

2nd International Workshop on ICTs, Arts and Cultural Heritage *Digital Art Technologies, Applications & Policy*

Foundation of the Hellenic World, Cultural Centre (Hellenic Cosmos)
Athens, GREECE

Workshop General Information

The 2nd Workshop on *Information and Computing Technologies, Arts and Cultural Heritage* will be focused on the domain of digital artistic creativity, its supporting technology and the policies related to its promotion, distribution and quality control. It aims at bringing together artists, scholars, researchers and technology providers for an interdisciplinary discussion regarding applied technologies in art, new forms of digital art and expression, as well as issues related to the distribution and handling of content.

The main topic areas of the workshop will be the technological aspects of contemporary digital art, prominent examples of applications and strategies, as well as economic and policy issues. Based on this three-way approach to digital art, the workshop will be divided into three thematic areas, the technological side, the applications and the economic/policy side, which are reflected in the respective sessions described in detail in the call for papers.

The workshop will also host live performances and demonstrations of digital content, interactive shows and emerging technologies.

The 2nd Workshop on Information and Computing Technologies, Arts and Cultural Heritage and all demonstrations will be held at the premises of the exhibition centre of the Foundation of the Hellenic World in Athens, Greece on 31 October and 1 November 2003.

Call for Papers

Authors are invited to submit papers up to 8 pages long for one or more of the workshop sessions described in detail below. All submissions should be in Adobe Acrobat (.pdf), Postscript (.ps), or MS Word (.doc) format according to the author guidelines provided herewith.

Papers should be submitted via e-mail to the corresponding addresses (see below) in their final form in time to reach the organisers by the submission deadline, which is **30 September 2003**.

Session A – New and Emerging Technologies

Session B – Applied Technologies

Georgios Papaioannou, gepap@fhw.gr,

VR Software Engineer, Virtual Reality Department, FHW, GREECE

Session C – Policy and Economic Issues

Antonia Zervaki, tonia@fhw.gr

Researcher, Department of Planning, Management and Coordination, FHW, GREECE

Session D - Demonstrations

Spyros Tsiftsis, tsiftsis@fhw.gr

Head of Film and Documentaries Dept., FHW, GREECE

Artists or researchers, who wish to participate in the demonstrations session, should contact Spyros Tsiftsis by the 30th of September for all necessary arrangements.

The topics covered in the workshop include but are not limited to the specific thematic areas listed for each session.

Please do not send hard copies of the papers. In the case of papers with more than one author, please designate a principal (corresponding) author and provide the full name, affiliation, address, telephone and fax numbers and e-mail address.

Session A – New and Emerging Technologies

Scientifically innovative techniques with potential applications to the digital arts domain. This session will host scientific and technical papers on methods, experimental results, prototypes, software and hardware systems related to the creation of artistic content and new media.

Topics:

- Real-time rendering
- Photorealistic rendering and illumination models
- Non-photorealistic rendering
- Video encoding, compression, watermarking and transmission methods
- Three-dimensional sound, sound processing and multiplexing
- Sensors and tracking systems
- Tangible interfaces
- Human computer interaction & usability issues
- Multimodal interfaces
- Display technologies
- Character animation and facial expression modelling
- Artificial intelligence and virtual worlds
- Real-time networking solutions
- Broadcast technology & Interactive TV

Session B – Applied Technologies

Digital art technological application case studies from all fields of art, systems evaluation and comparative studies.

Topics:

- Performing arts
- VR & AR applications
- Technologies for the Protection of Intellectual Rights
- Authoring systems
- Film-making
- Cartoons
- Documentaries
- Collaborative creativity
- Children's Art
- Music
- Content Digitisation
- Digital Content Management

Session C – Policy and Economic Issues

Topics:

- General Policy framework in the EU and in Member States (The institutional framework and new perspectives in Europe and member states)
- Economic sustainability of IT applications in arts and cultural heritage (An examination of the potential impact of this domain in boosting national economies and retaining/conserving self-sustained cultural institutions)
- Sustainability of content
- Intellectual property rights (legal and ethical aspects)

Session D - Demonstrations

Arrangements by: *Spyros Tsiftsis*

Head of the Film and Documentaries Dept., FHW, GREECE,

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Live demonstrations of digital arts and cultural content, principles and systems by artists, researchers and engineers

Organising Committee

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