

“Sustainable and Trustworthy Visual Communications in the Age of AI”

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The 2025 edition of the Visual Communications and Image Processing (VCIP) Conference will be held in Klagenfurt, Austria, during 1-4 December 2025. VCIP 2025 will cover new technology frontiers and use cases in the visual signal processing and communication areas to discuss and envision the future of both technology and applications. VCIP 2025 inherits the tradition of previous conferences in providing a fertile ground for researchers, engineers, and professionals from academia and industry worldwide. The program will feature lecture, poster, and plenary sessions, as well as special sessions, demo sessions, and tutorials.

Topics of interest include, but are not limited to:

◇ MODALITIES:

- o Conventional image and video
- o Stereoscopic, multi-view, and -360degree image and video
- o Light fields, point clouds, meshes, and holography
- o Multi-spectral and hyper-spectral imaging
- o NeRF and Gaussian splatting-based scene representation

◇ VISUAL PROCESSING AND COMMUNICATION (CONVENTIONAL AND AI-BASED):

- o Sensing, acquisition, representation, modeling, and registration
- o Restoration, denoising, and enhancement
- o Detection, recognition, understanding, retrieval, and classification
- o Computational vision modeling and processing
- o Perceptual-based processing
- o Synthesis, rendering, and visualization
- o Source coding and transmission, including standards
- o Compressed domain processing
- o Adaptive and low-latency streaming
- o Edge, network and cloud-based coding
- o Distributed visual information processing

◇ PERFORMANCE ASSESSMENT:

- o Subjective and objective quality assessment methodologies
- o Multimodal quality assessment
- o Quality of experience, notably for real-time and streaming applications
- o Task-based performance assessment
- o Visual quality of life
- o Complexity, delay and error resilience assessment
- o Emerging performance assessment methods

◇ APPLICATIONS, SERVICES, ARCHITECTURES AND SYSTEMS:

- o Biometrics, forensics, trust, and security
- o Content provenance and authenticity
- o Encryption and data hiding for secure visual communications
- o Augmented and virtual reality
- o Personal communications and social networks
- o Gaming and broadcasting
- o Medical, education, cultural, and industry applications and systems
- o Drones and autonomous vehicles
- o Mobile and wireless visual applications and systems
- o Cloud-based and distributed architectures, services and systems
- o Internet of Things
- o Sustainability and green systems
- o Multimodal user interfaces and interaction models
- o Human Computer Interfaces
- o Emerging applications, services, architectures and systems

2025

1 MAY - SUBMISSION OF SPECIAL SESSION AND TUTORIAL PROPOSALS

15 MAY - ACCEPTANCE NOTIFICATION OF SPECIAL SESSIONS AND TUTORIALS

30 JUNE - PAPER SUBMISSION DEADLINE

15 SEPTEMBER - PAPER ACCEPTANCE NOTIFICATION

15 OCTOBER - SUBMISSION OF CAMERA-READY PAPERS



Prospective authors are invited to submit full-length papers, with a maximum of 4 pages of technical content, figures, and references, and one optional 5th page containing only references, through the submission system (see website).

Submitted papers, including regular papers, special session papers, and demo papers will undergo a double-blind review process and so the authors affiliations and names should not be included or disclosed in the submitted paper. Accepted papers will be presented in a lecture or poster session. Regular papers presented at the conference will be included in the conference proceedings and IEEEExplore.

