

The 7th Eurographics Workshop on 3D Object Retrieval

06 Avril 2014

3D Object Retrieval Workshop Series

3D object representations have become an integral part of modern computer graphics applications, such as computer-aided design, game development and film production. At the same time, 3D data have become very common in various domains such as computer vision, computational geometry, molecular biology and medicine. Indeed, the rapid evolution in graphics hardware and software, in particular the availability of low cost 3D scanners and modeling tools, has greatly facilitated 3D model acquisition, creation, and manipulation, giving the opportunity to a large user community to experience applications using 3D models. As the number of 3D models is growing rapidly, the problem of creating new 3D models has shifted to the problem of searching for existing 3D models. Thereupon, the development of efficient search mechanisms is required for the effective retrieval of 3D objects from large repositories.

The aim of the 3DOR Workshop series is to stimulate researchers from different fields such as Computer Vision, Computer Graphics, Machine Learning and Human-Computer Interaction who work on the common goal of 3D object retrieval, to present state-of-the-art work in the field. This will provide a cross-fertilization ground that will stimulate discussions on the next steps in this important research area.

3DOR 2014 will take place as the Seventh workshop in this series on April 6, 2014 in Strasbourg (France), on the day after Eurographics 2014.

Workshop Chairs

- Jean-Philippe Vandeborre (LIFL, TELECOM Lille1, France)
- [Hedi Tabia](#) (ETIS-ENSEA, France)

Organizing Institution

- ENSEA-University of Cergy-Pontoise and TELECOM Lille1 - University of Sciences and Technologies of Lille 1

Website

See more on the [website of the workshop](#).

