The Department of Computer Graphics and Multimedia (GMM), Faculty of Computer Science and Information Systems, Universiti Teknologi Malaysia in collaboration with School of Professional & Continuing Education (UTMSPACE) are pleased to announce the International Conference on Interactive Digital Media (ICIDM 2012) to be held on 3 - 4 December 2012 at the Bayview Hotel, Langkawi, Malaysia. ICIDM is the first international conference to be fully organized by GMM. It was started by International workshop on interactive digital media 2008 held at Johor Bahru.

Selected papers will be published Journal such as LNCS Transactions on Edutainment, International Journal TELKOMNIKA indexed by Elsevier, Journal Teknologi UTM indexed by SCOPUS and Journal of Digital Media.

All accepted papers will be included in ICIDM 2012 proceeding, printed out and distributed during the conference day.

ICIDM 2012 brings an opportunity to invite new innovative invention on Computer Graphics, Image Processing, and Human Computer Interaction and Web technology. We seek original research full papers and short papers covering topics including, but not limited to:

**Computer Graphics, Animation and Social Agent**
- Motion Control
- Motion Capture and Retargeting
- Path Planning
- Physics-based Animation
- Vision-based Techniques
- Behavioural Animation
- Social Agents and Avatars
- Emotion and Personality
- Virtual Humans
- Autonomous Actors
- AI-based Animation
- Social and Conversational Agents
- Inter-Agent Communication
- Social Behaviour
- Crowd Simulation
- Understanding Human Activity
- Memory and Long-term Interaction, etc.
- Fundamental algorithms for computer graphics and computer vision
- Model representation and simplification
- Parametric curves and surfaces
- Illumination techniques
- Colours and colour systems
- 3D scene reconstruction
- Augmented/Mixed Reality
- Animation Compression and Transmission
- Semantics and Ontology's for Virtual Humans/ Environments
- Animation Analysis and Structuring
- Anthropometric Virtual Human Models
- Acquisition and Reconstruction of Animation Data
- Level of Details Artificial Life
- Deformation
- Facial Animation
- Image-based Animation
- Multi-Resolution and Multi-Scale Models
- Knowledge-based Animation, etc.
- Semantic Representation of Motion and Animation
- Cultural Heritage
- Interaction for Virtual Humans
- 3D Physiological Humans
- 3D Telepresence
- Augmented Reality and Virtual Reality, etc.
- Scientific and technical visualization
- Information visualization
- Mobile graphics and vision system
- Industrial application of computer graphics and vision
- Medical Visualization

**Image and Speech Processing**
- Image Acquisition and Display: imaging sensors and acquisition systems; sampling, scanning and quantization; colour reproduction; image rendering; display and printing systems; evaluation of image quality.
- Image and Video Analysis: low-level feature extraction – colour, texture and shape; high-level semantics; pattern recognition and classification; motion analysis and object tracking; object, event and scene recognition.
- Emerging Technologies in DSP, chaos theory and fractals; higher-order statistical techniques; multi-resolution and wavelet analysis; nonlinear signal processing.
- Applied Signal Processing; signal processing for life sciences data; forensic signal analysis; radar and array processing; seismic signal processing; speech and music processing; smart grid applications.
- Image and Video Processing; image filtering; enhancement and restoration; image and video segmentation; image registration; stereoscopic and 3-D processing; video and image sequence processing; morphological processing.
- Storage and Retrieval; image, audio and video databases; multidimensional indexing; content-based retrieval; semantics retrieval; automatic image and video annotation.
- Signal Processing in Communications; baseband communications; coding theory; digital communications; information theory; software radio; wireless communications.

**Human Computer Interaction**
- Adaptive and personalized interfaces
- Analysis and design methods
- Architectures for interaction
- Computer–augmented environments
- Computer–based learning
- Ecological interfaces
- Emotions in HCI
- Evaluation methods and techniques
- Gesture and eye–gaze based interaction
- Graphical user interface
- Tangible user interfaces
- User support systems
- HCI standards
- Home and entertainment systems
- Intelligent and agent systemsInteraction design
- Interaction through wireless communication networks
- Interfaces for distributed environments
- Multimedia design
- Non–verbal interfaces
- Speech and natural language interfaces
- Support for creativity
- User interface development environments

**KEYNOTE SPEAKERS**

**PROF. DR. ZHIGENG PAN**
Professor; State Key Lab of CAD&CG, Zhejiang University, Hangzhou, China

**DR. MOHD SHAHRIZAL SUNAR**
Head of UTM MiViElab (Mixed and Virtual Environment Lab) Faculty of Computer Science and Information Systems, Universiti Teknologi Malaysia
DISCLAIMER
The Organiser reserves the right to make any amendments and/or to cancel the event if warranted by circumstances beyond its control. Terms and conditions apply.

CANCELLATION POLICY
Cancellation of participation should be made 30 days prior to the conference to be eligible for a refund (less 15%). Please note that the speakers and topics are confirmed at the time of printing. However, circumstances beyond the control of the organisers may necessitate substitutions or cancellations of speakers and/or topics. As such Universiti Teknologi Malaysia reserves the rights to substitute or cancel the advertised speakers and/or topics.

PAPER SUBMISSION FORMAT
All submissions should be formatted as single-spaced, double column A4 paper size, according to the following templates available for download: LaTeX template [LaTeX template], or MS Word template [MS Word template]. Full paper submissions are limited to 101 pages in length, including references, tables and figures. If the paper is accepted as short paper it should have maximum 4 pages.

Papers should be submitted in the PDF file format through EasyChair or icidm2012@gmail.com. Supplementary materials (e.g., videos) should be compressed in the ZIP file format and email to icidm2012@gmail.com, with the authors' information and paper id.

REGISTRATION FEES

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<tr>
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<th>Local (RM)</th>
<th>International (RM)</th>
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<tbody>
<tr>
<td>Early bird</td>
<td>790.00</td>
<td>1190.00</td>
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<td>890.00</td>
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(Registration fees for the conference include conference materials, lunch, refreshment and certificate of attendance)

REGISTRATION FORM

To confirm your registration, please complete this form

Name: ____________________________
NRIC / Passport No.: ____________________________
Title: ____________________________
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Please tick (✓) in the appropriate box/es below
☐ I will attend as participant ☐ I will present paper

Title of Paper: ____________________________
Co-authors: ____________________________
Signature: ____________________________
Date: ____________________________

Food Preference
☐ Vegetarian ☐ Non-vegetarian

MODE OF PAYMENT

A. Cheque or Bank Draft
Cheque No. / Bank Draft No.: ____________________________
Bank / Branch: ____________________________

B. Local Order (LO/PO)
Reference Number: ____________________________

This registration is invalid without a signature. Payment must be made no later than 7 working days before the conference commences. An undertaking letter may be accepted in cases where payment is delayed. However, all payment must be made before the conference commences. Participants who registered but did not attend will be invoiced accordingly.

Authorised Signature: ____________________________
Date: ____________________________
Name: ____________________________
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FOR FURTHER INFORMATION, PLEASE CONTACT:

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