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explores the capacity of computer graphics, animation, and computational media to be used in artistic, aesthetic, and creative ways. The field can be seen as encompassing problems in understanding, communication, and interaction. Expressive understanding integrates aspects of computer science, philosophy, psychology, and the fine, applied, and performing arts, investigating theoretical approaches that further our understanding of aesthetic evaluation, perception and meaning. Expressive communication focuses on imagery and motion which is expressive rather than photorealistic, although it may incorporate realistic elements. Expressive interaction explores models, algorithms, and technologies

Expressive interaction explores models, algorithms, and technologies for sketch-based interfaces, particularly classifying and recognizing hand-drawn shapes as a way to create or edit digital models, text, mathematics, or 3D shapes. The Expressive Symposium fosters a dialogue between graphics researchers, human computer interaction researchers, and digital artists to explore the intersection of these expressive domains. This year marks the culmination of the multi-year union of three separate events: Computational Aesthetics (CAe), Non-Photorealistic Animation and Rendering (NPAR), and Sketch-Based Interfaces and Modelling (SBIM). The Expressive Symposium will carry on the tradition of multi-disciplinary excellence established by these

conferences. In addition to research contributions by scientists, the works presented in Expressive are often tightly coupled with the community of digital artists who employ research techniques in their craft. To encourage these collaborations, the Expressive Symposium incorporates artworks as part of its program alongside technical papers. All accepted works are presented on the same stage to foster dialogue and better understand each individual work in the larger context of the scientific and creative communities.