Call for Papers

Computational Aesthetics 2011

Computational Aesthetics (CAe) 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 behaviors. 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. The Computational Aesthetics conference brings together individuals with technical experience of developing computer-based tools to solve aesthetic problems and people with artistic/design backgrounds who use these new tools. Refereed CAe papers and artworks aim to facilitate a dialogue between scientists and engineers who are creating new tools, and also artists and designers who use them. Presentations will provide a snapshot of the latest technical breakthroughs and the most recent artistic or design achievements in applying computer based techniques to solve aesthetic problems.

For the first time in its history, CAe 2011 will be run jointly with the related conferences on Non-Photorealistic Animation and Rendering (NPAR 2011) and Sketch-Based Interfaces and Modeling (SBIM 2011), and the event will be co-located with the world's leading conference on computer graphics and interactive techniques: SIGGRAPH 2011. CAe/NPAR/SBIM 2011 will be held on August 5–7, 2011, in Vancouver, Canada, as a two-and-a-half day, two-track event before SIGGRAPH.

Three invited talks will be shared among the conferences and sessions will be mixed. Participants will be able to freely switch between the sessions to not only see the talks of their own field of work but also be inspired but talks from related domains. The submission, reviewing, and publishing process for the event, however, will be handled separately between the three conferences.

Technical submissions are invited across the broad range of areas covered by Computational Aesthetics. Specific technical areas 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 and illustrative rendering addressing computational aesthetics;
- empirically based metrics of aesthetical attributes;
- applied visual perception (color appearance, spatial vision, and other aspects);
- measuring and describing aesthetics; and
- computational tools for artists.

Successful submissions can, for example, describe novel technical approaches that address one or more of the areas mentioned above (or beyond). However, we are equally interested in papers that discuss the use of existing techniques but combine them in an interesting new way or apply them in a new context that addresses problems in computational aesthetics.

Technical Paper Submissions

Technical papers should present original, unpublished work. The manuscripts must be written in English, must be formatted according to the EG publication guidelines (see the templates for LaTeX and Word), and should be no longer than 8 pages. The submission is single-blind, so please format your paper camera-ready including author names and affiliations. For word processors other than LaTeX, a rebuild of the provided template is necessary.

Accepted technical and art papers will be presented at the symposium and appear in the proceedings. The proceedings will be published in the Eurographics Workshop and Symposia Series, and they will be listed in the Eurographics and ACM Digital Libraries.

Important Dates

Submission deadline:	Monday 25 April 2011
Acceptance notification:	Monday 6 June 2011
Camera-ready deadline:	Monday 13 June 2011
Conference dates:	Fri 5 – Sun 7 August 2011

Conference Chairs

Tobias Isenberg (University of Groningen)
Douglas Cunningham (MPI Tübingen)

Further Information

www.computational-aesthetics.org/2011/