In conjunction with
Canadian conferences on Artificial Intelligence / Graphics Interface / Computer & Robot Vision (**AI /GI /CRV'2005)**

NB: January 21, 2005 - Full Paper Submission

Please note that fast approaching deadlines.
Only those of accepted papers received by the final deadline will be published in the proceedings.

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Following the rapid development of the video-based technologies and the success of the **First Workshop on Face Processing in Video (FPiV'04)** which was held in Washington, DC, jointly with CVPR'04, the **Second Workshop on Face Processing in Video (FpiV'05)** will be held in 2005 in Victoria, British Columbia, Canada. This time it will be held under the umbrella of CRV'2005 - the Canadian Conference on Computer & Robot Vision (formerly Vision Interface), which is the oldest international conference on Computer Vision and Pattern Recognition annually held in Canada.

As many of its predecessors, CRV'05 will be held jointly with **AI'05** and **GI'05**: (Canadian conferences on Artificial Intelligence / Graphics Interface). The **FPiV'05** workshop attendees will have therefore opportunity to attend all three conferences.

Aims

The goal of the **FPiV'05** workshop is to provide a forum for scientists from different backgrounds: biological vision, computer vision, pattern recognition, machine learning, computer-human interaction - to share their experiences and discuss the problems in the area of Face Processing in Video, and, as a result, to produce a collection of high-quality papers addressing these problems.

NB: As in the **past**, the focus of the workshop is dealing with *video data*, i.e. with data coming from video footage, rather than data coming from photo-cameras or laser scanners.

Workshop Layout: The workshop will be held on the last day (TBC) of the joint conferences and will have a single track consisting of oral presentations. The three days preceding the workshop offer the workshop attendees the opportunity to attend the other conferences and will also feature the reception, banquet and the GI-sponsored electronic theatre.

Workshop proceedings The papers accepted for the workshop will be published by IEEE as part of the CRV'05 Proceedings and will be archived into the IEEE digital libraries.

Content. Any paper analyzing *video* for the presence of information about faces is welcomed for submission. However, the preference will be given to those papers which clearly indicate in the abstract a) what is a challenging problem the paper addresses and b) what the paper contributions are. Application-oriented papers are as much welcome as theoretical papers.

The suggested research areas are listed below (from theory-driven to

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application-driven), but other topics dealing with the face in video scenario are welcome.

> neurobiological and neuro-computational approaches to visual perception
> synergy between biological and computer vision
> face segmentation and detection in video
> face tracking and multiple faces tracking
> face memorization, classification recognition from video
> face biometrics and face modeling, 3d face models
> facial features for tracking and recognition
> face representation, canonical face models, face in video databases
> face synthesis, mimicking and animation
> facial expression recognition and classification, and representation
> fusing different modalities of video information (motion, colour, intensity)
> performance evaluation for face in video problems
> face detection/tracking/recognition in multi-camera setups & stereo
> face detection/tracking/recognition in panoramic video
> combining video and audio for speaker face detection/recognition
> face-based multi-media, games, and computer-human interaction
> perceptual face-controlled interfaces
> face processing for video-conferencing
> face processing for computer-generated communication programs
> face processing for immersive and collaborative environments
> face processing for industry for disabled
> face processing for augmented and virtualized reality
> face processing for security and surveillance
> face processing for encoding and annotating video

Submission procedure

Size. Papers should be <u>full size</u> and complete, eight double-column pages maximum. They should not include any information that would indicate the author's identity (references to authors' previous work should be left blank).

Formatting. Papers should be formatted using the IEEE paper submission guidelines described in **the Author Instructions** page.

How to submit. Submission of papers is done by emailing them as <u>.pdf files</u> to the **Submissions Chair** at the email address given above. In the email accompanying the paper, authors should supply

> 1) the title of the paper
> 2) keywords relating to the paper,
> 3) the names and affiliations of the authors
> 4) (!) areas of expertise of the authors (for circular reviewing), and
> 5) the name of the contact author

NB: Every submitted paper will be assigned a submission number, which will be emailed to the contact author. <u>If you have not received</u> your submission number (meaning that your submission have not been received), contact the **Submissions Chair** *!*

Reviewing Process. Reviewing is blind. Each paper will be reviewed by at least three Program Committee members. The goal is to have as vigorous and fair reviewing of all papers as possoble.

Important dates:

<u>January 21, 2005 - Full Paper Submission</u>
February 14, 2005 - Notification to acceptance
March 7th, 2005 - Final camera ready paper (to appear in Proceedings)
May 12, 2005 - The workshop is held (TBC, May 8 2004 is also possible)

Registration, attendance and costs.

Participation in the FPiV'05 workshop without submitting a paper is welcomed.

For a single registration fee, the workshop participants will also be able to attend the joint conferences.

Conversely, the FPiV'05 Workshop is open to all **AI** / **GI** / **CRV'2005** attendees.

In order to register for the workshop, you will have to follow the same procedure as register for the **CRV'2005**!

The estimated cost of registration is $500(Can).

Venue:
Vancouver island where the city of Victoria is situated, is one of the most spectacular places in Canada, while **Victoria** itself, one of the oldest cities in Canada, is considered to be one of the Canadian gems. To reduce the costs, the workshop and the joint conferences will be held on the campus of the University of Victoria.