SPECIAL ISSUE ON:
Computer Vision for the Creative Industries

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Since the 1990's entertainment has supplanted the cold war as the driving force behind technology development. Social Media, Search, Gaming, Movie postproduction has encouraged the development of new computational platforms and new data analysis techniques that are now inspiring solutions to old problems in the sciences. The success of streaming media sites like Netflix has driven more investment into visual media content creation than ever before. In 2018, Netflix alone invested 12 Billion USD in content creation. The resulting demand for content has accelerated the optimisation of workflows and automation of production.

This Special Issue highlights the contribution of the broad field of computer vision and video processing to the creative industries: in particular, movie content creation and visual applications on consumer devices. We assess just how far computer vision has penetrated these industries and to what extent has theory survived the clash with reality.

Topics include, but are not limited to:

- Image and Video Processing for Postproduction applications
- Texture synthesis in practice
- 3D/AR/VR Graphics for on screen overlays in broadcast and film production
- Motion estimation and object tracking
- On set model building from heterogeneous video
- Point cloud compression and manipulation
- HDR Video Processing
- Deep learning in automated postproduction
- Computer Vision in reduced capacity environments
- Review articles on the adoption of computer vision and video processing research in consumer and professional broadcast and film applications

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