EXPRESSIVE 2019

The 8th ACM/EG
Expressive Symposium

May 5-6, 2019, Genoa, Italy

Call for Papers

The Expressive symposium explores the capacity of computer graphics, animation, and computational media to be used in artistic, aesthetic, and creative ways. The field can be seen as encompassing problems in expressive **understanding**, expressive **communication**, and expressive **interaction**:

- Expressive **understanding** integrates aspects of computer science, philosophy, psychology, and the fine, applied, and performing arts, investigating theoretical approaches that further our understanding of aesthetic evaluation, perception and meaning.

- Expressive **communication** focuses on imagery and motion which is expressive rather than photorealistic, although it may incorporate realistic elements.

- Expressive **interaction** explores models, algorithms, and technologies for sketch-based interfaces, particularly classifying and recognizing hand-drawn shapes as a way to create or edit digital models, text, mathematics, or 3D shapes.

Expressive 2019 (http://expressive.graphics/2019) will take place in Genova, Italy, May 5-6, 2019 — co-located with Eurographics 2019 (https://www.eurographics2019.it/) in Genova.

Expressive technical papers will be submitted, evaluated, and presented in a single, unified track. This unification reflects the ongoing evolution of the symposium, which originated as the union of three separate events: Computational Aesthetics (CAe), Non-

Photorealistic Animation and Rendering (NPAR), and Sketch-Based Interfaces and Modelling (SBIM). The symposium will also include an arts program, posters and demos, and presentations of published journal articles.

> ## Important dates
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> **Paper submission deadline:** February 21, 2019
> **Acceptance notification:** March 21, 2019
> **Camera-ready submission:** April 5, 2019
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> All deadlines are at 23:59:59 UTC/GMT

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). Research papers 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 developing a 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 their application in a new or unusual context.
- **Creative:** Descriptions of original creative projects or analyses of expressive techniques used in artworks, performances, or computational design projects. Creative papers should highlight artistic innovation, and we encourage artists submitting to the Expressive 2019 Art Exhibition to also submit a creative paper describing their project.

- **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.

Submissions can also overlap more than one of these categories. 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.

Submission Topics

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
- Deep learning and neural networks for expressive rendering (e.g. neural 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 4–10 pages in length (excluding citations). Papers longer than 10 pages must make a very significant contribution.

Paper submission is electronic using the SRM (https://srmv2.eg.org/COMFy/Conference/Expressive_2019) system. Expressive uses a double-blind reviewing process, so submissions should be appropriately anonymized. For detailed instructions to submit papers, posters, videos and other materials, please view the submission instructions (http://expressive.graphics/2019/instructions/).

Contact

Conference chairs can be contacted via the following emails:

- General chairs and Program chairs: general@expressive.graphics (mailto:general@expressive.graphics)
- Arts chairs: arts@expressive.graphics (mailto:arts@expressive.graphics)
- Poster + Demo chair: posters@expressive.graphics (mailto:posters@expressive.graphics)

Conference Chairs

General Co-chairs:	Joaquim Jorge, *Instituto Superior Técnico, Portugal*
	Lyn Bartram, *Simon Fraser University, Canada*
	Chiara Eva Catalano, *Institute for Applied Mathematics and Information Technologies, Italy*
Program Co-chairs:	Craig Kaplan, *University of Waterloo, Canada*
	Angus Forbes, *University of California, Santa Cruz, USA*
	Stephen DiVerdi, *Adobe Research, USA*
Arts Program Co-chairs:	Daniel Berio, *Goldsmiths, University of London, UK*
	Pedro Cruz, *Northeastern University, USA*
Posters and Demo Chair:	Jose Echevarria, *Adobe Research, USA*
Publicity Chair:	Amir Semmo, *Hasso Plattner Institute, University of Potsdam, Germany*