

Multimedia Artworks Analysis (MMArt 2018)

in conjunction with ICMR 2018

June 11--14, 2018, Yokohama, Japan

News

MMArt 2018 will be held in conjunction with ACM ICMR 2018. This year we join International Workshop on Multimedia Artworks Analysis (MMArt 2018) and International Workshop on Attractiveness Computing in Multimedia (ACM 2018). Please go directly to the official website: [International Joint Workshop on Multimedia Artworks Analysis and Attractiveness Computing in Multimedia \(MMArt & ACM 2018\)](#)

MMArt Topics

In addition to classical art types like paintings, sculpture, music, dance, and movie, new types of artworks emerge as the advancement of social platforms, media capturing devices, and media processing tools. Large volumes of user-generated content or professionally edited content are shared and disseminated on the web. Internet users can browse, comment, edit, and sometimes creatively re-compose this content to generate new media, giving new viewpoints or interesting applications. Novel multimedia artworks, therefore, emerge rapidly in the era of social media and big data. For example, pixiv.net is a social platform where amateur artists/illustrators can share their illustrations/comics, and internet users can annotate, rate, and collect favorite works. The ever increasing amounts of illustrations/comics on this platform give rise to challenges of automatic classification, indexing, and retrieval that have been studied widely in other areas but not this emerging type of artwork.

We encourage theoretical, experimental, and methodological developments to solve the wide range of challenges derived from multimedia artworks in traditional forms like paintings, photos, movies, as well as novel forms like

areas:**Creation**

Content synthesis and collaboration;
creation of novel artworks;
connecting real-world art with digital
artworks

Methodology

Machine learning for multimedia
artworks; classification and pattern
recognition for multimedia artworks

Novel applications

Novel application scenarios;
development of novel challenges and
perspectives

Editing

Content authoring, composition,
summarization, and presentation;
multimodality integration

Interaction

Interaction on various devices; user in
the loop of computation; human
factors in artworks

Indexing and retrieval

Novel features and structure to index
multimedia artworks; retrieval
interface and model; socially-aware
analysis

Evaluation

Dataset development; evaluation of
systems for multimedia artworks;
design of user study