

# 39<sup>th</sup> Image and Vision Computing New Zealand Conference

4–6 December 2024, Christchurch, New Zealand, and Online

Image and Vision Computing New Zealand (IVCNZ) is New Zealand's premier academic conference on all aspects of computer vision, image processing, computer graphics, virtual and augmented reality, visualisation, and applications related to these fields. Relevant topics include, but are not limited to:

- 3D imaging
- Artificial intelligence for computer vision
- Astronomical imaging
- Augmented and virtual reality
- Biomedical imaging
- Biologically inspired vision systems
- Biometrics
- Calibration techniques
- Compressive sensing
- Computer graphics
- Enhancement of video and still images
- Feature detection and extraction
- Geometric modeling
- Hyperspectral imaging
- Image analysis and understanding
- Image compression and coding
- Machine vision real-world applications
- Medical imaging
- Microscopy
- Motion tracking, control, and analysis
- Optics
- Pattern recognition and classification
- Phase retrieval and ptychography
- Reconstruction algorithms
- Remote sensing
- Rendering and scientific visualisation
- Sonar and acoustical imaging
- X-ray imaging

## Important Dates

Paper submission	23 Sep
Notification	4 Nov
Camera-ready	18 Nov
<b>Conference</b>	<b>4 – 6 Dec</b>

## Local Organising Committee

Romain Arnal	Richard Green
Donald Bailey	Rick Millane
Andrew Bainbridge-Smith	Le Yang
Phil Bones	
Joe Chen	
Richard Clare	

<https://ivcnz2024.csse.canterbury.ac.nz>



IVCNZ 2024



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