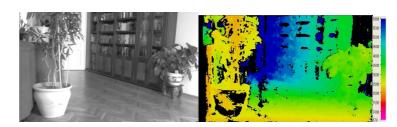**ELMAR 2010 Special Session**

3D Scene Reconstruction
(Special Session 2)

http://www.elmar-zadar.org/2010

Scope:

We invite papers that deal with 3D scene reconstruction with a focus on depth computation using stereo analysis or time-of-flight techniques. The reconstruction of the spatial scene structure plays a key role in a broad range of applications, including robotics and automation tasks, the computation of 3D city models, and 3D film/TV scenarios.

The session covers a variety of topics related to 3D reconstruction such as, for example, stereo matching algorithms, active stereo, accuracy analysis and performance benchmarks, or sensor (auto) calibration. Furthermore, contributions on real-time systems are of particular interest.

Thus the topics of interest include, but are not limited to:

- 3D reconstruction techniques
- Stereo vision (active, passive)
- Stereo matching algorithms
- Time-of-flight sensors

- Sensor calibration
- Benchmarks
- Applications (e.g., 3D city models, 3D video/TV, etc.)

Prospective authors are invited to submit their full-length papers by sending them directly to one of the organizers of the Special Session (see email contacts given below). The guidelines for paper preparation are available at http://www.elmar-zadar.org/2010/paper_submission/. Each paper will be reviewed by at least two referees.

Important dates:

- Submission of contributions (full papers):   April 12, 2010, 23:00 CET
- Notification of acceptance: May 3, 2010
- Final contributions (camera-ready papers):   May 13, 2010

Organizers:

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