

EXPRESSIVE 2018

Joint Symposium on
Computational Aesthetics
Sketch-Based Interfaces and Modeling
Non-Photorealistic Animation and
Rendering

Aug 17 - 19, 2018, Victoria, British Columbia, Canada

Call for Papers

Being at the forefront of expressive rendering research since 2012, Expressive 2018 (<http://expressive.graphics/2018>) will take place in Victoria, British Columbia, Canada, August 17–19, 2018 — shortly after SIGGRAPH 2018 (<http://s2018.siggraph.org/>) in Vancouver. A single registration for Expressive 2018 will include all three workshops. Invited talks and artists talks will be shared among the workshops and sessions will be mixed. The submission, review, and publication process for the event will be handled jointly across the three conferences.

Important dates

Abstract due: April 15, 2018

Paper submission deadline: ~~April 10, 2018~~

Extended deadline: April 17, 2018

Acceptance notification: May 15, 2018

Camera-ready submission: June 12, 2018

All deadlines are at 23:59:59 UTC/GMT

Expressive is a joint Symposium featuring the following workshops:

- Computational Aesthetics (CAe)
- Non-photorealistic Animation and Rendering (NPAR)

- **Sketch-based Interfaces and Modelling (SBIM)**

Each paper submission should be designated as belonging to one of the three tracks.

Computational Aesthetics (CAe)

Computational Aesthetics integrates the bridging aspects of computer science, philosophy, psychology, and the fine, applied & performing arts. CAe investigates both tools to enhance the expressiveness of fine and applied arts, as well as theoretical approaches that further our understanding of aesthetic evaluation, perception and meaning.

Non-Photorealistic Animation and Rendering (NPAR)

Non-Photorealistic Animation and Rendering investigates computational techniques for visual communication. Such techniques usually focus on imagery and motion which is expressive, rather than photorealistic, although they may incorporate realistic elements.

Sketch-Based Interfaces and Modeling (SBIM)

Sketch-Based Interfaces and Modeling focuses on the exploration of models, algorithms, and technologies for efficient sketch-based interfaces. It investigates the classification and recognition of hand-drawn shapes, and ways of using these techniques for creating or editing digital models, text, mathematics or 3D shapes.

Submission Types

Paper submissions are invited across the broad range of areas covered by Expressive. We welcome papers in several categories:

- **Research:** new algorithms, scientific studies, analysis, or data (i.e., traditional academic papers). These must contain novel results that make a substantive contribution to the field.
- **Production:** candid discussion of the process of creating a work (e.g., film, image, game) or art tool (e.g., paint or CAD program, software library). We are equally interested in papers on the use of existing techniques combined in novel ways, or applying them in a new or unusual context.
- **Meta:** statements about research that do not contain new results, e.g.: grand challenges, position papers, evaluation standards, surveys, and primers on art / aesthetics / psychophysics for a computer science audience. We welcome

papers that discuss the challenges of bridging computational expression across disciplines.

Accepted papers will be published as a single conference proceedings by the ACM and will be available online via the ACM Digital Library (<http://dl.acm.org/>). Papers will also be archived in the Eurographics Digital Library (<https://diglib.eg.org/>).

Authors of selected papers will be invited to submit extended versions of their manuscripts to be considered for publication in a special section of Computers & Graphics (<https://www.journals.elsevier.com/computers-and-graphics/>) journal (Elsevier) via a fast-track review process.

Topics include, but are not limited to:

- Analysis and modeling of creative behavior (AI, A-life)
- Simulation of natural media, traditional styles, and novel artistic styles
- Analysis of image style and saliency (paintings, photographs, others)
- Visualization techniques
- Simplification and abstraction techniques (e.g. sketching, indication)
- Empirically-based metrics of aesthetic attributes
- Applied visual perception
- Interaction techniques (e.g. sketch, gestural, multi-touch, multi-modal)
- Sketch-parsing, classification and recognition
- Novel interfaces for art creation, modeling, control, sketch input, etc.
- Study designs and methodologies for evaluating and validating sketch-based systems, aesthetic metrics, visual communication systems, etc.
- Advanced rendering techniques (e.g. volumetric, GPU, mobile, multi-modal)
- Applications in special domains: Medicine, Geology, Biology, Sociology, etc.
- Sketch-based information retrieval
- Stylistic or aesthetic aspects of character animation and simulated physics
- Accounts of real productions (e.g., animated films, digital art) or applications in software products (e.g., modeling, visualization, presentation software)
- Visual composition
- Design, rendering, and evaluation of layouts for text and presentation graphics
- Example-based style transfer
- Temporal and spatial coherence
- Aesthetic evaluation and stylistic rendering of visual effects such as motion blur, depth of field, and lighting
- Non-traditional camera models

Submission Information

All work must be previously unpublished. Production and Meta papers need not contain original research or results, but must make a substantive contribution to the knowledge in the field. Papers should be 8–10 pages in length (excluding citations). Papers longer than 10 pages must make a very significant contribution.

Paper submission is electronic using the EasyChair system (<https://easychair.org/conferences/?conf=expressive180>).

For detailed instructions to submit papers, posters, videos and other materials, please view the submission instructions (<http://expressive.graphics/2018/instructions/>).

Conference Chairs

General Chairs:	Brian Wyvill, <i>University of Victoria, Canada</i> Hongbo Fu, <i>City University of Hong Kong, Hong Kong</i>
Paper chairs:	Tunç Aydın, <i>Disney Research Zurich, Switzerland</i> Daniel Sýkora, <i>Czech Technical University in Prague, Czech Republic</i>
Art chair:	Jane Prophet, <i>University of London, United Kingdom</i>
Publicity chairs:	Santiago Montesdeoca, <i>Nanyang Technological University, Singapore</i> Amir Semmo, <i>Hasso Plattner Institute, University of Potsdam, Germany</i>