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Special Session Call for Papers
SMC2013 Special Session on Perceptual Factors in Graphics

Special Session Organizer:

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The use of 3D graphics is now well established in many industrial domains. 3D graphical data are mostly represented by point clouds or polygonal meshes, with or without texture/color, either surface or volume and either static or animated. They are more complex to handle than other media such has audio signals, images or videos, and thus have brought new challenges to the scientific community, and has open new research domains. Confirmed techniques now exist for a lot of computer graphics tasks: rendering, simulation, animation, visualization as well as wide range of processing like filtering, remeshing, simplification, compression, watermarking and so on.

Since these operations are generally targeted at human centered applications, it is essential to take into account the perceptual mechanisms of the Human Visual System in their design and evaluation. Understanding human perception and cognition mechanisms related to computer graphics applications is a critical issue since it basically relates to "how to optimize the quality of experience of computer graphics systems?".

The purpose of this special session is to promote the advanced research on the use, the modeling or the evaluation of perceptual factors in computer graphics systems. Prospective authors are invited to submit original papers to the special session.

Related topics of interest include but are not limited to:

- Quality of Experience (QoE) in computer graphic systems.
- Perceptual quality evaluation for 3D graphics and computer animations.
- Evaluation of graphics artifacts in image and video.
- Perceptually driven rendering, simplification, remeshing.
- Perceptually optimized transmission, streaming, compression.
- Subjective experiments and evaluation for computer graphic systems.
- Modeling visual attention, saliency, visual masking, contrast sensitivity function.
- Perceptual factors in web-based graphics systems.
- Perceptual factors for 3D multi-view data.

Important Dates
April 15, 2013: Deadline for submission of full length papers.
June 30, 2013: Acceptance/Rejection Notification.
July 31, 2013: Final camera ready papers due in electronic form.

Submission
Manuscripts for a Special Session should **NOT** be submitted in duplication to any other regular or special sessions and should be submitted to SMC 2013 main conference online submission system on SMC 2013 conference website.

All submitted papers of Special Sessions have to undergo the same review process (three completed reviews per paper). The technical reviewers for each Special Session paper will be members of the SMC 2013 Program Committee and qualified peer reviewers to be nominated by the Special Session organizers.

Organized by IEEE SMC TC on Human Perception in Vision, Graphics and Multimedia