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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 2014 is the fourth annual Expressive event and we have returned to Vancouver, where the first Expressive was also held.

Expressive's three subconferences have distinct but related agendas. Computational Aesthetics bridges the analytic and synthetic by integrating aspects of computer science, philosophy, psychology, and the fine, applied, and performing arts. CAe seeks to facilitate both the analysis and the augmentation of creative behaviors. Non-Photorealistic Animation and Rendering is concerned with computational techniques for visual communication; such techniques usually generate imagery and motion which is expressive, rather than photorealistic, although possibly including realistic elements. The goal of the Sketch-Based Interfaces and Modeling symposium is to explore the models, algorithms, and technologies needed to enable effective sketch-based interfaces. SBIM investigates novel methods for classification and recognition of hand-drawn shapes, and ways of using these techniques for creating or editing text, mathematics, and 3D shapes.

Expressive 2014 was made possible by the efforts of a large number of people. Local organization was done by Lyn Bartram. Our website and publicity were handled by Christian Richardt. Maria Lantin, as Arts chair, and Angus Forbes, as Posters & Demos chair, helped to create the program. The numerous members of the program committee contributed, collectively, several hundred reviews and discussion posts. Finally, we would like to thank the authors and artists, who contributed the papers and other material comprising the conference program, and the attendees, without whom there would be no conference.

David Mould, General chair
Paul Rosin, CAe chair
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