

Contact Information

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Keynote Speakers

Prof. Kiyoshi Hoshino Tsukuba University,
Japan

Prof. Kenneth K. M. Lam The Hong Kong
Polytechnic University, Hong Kong

CALL FOR PAPER

3D images and models
3D imaging
Advanced descriptors and similarity metrics for images, audio and video
Affect-based indexing, search, and retrieval of images & videos
Applications in broadcast, web, cultural heritage, satellite, forensic, and (bio-)medical image and video collections
Case studies and emerging technologies
Classification and clustering techniques
Color and texture
Compression methods
Computational geometry
Computer animation
Computer art and entertainment (including games)
Content-based indexing, search, and retrieval of images & videos
Curves and meshes
Database architectures for image/video retrieval
e-Learning applications and computer graphics
Emerging display technologies
Evaluation of image and video retrieval systems
Face recognition, face detection, and gesture recognition
Fractal geometry and applications
Fusion of multimedia
Graph theory in image processing and vision
Modeling techniques
Multimedia Systems and Applications
Multimodal display systems
Multimodal human computer interaction
Novel image data management systems and applications
Object recognition
Ontologies for annotation and search of images and videos
Query models, paradigms, and languages for image/video retrieval
Real-time collision detection algorithms
Real-time rendering for VR
Rendering methods
Retrieval from multimodal lifelogs
Semantic-based indexing, search, and retrieval of images & videos
Shadows, translucency and visibility
Signal and speech processing

Graphics algorithms and applications
Haptic devices and techniques
High performance image/video indexing algorithms
Human-computer interfaces
Illumination and reflection techniques
Image compression, coding, and encryption
Image data structures for computer graphics
Image feature extraction
Image generation, acquisition, and processing
Image geometry and multi-view geometry
Image/video search and browsing on the Web
Image/video summarization and visualization
Image-based modeling and algorithms
Immersive virtual reality
Integration of virtual reality and multimedia
Interactive digital media
Interactive techniques
Knowledge-based recognition
Learning and assessment based on virtual reality approaches
Learning and relevance feedback in image/video retrieval
Machine learning technologies for vision
Machine architectures/engines for graphics and VR
Modeling of natural scenes and phenomena
Simulation and virtual reality
Software tools for computer graphics
Software tools for virtual reality
Sound rendering technologies
Studies of information-seeking behavior among image/video users
Surface modeling
Virtual and augmented reality
Virtual environments
Virtual humans and artificial life
Virtual laboratories
Virtual reality and emerging applications
Virtual reality software tools and languages
Virtual reality techniques for behavioral and cognitive assessment
Virtual reality, visualization, and education
Visual computing and graphics
Visualization
Time-frequency analysis
Nonlinear signal processing
Nonstationary signal processing
Adaptive signal processing
Biomedical signal processing
Signal transforms
Multirate signal processing
Signal processing methods and algorithms
Signal processing applications
Other areas in signal processing

English is the official language of the conference. We welcome paper submissions.

For more conference information, please visit the conference website: <http://www.ivsp.net/>

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Recognition (gICVPR)

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