Winter Conference on Applications of Computer Vision (WACV)

Waikoloa, Hawaii, January 5th-9th, 2021

Call for Papers

Round 1 submissions: June **24th**, 2020 11:59 PM PT (June **25th**, 06:59AM GMT)

Round 2 submissions: August **26th**, 2020 11:59 PM PT (Aug. **27th**, 06:59AM GMT)

Recent efforts in computer vision have demonstrated impressive successes on a variety of real-world challenges. WACV conferences provide a forum for computer vision researchers working on practical applications to share their latest developments. WACV 2021 solicits high-quality, original submissions describing research on computer vision applications. Unlike other vision conferences, WACV emphasizes papers on systems and applications with significant, interesting vision components. Authors are encouraged to submit application papers, as well as more traditional algorithms papers.

All submissions will be handled electronically through CMT:
https://cmt3.research.microsoft.com/WACV2021

During submission, authors must indicate whether their paper is for the applications or the algorithms track. Reviewing criteria will be different for the two tracks, with applications papers evaluated on systems-level innovation, novelty of the domain and comparative assessment. Algorithms papers will be evaluated according to the standard conference criteria including algorithmic novelty and quantified evaluation against current, alternative approaches.

Find us on   and   or contact us by email wacv2021-pcs@googlegroups.com

WACV 2021

Waikoloa, Hawaii

As in previous years, WACV 2021 will employ a two-round review process that is similar to journal submissions. New papers can be submitted in either the first or the second round. The primary benefit of submitting in the first round is that submissions can be invited for revision/re-submission, enabling authors to address reviewer concerns and significantly improve their work for the second round. Note, due to the two round submission process, WACV 2021 will not have a rebuttal period. Authors should keep this in mind if submitting only to the second round.

Topics of interest include, but are not limited to:

- 3D computer vision
- Action and behavior recognition
- Adversarial learning, adversarial attack and defense methods
- Biometrics, face, gesture, body pose
- Computational photography, image and video synthesis
- Datasets and evaluation
- Efficient training and inference methods for networks
- Explainable AI, fairness, accountability, privacy, and ethics in vision
- Image retrieval
- Low-level and physics-based vision
- Machine learning architectures and formulations
- Medical, biological and cell microscopy
- Motion and tracking
- Neural generative models, auto encoders, GANs
- Optimization and learning methods
- Recognition (object detection, categorization)
- Representation learning, deep learning
- Scene analysis and understanding
- Segmentation, grouping and shape
- Transfer, low-shot, semi- and un- supervised learning
- Video analysis and understanding
- Vision + language, vision + other modalities
- Vision applications, systems, vision for robotics and autonomous vehicles
- Visual reasoning and logical representation

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