

# Computational Aesthetics 2009

## Call for papers

You are invited to participate in the fifth annual Symposium on Computational Aesthetics that will take place in Victoria, British Columbia, Canada on 28–30 May, 2009. CAe ([www.computational-aesthetics.org](http://www.computational-aesthetics.org)) is co-located with Computer Graphics International ([www.cgi.org](http://www.cgi.org)).

Computational Aesthetics bridges the analytic and synthetic, by integrating aspects of computer science, philosophy, psychology, and the fine, applied & performing arts. It seeks to facilitate both the analysis and the augmentation of creative behaviour. CAE also investigates the creation of tools that can enhance the expressive power of the fine and applied arts and furthers our understanding of aesthetic evaluation, perception and meaning.

Invited talks will be given by individuals involved in the technical, artistic, and theoretical aspects of this young field. The invited talks aim to help participants better understand what aesthetics is, what computer technology is currently capable of delivering, and what is involved in the creative process.

Technical submissions are invited across the broad range of areas covered by Computational Aesthetics. Specific examples include, but are not limited to:

- computational analysis and modeling of creative behavior (AI, A-life);
- artistic image transformation techniques (colors, edges, patterns, dithering);
- image style and salience analysis (paintings, photographs, others);
- visualization (perceptual or aesthetics based);
- sketching, simplification techniques (artistic, cognitive);
- composition, visual balance, layout;
- non-photorealistic rendering;
- empirically based metrics of aesthetical attributes;
- applied visual perception (color appearance, spatial vision, and other aspects).

A call for artist's presentations, artworks, performances, posters, and demos will be issued later.

## Paper submission

Submitted papers should present original, unpublished work. The manuscripts must be written in English, must be formatted according to the EG publication guidelines ([see the submission site for the LaTeX templates](#)), and should be no longer than 8 pages.

Accepted technical and art papers will be presented at the symposium, and appear in the proceedings. The proceedings will be published and printed in the Eurographics Workshop and Symposia Series, distributed by AK Peters, and will appear in the Eurographics and ACM Digital Libraries.

Revised and expanded versions of selected papers will be published as a special issue of the journal *Computers and Graphics*, to appear in 2010.

## **Important Dates:**

### **Full Papers (art and technical program) / Short Papers (art and technical program) / Panels:**

Submission deadline: **10 December, 2008**  
Acceptance notification: **13 February, 2009**  
Camera-ready deadline: **1 April, 2009**

### **Artist's Presentations / Artworks / Performances / Posters / Demo Proposals:**

Submission deadline: **13 February, 2009**  
Acceptance notification: **13 March, 2009**  
Camera-ready deadline: **1 April, 2009**

### **Conference:**

Dates: **28–30 May, 2008**

The Symposium will be co-located with Computer Graphics International (CGI).