

## Visual Media Computing Lab

### Introduction

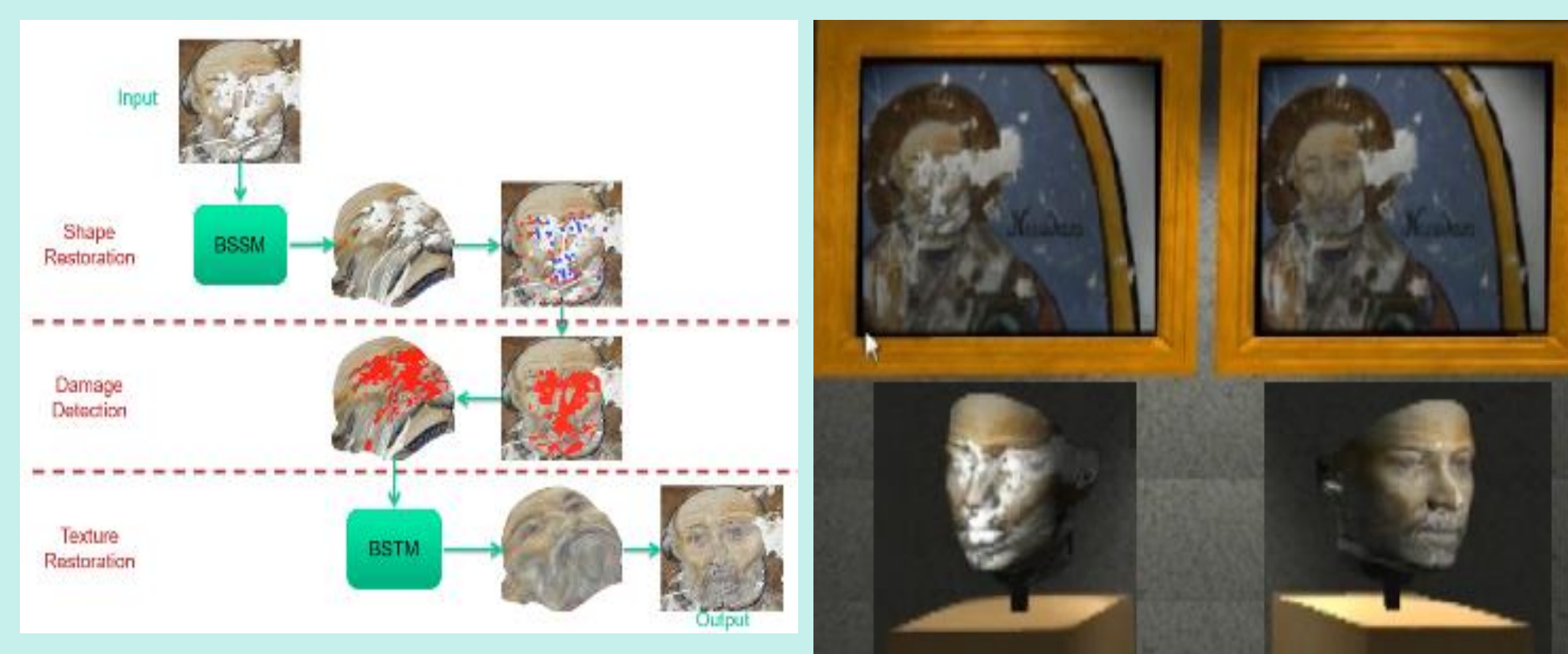
- The Visual Media Computing (VMC) Research Lab is one of the research labs of the Dept. of Multimedia and Graphic Arts, Cyprus University of Technology.
- The VMC lab participates in the RISE project
- An overview of research activities is presented

