Special Issue: <u>3D Image and Video Technology</u>

Submission Deadline: 31 August 2009

High-end capturing, processing and rendering devices are currently investigated for various 3D image and video technologies in robotics, visualization, 3DTV, autonomous vehicles, driver assistance, "flying eyes", intelligent human-machine interfaces, and so forth. In addition, off-the-shelf digital cameras or video recorders allow already to capture high-resolution images and videos at reasonable costs, contributing to the fast introduction of investigated technologies into new products. Computer processing power and storage have achieved a level that real-time processing for 3D images and 3D videos becomes widely possible.

The aim of this special issue is to provide a forum for presenting current research and discussing future research directions in 3D image and video technology for developing academically challenging, and commercially attractive systems in application areas such as mentioned above. This special issue seeks high-quality, original contributions on cutting-edge research, as well as surveys that help to understand research processes and emerging challenges in this area. Topics of interest include basic research in the application areas mentioned above, or in more generic areas such as

- 3D modeling
- 3D image and video analysis
- Object recognition and tracking
- Image-based rendering
- Video classification and clustering
- Video retrieval and browsing
- User-centered visual application for 3D image/video

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