



# CGI'15 24 - 26 June 2015 Strasbourg, France

## THE 32<sup>ND</sup> ANNUAL CONFERENCE

### WELCOME TO CGI 2015!

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Computer Graphics International is one of the oldest and true international conference in Computer Graphics and one of the five most important ones worldwide. It is an essential yearly meeting where academics present their latest models and technologies, and explore new trends and ideas. In previous years, it had been held in many different places worldwide - UK, Germany, Australia, and many other nations in Europe, Asia, and America.

Computer Graphics International (CGI) 2015, the 32<sup>nd</sup> annual conference will take place on June 24-26, 2015 in Strasbourg, France. The city of Strasbourg is located in the center of Europe, at the crossroads of France, Germany and Switzerland. The conference will be organized by the Computer Graphics and Geometry Group of ICube Laboratory (CNRS/Université de Strasbourg).

Accepted full-length papers will be published in the Visual Computer journal. Authors of accepted short papers will be invited to submit an extended version of their work to Visual Computer; these papers will follow a fast track review process.

### TOPICS

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We invite original contributions that advance the state-of-the-art in **topics related, but not limited to:**

- Graphics Systems Architecture
- Human Computer Interaction
- Rendering Techniques
- Virtual and Augmented Reality
- Shape and Surface Modeling
- Physically Based Modeling and Simulation
- Scientific Visualization
- Data Compression for Graphics
- Medical Imaging
- Computational and Discreet Geometry
- Multimedia and Web Graphics
- Image Based Rendering
- Graphics Toolkits
- Computational Photography
- Computer Animation
- Visual Analytics
- Shape and Image Retrieval
- Sketch Based Modeling
- 3D Printing
- Surface and Volume Deformation
- Shape Analysis
- Graphics Hardware
- Parallel Systems and GPU
- Natural Phenomena
- Interactive Techniques

The selected 35 best full papers will appear as journal papers in the special issue of the leading international journal The Visual Computer by Springer Verlag publisher, and will be presented orally at the conference. The scientific program of the conference will also include short papers and posters.

### IMPORTANT DATES

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#### FULL PAPERS

- Paper submission: Feb. 22<sup>nd</sup> 2015
- Paper notification: Mar. 18<sup>th</sup> 2015
- Camera ready papers due: Apr. 8<sup>th</sup> 2015

#### SHORT PAPERS/POSTERS

- Paper submission: Apr. 24<sup>th</sup> 2015
- Paper notification: May 12<sup>th</sup> 2015
- Camera ready papers due: May 22<sup>th</sup> 2015

### COMMITTEE

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- Conference chairs: Hyewon SEO, Victor OSTROMOUKHOV
- Program chairs: Nadia MAGNENAT-THALMANN, Frederic CORDIER
- Local organization: IGG, ICube Laboratory (CNRS/Université de Strasbourg)
  - General: Rémi ALLEGRE, Basile SAUVAGE, Hyewon SEO
  - Image coordination and publicity: Arash HABIBI
  - Technical support and administration: Olivier GENEVAUX
  - Relations with national and European institutions: Dominique Bechmann

Please visit <http://cgi2015.unistra.fr> to submit papers and for more details.