



14th European Conference on Visual Information Processing EUVIP 2026

28.09.2026 – 01.10.2026
Luxembourg



Organizing Committee

General Chairs

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Important Dates

- Tutorial Proposals:** 30 April 2026
- Tutorial Notifications:** 15 May 2026
- Paper Submissions:** 21 May 2026
- Paper Notifications:** 18 July 2026
- Demo Submissions:** 15 July 2026
- Demo Notifications:** 18 July 2026
- Camera Ready Paper Submissions:** 25 July 2026

Call for Papers

The 14th European Conference on Visual Information Processing will be held, in Luxembourg; the first day will be dedicated to (one-day) tutorials. The conference will bring together leading experts from academia and industry interested in visual information processing, applications and performance assessment for all types of visual modalities. The program will feature lecture, poster and plenary sessions, as well as tutorials and demo/industrial exhibitions.

Topics of interest include, but are not limited to:

Modalities:

- Conventional image and video
- Stereoscopic, multi-view and 360° image and video
- Light fields, point clouds, meshes and holography
- Medical imaging
- Multimodal perception (vision, language, audio, depth)
- Multi-spectral and hyper-spectral imaging
- Synthetic / simulated vision
- Thermal, event-based and other unconventional sensing modalities

Applications, services, architectures and systems:

- Biometrics, forensics, trust and security
- Humans: face, body, pose, gesture, movement
- Augmented and virtual reality
- Gaming and broadcasting
- Medical, education, cultural and industry
- Drones and autonomous vehicles
- Autonomous navigation and perception in space systems
- Emerging applications, services, architectures and systems

Performance assessment:

- Subjective and objective quality
- Multimodal quality
- Quality of experience
- Emerging performance assessment methods
- Benchmarking for various visual tasks
- Robustness, generalization and bias analysis
- Explainability and transparency of visual systems

Visual information processing tasks:

- Sensing, representation, modelling and registration
- Computational vision modelling and processing
- Vision language modelling
- 3D vision from sensors
- Visual anomaly detection
- Multimodal learning and cross-modal fusion
- Restoration, denoising and enhancement
- Detection, recognition, retrieval and classification
- Coding and transmission
- Analysis and understanding
- Efficient, scalable and distributed vision
- Synthesis, rendering and visualization

Prospective authors are invited to submit full-length papers, with a maximum of 6 pages of technical content, figures, and references, through the submission system (page 6 should contain only references).

Submitted papers will undergo a double-blind review process. Accepted papers will be presented in a lecture or poster session. Regular papers presented at the conference will be included in the conference proceedings and are expected to be included in IEEE Xplore. EUVIP 2026 will recognize outstanding contributions with the Best Paper Award, as well as the Best Student Paper Award and the Student Demo Award.