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*Visual Computing for Medicine*  
This call addresses original research, system, and survey papers that summarize and expand the state of the art in visual computing with a strong focus on applications to biology and medicine. We especially encourage submissions on interdisciplinary approaches that contribute to the next generation of visual computing solutions for medicine, healthcare, and the biotechnology sector by integrating elements from visualization, visual analytics, computer graphics, image processing, computer ...

Special Section on Visual Computing in Biology and Medicine  
The second Eurographics Workshop on Visual Computing for Biology and Medicine (VCBM) was held in Leipzig, Germany, on July 1-2, 2010. Please have a look at the Program page to get an impression of what to expect from VCBM 2010 and register here. If you have any questions, please contact us at 2010@vcbm.org.

VCBM 2010 | 2nd EG Workshop on Visual Computing for ...  
Bernhard Preim, Charl Botha, in *Visual Computing for Medicine (Second Edition)*, 2014. Abstract. To efficiently support tasks in clinical practice, visual computing algorithms need to be integrated in a carefully designed user interface. The goal of regular clinical use requires to adopt a user-centered design approach.

*Visual Computing - an overview | ScienceDirect Topics*  
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*Visual Computing for Medicine Theory, Algorithms, and Applications Second Edition* Bernhard Preim Charl Botha - Selection from *Visual Computing for Medicine, 2nd Edition [Book]*

Title page - *Visual Computing for Medicine, 2nd Edition [Book]*  
*Visual Computing in Medicine* Acquisition, processing, analysis and rendering of all visual information (images/videos, 3D models) that arises during diagnosis, treatment and prevention. Requires techniques from | *Image/video processing, pattern recognition, computer vision, machine learning* | *Computer graphics, visualization, computer vision,*

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*Visual computing* is a generic term for all computer science disciplines handling with images and 3D models, i.e. computer graphics, image processing, visualization, computer vision, virtual and augmented reality, video processing, but also includes aspects of pattern recognition, human computer interaction, machine learning and digital libraries. The core challenges are the acquisition, processing, analysis and rendering of visual information. Application areas include industrial quality control

*Visual computing - Wikipedia*  
*Visual computing* Our research in visual computing spans a wide range of topics in the fields of computer vision, computer graphics, geometric computing and both image and video processing. A significant theme in our work considers the input, description and editing of solids, surfaces and curves.

*Visual computing - School of Computer Science and ...*  
*Visual Computing. Visual Computing* research covers a range of topics including vision, graphics, intelligent behaviour understanding, and biomedical image computing. The work of the section has led to more than 8 best paper awards at major international conferences (IEEE FG, ICRA, ISMAR, MICCAI, SensorComm) and attracted four Marie Curie fellows. The group has pursued a successful strategy of growth in several key areas novel modelling and filtering approaches for SLAM and real-time dense ...

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