Overview

The expressive use of virtual cameras, *mis-en-scene*, lighting and texturing within 3D synthetic environment shows great promise to extend the communicative power of film and video into the artificial environments of games and virtual worlds.

Cinematics produced in virtual worlds will play a role not just for entertainment, but also for training, education, health-care communication, simulation, visualization and many other contexts. The automatic creation of cinematics in these environments holds the potential to produce video sequences appropriate for the wide range of applications and tailored to specific spatial, temporal, communicative, user and application contexts.

This workshop will bring together an interdisciplinary group of researchers and industrial experts from fields including 3D graphics, artificial intelligence, visualization, interactive narrative, cognitive and perceptual psychology, computational linguistics, computational aesthetics, visual effects and others who are working on the many related aspects of automatic camera control.

These researchers will draw upon cutting edge research and technologies regarding both the production and comprehension of virtual films.

Topics of interest

- Approaches to framing and composition of individual shots
- Automatic lighting design
- Intelligent staging and blocking in dynamic environments
- Expressive performance of characters
- Intelligent editing tools
- Camera-driven control of NPCs and virtual characters and sets
- Efficient algorithms for camera placement
- Shot sequence selection and the determination of high-level constraints for the content of shots
- Integrating elements of user interaction with traditional non-interactive camera control
- Parallels between cinematic and linguistic communication
- Cognitive models of the comprehension of virtual cinematics
- Virtual cinematography as a pre-visualization tool for real-world filming
- Intelligent tools and novel interfaces for in-game cinematics, replays, and machinima
- Evaluation methodologies and results of user experience of virtual cinematics
- Collaborative visual storytelling
- Creativity in cinematic communication

Important Dates

1. Paper submission: March 12, 2012  **NOTE SUBMISSION DATE CHANGE!**
2. Notification to authors: March 26, 2012
3. Author registration deadline: March 27, 2012
5. Workshop held: May 28 - 29, 2012 (*)

(*) note that WICED is a two-day workshop.

Submission
Researchers are encouraged to submit full papers (8 pages) or abstracts (2 pages) formatted according to ACM proceedings guidelines (http://www.acm.org/sigs/pubs/proceed/template.html). Submitted contributions may include original research papers, position papers, panel proposals, or survey papers.

All submissions should adhere to the FDG conference paper submission format. Papers should be submitted in PDF format via the WICED 2012 Easychair web submission site:

https://www.easychair.org/conferences/?conf=wicedfdg2012

Note that at least one author from each accepted paper must be registered for the conference before the conference early registration deadline of March 27, 2012. **This is just 24 hours after the acceptance notification deadline.**

**Workshop Format**
The workshop will include one or more keynotes to pose interesting topics and focus discussion, panels that address key research issues and directions, presentations on new approaches, poster presentations, and breakout sessions addressing targeted subareas. The workshop will conclude with proposals for shared research problems.

**Organizing Committee**
- Arnav Jhala (co-chair, UC Santa Cruz)
- Michael Young (co-chair, NC State University)
- Paolo Burelli (IT University Copenhagen)
- Joseph Magliano (Northern Illinois University)
- Magy Seif El-Nasr (Northeastern University)

**Program Committee**
- Elisabeth Andre, Augsburg, Germany
- William Bares, Millsaps College, USA
- Brad Cassell, NC State University, USA
- Yun-Gyung Cheong, ITU Copenhagen, Denmark
- Marc Christie, U. Nantes and INRIA, France
- France, Henry Lowood, Stanford University, USA
- Ana Paiva, INESC-ID, Portugal
- Gabriel Radvanski, Notre Dame University, USA
- Mark Riedl, Georgia Tech, USA