



MMM2004 CALL FOR PAPERS

The 10th International MultiMedia Modelling Conference

Brisbane, Australia, 5-7 Jan 2004

<http://www.fit.qut.edu.au/~chenp/MMM2004>

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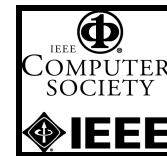
MMM2004 will provide a forum to discuss the efficient representation, processing, interaction, integration, communication, and retrieval of multimedia information. In particular, MMM'04 will concentrate on common modelling frameworks for integrating the diverse fields of visual, audio, video, and virtual world information.

MMM'04 will take place on 5-7 Jan 2004 in Brisbane. Scientific and technical papers are solicited in, but not limited to, the following areas related to multimedia modeling technologies and applications. Submitted papers will be reviewed by an international program committee. MMM offers a high quality technical program. The proceedings of MMM'04 will be published by IEEE CS Press, and will be available internationally after the conference through IEEE and its agents. Papers are solicited on, but not limited to, the following topics:

- Multimedia Databases
- Formal Methods and multimedia information
- Bioinformatics Applications
- Image and Video Retrieval
- Video-based Multimedia Applications
- Topological and 3D Geometric Modeling
- Spatial and Temporal Multimedia Modelling
- Web Information Systems
- Authoring and Visualization of Multimedia Information
- Networked Multimedia and Virtual Environments
- Real-time and Interactive Multimedia Applications
- Virtual Reality
- Multimedia Modeling of Real World Scenarios
- Semantic models for multimedia and for the Web
- GIS and Multimedia

IMPORTANT DATES

Submission of paper abstract: Fri, 27 June 2003
 Submission of full papers: Fri, 4 July 2003
 Notification of acceptance: Fri, 15 Aug 2003
 Camera-ready copy: Fri, 12 Sep 2003
 Author registration: Fri, 12 Sep 2003
 Conference: 5-7 Jan 2004



SUBMISSION GUIDELINES

MMM'04 invites high-quality original papers and exciting tutorial proposals on any topic related to Multimedia Modelling. Papers should be no more than 8 pages in length conforming to the formatting instructions for the IEEE CS Press. Tutorial proposals should be at most two pages long. Each paper will be fully refereed by an international program committee. Papers will be judged on originality, significance, correctness and clarity. All papers should be submitted electronically in PDF format (or Microsoft Word) to: [MMM2004 Paper Submission Website](#). The title and abstract should be submitted before 27 June 2003, and the full paper must be submitted by 4 July 2003. The proceedings of the conference will be published through the IEEE CS Press. To publish the paper in the conference, one of authors needs to register and present in the conference. Selected papers will be published in "The Visual Computer" journal.