

Advances in Visual Computing

5th International Symposium, ISVC 2009, Las Vegas, NV, USA, November 30 - December 2, 2009, Proceedings, Part I

It is with great pleasure that we present the proceedings of the 5th International Symposium on Visual Computing (ISVC 2009), which was held in Las Vegas, Nevada. ISVC offers a common umbrella for the four main areas of visual computing including vision, graphics, visualization, and virtual reality. The goal is to provide a forum for researchers, scientists, engineers, and practitioners throughout the world to present their latest research findings, ideas, developments, and applications in the broader area of visual computing. This year, the program consisted of 16 oral sessions, one poster session, 7 special tracks, and 6 keynote presentations. Also, this year ISVC hosted the Third Semantic Robot Vision Challenge. The response to the call for papers was very good; we received over 320 submissions for the main symposium from which we accepted 97 papers for oral presentation and 63 papers for poster presentation. Special track papers were solicited separately through the Organizing and Program Committees of each track. A total of 40 papers were accepted for oral presentation and 15 papers for poster presentation in the special tracks. All papers were reviewed with an emphasis on potential to contribute to the state of the art in the field. Selection criteria included accuracy and originality of ideas, clarity and significance of results, and presentation quality. The review process was quite rigorous, involving two to three independent blind reviews followed by several days of discussion. During the discussion period we tried to correct anomalies and errors that might have existed in the initial reviews.

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