Call for Papers

International Conference on Arts and Technology (ArtsIT2009) will be held in Yi-Lan, Taiwan, September 24th-25th, 2009. This conference is planned to be a place where people in arts, with a keen interest in modern IT technologies, meet with people in IT, having strong ties to arts in their works. The aim is to bring art to all people while offering the artists a creative tool to extend the grammar of the traditional arts.

With the evolution of intelligent devices, sensors and ambient intelligent/ubiquitous systems, it is not surprising to see many researches and arts projects starting to explore the design of intelligent artistic artefacts. Ambient intelligence supports the vision that technology will become invisible, embedded in our natural surroundings, present whenever we need it, attuned to all our senses, adaptive to users and context and autonomously acting. High quality arts or information should be potentially available to any user, anywhere, at any time, with any device. The information environments will be the major drivers of culture which will eventually lead to the future *i*4 space (intelligent, interactive, invisible and informative) - Utopia kind of life.

All submitted papers will be rigorously reviewed by the international technical program committee. Accepted papers will be published by Springer in the Lecture Notes of ICST (LNICST) series. An expanded version of selected papers may be published in special issues of the International Journal of Arts & Technology or Journal of Internet of Technology (SCI-E).

Topics

We cordially invite prospective authors to submit papers in the following areas towards the applications of arts in any forms, such as performing arts, images, animations, visualization, music, sculptures, and so forth.

1. **New Media Technologies** (Evolutionary systems that create arts or display art works, such as tracking sensors, wearable computers, mixed reality, etc.)
2. **Software Art** (Image processing or computer graphics techniques that create arts, including algorithmic art, mathematic art, advanced modeling and rendering, etc.)
3. **Animation Techniques** (2D or 3D computer animations, AI-based animations, etc.)
4. **Multimedia** (Integration of different media, such as virtual reality systems, audio, performing arts, etc.)
5. **Interactive Methods** (Vision-based tracking and recognition, interactive art, etc.)

Deadlines

- **Full paper submission:** April 30, 2009
- **Notification of acceptance:** June 15, 2009
- **Camera-ready paper submission:** July 15, 2009
- **Registration of at least one co-author per accepted paper:** August 10, 2009

Venue

**Silks Place Yilan** at 36, Minquan Rd., Sec. 2, Yilan City, Taiwan

Website: [www.silksplace-yilan.com.tw](http://www.silksplace-yilan.com.tw)