Proceedings
Computational Aesthetics (CAe) 2017

(Part of Expressive 2017)

Los Angeles, California
June 29 – 30, 2017

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Preface

Expressive is the joint symposium on Computational Aesthetics, Non-Photorealistic Animation and Rendering, and Sketch-Based Interfaces and Modeling. Expressive 2017 is the seventh annual Expressive event.

Expressive fuses three symposia centered on expressive aspects of computer graphics. Computational Aesthetics (CAe) integrates aspects of computer science, philosophy, psychology, and the fine, applied & performing arts. CAe investigates both tools to enhance the expressiveness of fine and applied arts as well as theoretical approaches that further our understanding of aesthetic evaluation, perception and meaning. Non-Photorealistic Animation and Rendering (NPAR) investigates computational techniques for visual communication. Such techniques usually focus on imagery and motion which is expressive, rather than photorealistic, although they may incorporate realistic elements. Sketch-Based Interfaces and Modeling (SBIM) focuses on the exploration of models, algorithms, and technologies for efficient sketch-based interfaces. It investigates the classification and recognition of hand-drawn shapes, and ways of using these techniques for creating or editing digital models, text, mathematics or 3D shapes.

This year there were 38 paper submissions, 21 of which were accepted (55%). There were also 10 general submissions (posters, demos, and art), which went through a peer review process. 5 general submissions were accepted (50%) and will be archived as two-page abstracts.

Expressive 2017 was made possible by the efforts of a large number of people. Taylor Day made our web site. Paul Taele and Blake Williford helped with the General Submissions. The numerous members of the program committee contributed, collectively, hundreds of reviews and discussion posts. The authors and artists contributed the papers and other material comprising the conference program. We are grateful to them and to the attendees, without whom there would be no conference.

Bruce Gooch, General chair
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