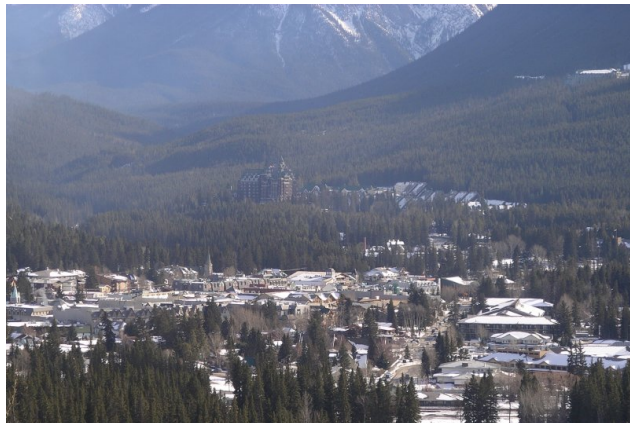


Computational Aesthetics 2007 (CAe 2007): Call for Papers

Our ability to convey complex meaning and emotion by the clever arrangement of symbols and signs is one of the most celebrated aspects of our human heritage. If Aesthetics is defined as the interaction between symbol and observer within a social context, then Computational Aesthetics is the empirically based field that examines applications of Aesthetics. Computational Aesthetics integrates aspects of computer science, psychology, and the visual arts, with particular focus on the mathematical and information theoretic aspects of symbol processing by humans and computers. By combining insights from these fields, Computational Aesthetics not only provides tools for the graphics and visualization communities to increase the value of displayed imagery and to avoid classical artifacts, but also furthers our understanding of perception and meaning. Computer based tools, resulting from Computational Aesthetics research, may also be used to enhance the expressive power of the fine and applied arts and to expand the role of aesthetic design as a differentiating factor in product development and retail sales.



We are pleased to announce the third workshop on Computational Aesthetics, which will take place at The Banff Centre in **Banff, Alberta, Canada on June 20–22, 2007**. It is the third event on this topic following a Workshop in 2005 in Girona, Spain, and a Dagstuhl seminar in Germany in 2006. This conference will bring together individuals with technical backgrounds who are developing computer based tools to solve aesthetic problems and people with artistic and design backgrounds who use these new tools in their work. Invited talks will be given by leading technical and artistic/design figures to help participants to better understand what computer technology is capable of delivering and to fully appreciate what is involved in the artistic and design process. Refereed papers will also be presented to provide a snapshot of the latest technical breakthroughs and

the most recent artistic or design achievements in applying computer based techniques to solve aesthetic problems. The overriding goal of the conference will be to facilitate a dialogue between the scientists and engineers who are creating these new tools and the artists and designers who are the end users.

Submissions are invited across the broad range of areas covered by Computational Aesthetics. Specific examples include, but are not limited to:

- Artistic Image Transformation Techniques (colors, edges, patterns, dithering)
- Image Analogies, Style Transfer Methods
- Sketching, Simplification techniques (artistic, cognitive)
- Composition, Visual Balance, Layout
- Non-Photorealistic Rendering
- Image Style Analysis (Paintings, Photographs, others)
- Empirically based Metrics of Aesthetical Attributes
- Applied Visual Perception (Color Appearance, Spatial Vision, and other aspects)

Submitted papers should be original, unpublished work of up to 8 pages. The manuscripts must be written in English. For more information including paper formatting and submission guidelines see the website at

<http://innovis.cpsc.ucalgary.ca/cae2007/>

Please note that this call for technical contributions is complemented by a call for participation by experts in the visual arts, for details see the website.

Important dates:

Abstract submission deadline:	March 5, 2007
Submission deadline:	March 12, 2007
Acceptance notification:	May 1, 2007
Camera-ready deadline:	May 18, 2007
Conference:	June 20–22, 2007

Conference Chairs:

Sheelagh Carpendale, Univ. of Calgary, Canada
Brian Wyvill, Univ. of Calgary, Canada

Program Chairs:

Douglas Cunningham, Univ. of Tübingen, Germany
Gary Meyer, Univ. of Minnesota, USA
László Neumann, Univ. of Girona, Spain

Arts Program Chairs:

Alan Dunning, ACAD, Canada
Raquel Paricio, Technical Univ. of Catalunya, Spain