Submissions are solicited on topics related to acquiring, modeling, analyzing, and visualizing 3D data. The event will provide a premier forum for disseminating ideas and results that cover a broad scope of topics related to 3D research in computer vision and graphics, from novel optical sensors, signal processing, geometric modeling, representation, and transmission, to visualization and interaction, and a variety of applications. All accepted papers will be published in the IEEE Conference Publishing Services (CPS) and indexed in IEEE Xplore and CSDL.

**IMPORTANT DATES**

- Paper submission: May 29, 2015
- Paper notification: August 8, 2015
- Paper Camera Ready: September 1, 2015

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