



# VSMM 2009

Vienna, Austria, September 9-12, 2009



## The 15th International Conference on Virtual Systems and Multimedia Vision or Reality? Computer Technology and Science in Art, Cultural Heritage, Entertainment and Education.



Pattern Recognition and  
Image Processing Group

September 9 – 12, 2009  
Vienna, Austria



Vienna University of Technology  
Austria

### General Co Chair

Robert Sablatnig (TU Vienna, Austria)  
Martin Kampel (TU Vienna, Austria)



### TOPICS (include, but are not limited to) COMPUTER VISION & VIRTUAL REALITY

#### ART & ENTERTAINMENT

- Media arts and creative technologies
- Digital entertainment and performance
- Traditional, Mobile, Location and Pervasive Gaming
- Serious, Artistic, Commercial, Pedagogic Game Design
- Human Factors/Human-Centered Design Issues
- Collaborative Spaces and Environments
- Innovative Applications of Technology in the Arts
- Context-aware Environments and Devices
- Application of Serious Gaming technologies
- Playfulness and experience design
- Digital performance
- Digital Arts and Politics
- Digital storytelling

#### EDUCATION

- Education and remote classrooms
- Effectiveness of VR for education
- Life Long Learning
- Collaborative Environments
- E-medicine, E-learning, E-art
- Social and Interactive Computing Applications
- Immersive Learning Experiences
- Virtual Museum Applications
- e-Libraries and e-Archives in Cultural Heritage
- Storytelling and authoring tools
- Tools for Education, Documentation and Training in CH

#### COMPUTER VISION & VIRTUAL REALITY

- VR technology, VR Content, VR Experience
- Robotics, tele-operation
- Mixed reality
- Artificial life and dynamic worlds
- Human interface and sensing
- 3D modeling and interpretation
- Immersive virtual environments
- Infrared imaging and analysis
- 2D/3D reconstruction
- Texture modeling
- Capture Technologies and Delivery Platforms
- Projection Spaces
- Stereoscopy and Panoramas
- Photogrammetry and Laserscanning
- 3D Data Capture and Processing in CH

#### CULTURAL HERITAGE

- Virtual Heritage: Cultural heritage interpretation and entertainment
- Edutainment for Culture Heritage
- Computer Vision for Cultural Heritage
- Enhanced Environments and Locative Media
- On-Demand: anytime, anywhere media computing
- Cultural tourism
- Speech and communication in cultural heritage
- Virtual Heritage and Museum Environments
- Virtual Reality in Archaeology and Historical Research
- Social dimensions of Virtual Heritage
- Non-Photorealistic Rendering of CH Data
- Digital/Virtual Documentation of Archaeological Excavations

### Important Dates

Paper submission deadline	April 7, 2009
Workshop proposals deadline	April 7, 2009
Notification of acceptance	June 3, 2009
Abstract, Installations etc.	June 30, 2009
Camera ready paper	June 17, 2009

### Contact

Vienna University of Technology  
 Institute of Computer Aided Automation  
 VSMM09  
 Favoritenstr. 9/1832, 1040 Vienna,  
 Austria  
 Email: vsmm-vienna@prip.tuwien.ac.at  
 Web: www.prip.tuwien.ac.at/vsmm