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Arts and Technology

First International Conference ArtsIT 2009
Yi-Lan, Taiwan, September 24-25, 2009
Revised Selected Papers

Springer
Preface

We welcome you to the First International Conference on Arts and Technology (ArtsIT 2009), hosted by CSIE of the National Ilan University and co-organized by the National Science Council, ICST, College of EECS at National Ilan University, Software Simulation Society in Taiwan, ISAC, TCA, NCHC, CREATE-NET, and Institute for Information Industry. ArtsIT2009 was held in Yilan, Taiwan, during September 24–25, 2009.

The conference comprised the following themes:

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

The conference program started with an opening ceremony, followed by three keynote speeches and four technical sessions distributed over a period of two days. Two poster sessions, one hour each, were scheduled before the afternoon oral sessions. An Interactive Arts Exhibition was held in conjunction with ArtsIT 2009. Twelve well-known digital arts teams from Taiwan exhibited 15 artworks in this event, including 10 interactive installation arts, 4 video arts, and 1 digital print.

The conference received around 50 submissions from 15 different countries. Each of these submissions was evaluated by a minimum of two reviewers. In the end, there were 18 papers accepted for oral presentation and 14 for poster presentation plus 1 invited paper. The overall paper acceptance rate was about 63%.

We are deeply grateful to all the Organizing Committee members for their great efforts in making this a successful event. We would like to acknowledge the hosts of the conference, led by the Local Chair Meng-Hsueh Chiang, and thank them for their hospitality and hard work, especially Prof. Chiang for his thoughtful coordination. We were very fortunate to have Hao-Chiang Lin as our Exhibition Chair, and extremely grateful for his enthusiasm. The Interactive Art Exhibition really added great value to the conference. We would like to express our gratitude to the 35 Technical Program Committee members and the 8 additional reviewers for sharing with us their knowledge and experiences. Furthermore, we would like to acknowledge the generosity of our sponsors: Intel, CISCO, Stark Technology Inc., BDTC Technology Co. Ltd., AceNet Technology, Chief Telecom Inc., DMAX Technology Ltd., Weblink International Inc., and Tatung Co.,
and thank them for their kind support. Finally, we would like to express our most sincere thanks to the three keynote speakers, Takeo Igarashi, Reinhard Klette, and David G. Stork, for their inspirational speeches.

We hope you find these conference proceedings enjoyable and enlightening.

Han-Chieh Chao
Fay Huang
Reen-Cheng Wang
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