

Announcing the 2020 European Conference on Computer Vision
August 23-28, 2020
Glasgow, United Kingdom
<https://eccv2020.eu/>

We are excited to announce the 2020 European Conference on Computer Vision, which will take place in the exciting Scottish city of Glasgow. Originally planned for Edinburgh (100 km east of Glasgow), the growth of attendance at the major computer vision conferences meant that we needed a larger venue. The beautiful Scottish Event Campus in Glasgow can easily support 6000 delegates so we have moved there. As a major UK city, Glasgow has easy airplane access worldwide and easy railroad access inside the UK.

The program structure will be similar to previous ECCVs, with a single track oral and poster format. There will be workshops and tutorials the day before and after the 4 day main conference. The planned capacity will support over 1000 accepted papers. There will be large exhibition areas adjacent to the poster areas.

Paper and workshop submissions will open in January 2020. Registrations will also open in January 2020, but with a block of registrations held in reserve for accepted paper authors.

You can find out more about the conference at: <https://eccv2020.eu/>
If you have questions, email links to the relevant team can be found on the Chairs page: <https://eccv2020.eu/chairs/>

Call for Papers: European Conference on Computer Vision
Glasgow, UK, August 23-28, 2020
Website: <http://www.eccv2020.eu/>
Contact: eccv20program@eccv2020.eu

The European Conference on Computer Vision is one of the premier computer vision and machine learning conference venues. The conference will be held in Glasgow from August 23-28, 2020 and is inviting paper submissions.

Papers of up to 14 pages (excluding references) must present high quality research in any of the topic areas of computer vision. A representative list of topic areas is below.

Papers need to be compliant with the author instructions at

<https://eccv2020.eu/>

under the Submissions -> Author Instructions tab.
There is a "One-minute overview" at the top of the page.

Papers will be submitted using OpenReview.
The OpenReview site will be open for paper submission soon.

The key scientific paper dates are:

- * Submission opens: February 2020
- * Paper Submission Deadline: March 5, 2020

- * Review Rebuttal Period: May 21-27, 2020
- * Decisions to Authors: July 3, 2020
- * Final Paper Version Deadline: July 17, 2020
- * Main Conference: August 24-27, 2020
- * Workshops: August 23 and 28, 2020

If you have questions, the contact is:

eccv20program@eccv2020.eu

Best wishes, the Program Chairs

PROGRAM CHAIRS

Horst Bischof, Graz University of Technology, Austria
 Thomas Brox, University of Freiburg, Germany
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GENERAL CHAIRS

Vittorio Ferrari, Google Research and University of Edinburgh, UK
 Bob Fisher, University of Edinburgh, UK
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Specific topics of interest include, but are not limited to:

- * 3D from Multi-view and Sensors
- * 3D Point Clouds
- * 3D from Single Images
- * 3D Reconstruction
- * Action Recognition, Understanding
- * Adversarial Learning
- * Biologically Inspired Vision
- * Biomedical Image Processing
- * Biometrics
- * Computational Photography
- * Computer Vision for General Medical, Biological and Cell Microscopy
- * Computer Vision Theory
- * Datasets and Evaluation
- * Deep Learning: Applications, Methodology, and Theory
- * Document Analysis RGBD Sensors and Analytics
- * Face, Gesture, and Body Pose
- * Human Computer Interaction
- * Image and Video Synthesis
- * Large Scale Methods
- * Low-level Vision
- * Machine Learning,
- * Motion and Tracking
- * Optimization Methods
- * Physics-based Vision and Shape-from-X Recognition: Detection, Categorization, Retrieval
- * Pose Estimation
- * Recognition: Detection, Categorization, Indexing and Matching
- * Remote Sensing and Hyperspectral Imaging
- * Representation Learning

- * Robotics and Driving Scene Analysis
- * Scene Understanding
- * Security/Surveillance
- * Semi- and weakly-supervised Learning
- * Segmentation, Grouping and Shape
- * Statistical Learning
- * Stereo/Depth Estimation
- * Tracking
- * Transfer Learning
- * Unsupervised Learning
- * Video Analytics Vision + Graphics Vision + Language
- * Virtual and Augmented Reality
- * Vision and Language
- * Vision for Robotics, Graphics
- * Visual Reasoning Vision Applications and Systems