### Research Areas

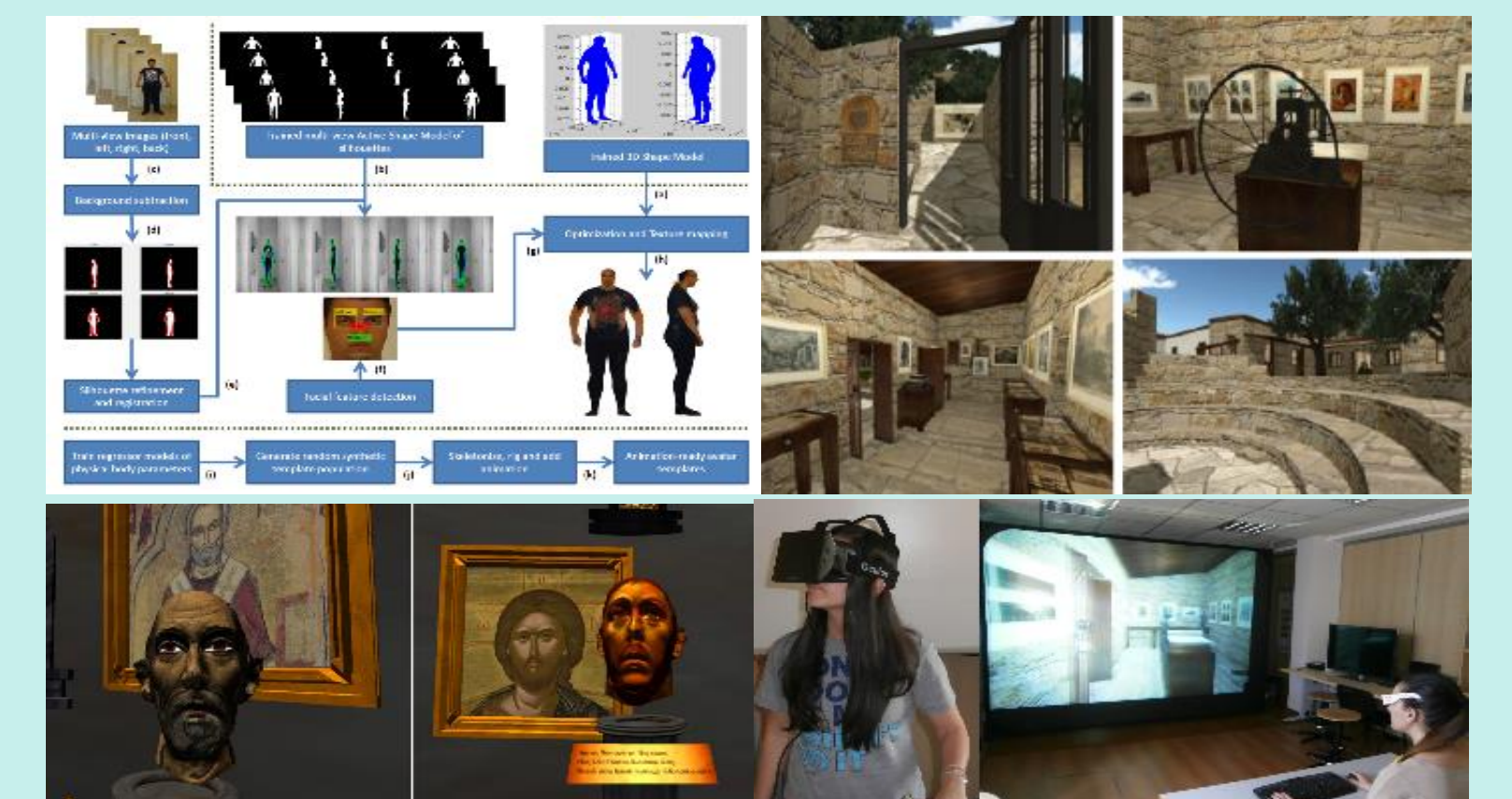
Biometrics with emphasis on face image interpretation and facial aging



3D reconstruction, visualization and virtual restoration of cultural heritage artefacts



Virtual Reality



### Participation in Currently Active Projects

- NOTRE: Network for Social Computing Research (H2020-TWINN-2015).
- ENCASE: Enhancing Security and Privacy in the Social Web: a user-centered approach for the protection of minors (H2020-MSCA-RISE-2015).
- RISE: Research centre in Interactive media, Smart systems and Emerging technologies (H2020-WIDESPREAD-2014-1).
- CSRC: Centre for STEAM Education Research, Science Communication and Innovation, (H2020-WIDESPREAD-04-2017).
- iBorderCtrl: Intelligent Portable Control System. H2020 BES-5-2015 (Border crossing points topic 1: novel mobility concepts for land border security).

### Participation in Indicative Completed Projects

- RESTORE: Computer-Based Restoration of Faces Appearing in Icons, (Research Promotion Foundation, Cyprus).
- VR-CAVE: A State-of-the-Art VR CAVE facility for the Advancement of Multi-Disciplinary Research & Development in Cyprus, (Research Promotion Foundation, Cyprus).
- Moulding Expressions of Culture: The Terracotta Figurines from the 'Villa House of Orpheus', Nea Paphos (Leventis Foundation, Cyprus).
- POSEIDON: Development of a Smart System for Shoreline Surveillance Based on Camera and Sensor Networks. (INTERREG IIC).
- The History of Commandaria : Digital Journeys Through Time (Research Promotion Foundation, Cyprus).
- 3DFACE: 3D Face Image Processing and Related Applications (Research Promotion Foundation, Cyprus).