

**General chairs:**

- Levent Onural, Bilkent University, TR
- Georgios Triantafyllidis, Aalborg University Copenhagen, DK

Technical chairs:

- Atanas Gotchev, Tampere University of Technology, FI
- Dimitrios Tzovaras, Information Technologies Institute - CERTH, GR

Tutorials/Workshops/Special Session Chairs:

- Aljoscha Smolic, Trinity College Dublin, IR
- Angel Sappa, Computer Vision Centre, ES
- Alexandros Iosifidis, Tampere University of Technology, FI

Publications Chairs:

- Nikolaos Thomos, University of Essex, UK
- Stefania Serafin, Aalborg University Copenhagen, DK

Publicity Chairs:

- Xenophon Zabulis, Institute of Computer Science - FORTH, GR
- Nikolaos Boulgouris, Brunel University, UK
- Rolf Nordahl, Aalborg University Copenhagen, DK

Registration Chairs:

- Nikolaos Grammalidis, Information Technologies Institute - CERTH, GR
- Sotirios Tsaftaris, University of Edinburgh, UK

Local Arrangements Chairs:

- Tsampikos Kounalakis, Aalborg University Copenhagen, DK
- Niels Christian Nilsson, Aalborg University Copenhagen

3DTV-CON 2017

3D True Vision v2: Research and Applications in Future 3D Media
June 7-9, 2017, Copenhagen - Denmark

Web: www.3dtv-con.org

IEEE technical co-sponsored

CALL FOR PAPERS

3DTV-CON 2017 is the 11th in a series of successful conferences originated from the FP6 3DTV Network of Excellence and has gotten continuing support from projects, institutions and companies working in the area of 3D Media.

Capturing 3D scenery, processing the captured data for storage and transmission, and displaying the result for creating 3D visual sensation are the main functional components of a 3DTV media system. The development of each of them is a challenging task and their seamless integration is even more challenging as the ultimate goal is to deliver full-scale, very realistic, immersive and interactive 3D service and applications to the consumers. The conference involves a wide range of disciplines: imaging and computer graphics, audio processing, signal processing, telecommunications, electronics, optics, physics, games and entertainment, multimodal applications, AR/VR and UX/UI design.

IMPORTANT DATES:

Tutorial/Workshop/Special session proposals deadline: March 24, 2017

Regular paper submission deadline: March 31, 2017

Notification of paper acceptance: April 14, 2017

Camera-ready paper submission deadline: May 12, 2017

PAPER SUBMISSION:

Prospective authors are invited to submit original papers, four-pages long, in double-column format including authors' names, affiliations, and short abstract. As with all the previous editions of the 3DTV Conference, the papers presented at the conference will be published to IEEEExplore Digital Library.

CONFERENCE VENUE:

3DTV-CON 2017 will be held in AAU Campus at the beautiful city of Copenhagen, Denmark. Copenhagen has been nominated the best city by several organizations for livability, sustainability and other factors, such as the dedicated bike culture. AAU campus is the campus of Aalborg University Copenhagen located at Sydhavn, on the seafront and only few minutes' bike from central Copenhagen.

CONTACT:

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