Preface

Welcome to Tokyo for the 2014 edition of the 3DV conference. This is an exciting time for 3D Computer Vision, with the advent of a variety of affordable and portable 3D sensors, the rapid development of algorithms for 3D reconstruction and analysis, and an exponentially expanding array of applications. The 3DV program reflects that exciting time with an impressive array of contributions in all the core topics of 3D Computer Vision, including multi-view reconstruction, shape and reflectance modeling, stereo, registration and calibration, motion and flow, and 3D representation and recognition.

This year we received 174 valid submissions, of which 88 were selected, including 27 orals. The papers were reviewed by a team of 162 reviewers. Each paper received a minimum of three reviews, with a maximum of five papers assigned to each reviewer. We recognize that reviewing is a substantial time commitment and we thank the reviewers for their contribution to 3DV’s success.

The conference format reflects the expansion of the field. The main conference is held over three days, alternating oral and poster sessions. We provided the presenters of oral papers the opportunity to also present a poster. Also reflecting the expansion of the field, in addition to the main conference, 3DV now includes workshops and tutorial. We hope that the number and scope of these satellite events will expand in future editions of 3DV. Finally, the conference includes an exciting selection of five invited speakers providing a broad view of the state of the art in 3D Computer Vision.

We wish to thank the organizing committee, the authors, the reviewers, the CMT support team for their hard work that was crucial in making 3DV 2014 a success. We also thank the previous 3DV PCs for their helpful advice and support.

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