



# VCBM 2019

9th EG Workshop on Visual Computing for Biology and Medicine



VCBM 2019   Chairs & Committees   [For Submitters](#)   For Attendees   Registration   Venue   Call for Sponsors   Awards  

## General Call

### Aims and Scope

EG VCBM, the Eurographics Workshop on Visual Computing for Biology and Medicine, is an annual event addressing the state of the art in visual computing research with a strong focus on applications in biology and medicine. It provides an interdisciplinary forum for experts (researchers and practitioners) from visualization, visual analytics, computer graphics, image processing, computer vision, human computer interfaces as well as experts from biology and medicine, jointly working on next generation visual computing solutions for medicine, healthcare and the biotechnology sector.

EG VCBM solicits the submission of original, application-oriented research papers that advance the fusion of visual computing methods within medicine and biology. All papers (regular papers as well as short papers) should focus on a well-defined biological/medical problem, and demonstrate a significant innovation or improvement in visual computing.

**Suggested topics** for papers include, but are not limited to:

- Visual computing solutions for medical applications like radiology, surgery, pathology, cardiology, nephrology, neurology, etc., including medical education
- Visual computing solutions for applications that support biomedical research in systems biology, \*omics research, molecular pathology, neuroanatomy, biomedical imaging, etc.
- Medical simulation and visual computing solutions that support new approaches in computational medicine, including also the uses of stereoscopy and haptics
- Visualization approaches for data from new or challenging imaging modalities including real-time imaging (e.g., ultrasound)
- Visual computing solutions in the context of the virtual physiological human
- Survey papers on visual computing in biology and medicine

**Methods** might include, but are not limited to:

- Visualization and analysis of all kinds of biomedical data (signals and images)
- Visualization, mining and analysis of biomedical data collections, including cohort data
- Information visualization of medical data sets, e.g., electronic health records
- Computer models of biomechanical, physiological, and biochemical functions in living systems
- Fusion, analysis and visualization of heterogeneous and/or multi-source data
- Multi-scale methods and data structures for large data
- Interaction and design of visual computing workflows in medicine and biology
- Data tracking and registration
- Data reconstruction and geometry extraction
- Real time rendering and interaction with anatomy models

**The general call is applicable to all tracks: full papers, short papers, surveys, posters and image contest. Please refer to the respective pages for more details on each track.**

### Important Dates

<b>Workshop dates:</b>	<b>4. - 6. 9. 2019</b>
FP & SP submission:	19. 6. 2019
FP & SP notification:	17. 7. 2019
Registration opens:	12. 7. 2019
Camera-Ready version:	7. 8. 2019
Posters submission:	20. 7. 2019
Posters notification:	2. 8. 2019
Image Contest:	<b>30. 8. 2019</b>
Announce all accepted:	8. 8. 2019
Early bird registration until:	12. 8. 2019

### Announcements

The [registration](#) is opened now!  
The early bird deadline is on August, 12.

VCBM hosts [ML School](#)

[Open Call for Computers and Graphics Special Section on VCBM](#)

[Image Contest Guidelines](#)

### Previous Workshops

[EG VCBM 2018](#)  
[EG VCBM 2017](#)  
[EG VCBM 2016](#)  
[EG VCBM 2015](#)  
[EG VCBM 2014](#)  
[EG VCBM 2012](#)  
[EG VCBM 2010](#)  
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