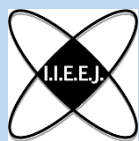## *3rd Call for Papers*



# The 9th IIEEJ International Conference on Image Electronics and Visual Computing 2026 (IEVC2026)
### Hiroshima Univ., Hiroshima, Japan / March 16-19, 2026

https://www.iieej.org/en/ievc2026/

The International Conference on Image Electronics and Visual Computing 2026 (IEVC2026) will be held in Hiroshima City, Japan, on March 16-19, 2026, as the 9th international academic event of the Institute of Image Electronics Engineers of Japan (IIEEJ). The conference aims to bring together researchers, engineers, developers, and students from various fields in both academia and industry for discussing the latest researches, standards, developments, implementations and application systems in all areas of image electronics and visual computing. IEVC2026 is Technically co-sponsored by the IEEE Consumer Technology Society (CTSoc) and papers accepted in the general papers category will be published in IEEE Xplore Digital Library.



## Paper Submission:
The official language is English, and authors should submit their papers as PDF through the online submission system at the following IEVC2026 official website: https://www.iieej.org/en/ievc2026/
The paper submission guide and IEVC formats (TeX format / MS Word format) will be also provided at this site. The organizing committee particularly encourages graduate students to present their works in the special sessions that are now planned by the committee of the conference.

## General Papers:
The authors are required to submit a paper of which length is 2-4 pages. The accepted papers will be published in the IEEE Xplore Digital Library.

**Important Dates** (extended)
- Paper Submission (2-4 pages):          Oct. 31, Friday, 2025
- Notification of Acceptance:            Dec. 19, Friday, 2025
- Camera-Ready Submission (2-4 pages):   Jan. 23, Friday, 2026

## Late Breaking Papers:
Papers submitted for this category will be accepted for the conference with simple checking. The paper length is 1 page, and authors can select one from the following two types: 1) Technical papers or 2) Art/Demo papers. The Late Breaking Papers will NOT be published in the IEEE Xplore Digital Library.

**Important Dates**
- Paper Submission (1 page):             Jan. 9, Friday, 2026
- Notification of Acceptance:            Jan. 23, Friday, 2026
- Camera-Ready Submission (1 page):      Jan. 30, Friday, 2026

## Topics:

The conference will cover a broad set of research topics including, but not limited to, the following:

- ✧ 3D image processing
- ✧ Bioinformatics and authentication
- ✧ Computer vision
- ✧ Data hiding
- ✧ Image analysis and recognition
- ✧ Image and video coding
- ✧ Image and video retrieval
- ✧ Image assessment
- ✧ Image restoration
- ✧ Mobile image communication
- ✧ Motion analysis
- ✧ Object detection
- ✧ Printing and display technologies
- ✧ Segmentation and classification
- ✧ Smart display
- ✧ Versatile media appliance
- ✧ Animation
- ✧ Content production
- ✧ Extended Reality
- ✧ Metaverse
- ✧ Modeling
- ✧ Non‐photorealistic rendering
- ✧ Rendering
- ✧ Visual computing
- ✧ Visualization
- ✧ Architectural industry mondiale
- ✧ Artificial intelligence and deep learning
- ✧ Big data and cloud computing
- ✧ Content delivery network
- ✧ Digital museum, digital archiving
- ✧ Generative AI
- ✧ Hardware and software implementation
- ✧ Interaction
- ✧ International standards
- ✧ Security and privacy
- ✧ Social secured cybertechnology
- ✧ Unmanned Aerial Vehicle
- ✧ Visual and hearing impaired support
- ✧ Visual communication

## Further Information:

The Trans. on IEVC of IIEEJ is planning a forthcoming special issue on "Extended Papers Presented in IEVC2026", which will be published in Dec. 2026 issue. More detailed information will be notified on the IEVC2026 website and the Journal of IIEEJ.

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IEVC2026 is Technically co-sponsored by the IEEE Consumer Technology Society