



CALL FOR PAPERS
THE 23RD COMPUTER GRAPHICS INTERNATIONAL
CONFERENCE (CGI '05)
Stony Brook, New York, June 22-24, 2005
cgi05@cs.stonybrook.edu
www.cs.stonybrook.edu/~cgi05

The COMPUTER GRAPHICS SOCIETY (CGS) is pleased to announce the 23rd COMPUTER GRAPHICS INTERNATIONAL CONFERENCE to be held on June 22-24, 2005, in Stony Brook University, New York. The University is located on the north shore of Long Island, near the picturesque villages of Stony Brook and Port Jefferson. It is only a short distance to the beaches at Fire Island, the elegant resorts of the Hamptons, and the vineyards of the East End. The internationally recognized research facilities of Brookhaven National Laboratory and Cold Spring Harbor Laboratory are nearby.

The Stony Brook Center for Visual Computing (CVC) will host CGI'05 at the beautiful Wang Center, located on the Stony Brook University campus. CGI'05 is co-sponsored by IEEE Computer Society vtgc, Eurographics, and CVC, in cooperation with ACM SIGGRAPH (pending).

Papers presenting original research are being sought in all areas of computer graphics. Suggested topics include (but are not limited to):

- Computer Animation
- Graphics Systems and Architectures
- Rendering Techniques
- Geometric Computing
- Shape and Solid Modeling
- Physically Based Modeling
- Scientific and Information Visualization
- Multimedia and Digital Media
- Interaction Techniques and HCI
- Image Based Rendering
- Non Photo-realistic Rendering
- Virtual and Augmented Reality
- Point-based Graphics
- Computer Vision
- Data Compression for Graphics
- Visual Perception for Graphics
- Computer Graphics and the Internet
- Graphics Applications

Honorary Chair:

Arie Kaufman

Stony Brook University, NY, USA

Conference Co-Chairs:

Nadia Magnenat-Thalmann

University of Geneva, Switzerland

Masayuki Nakajima

Tokyo Institute of Technology, Japan

Hong Qin

Stony Brook University, NY, USA

Program Co-Chairs:

Hanspeter Pfister

MERL, MA, USA

Baining Guo

Microsoft Research Asia, China

Dimitris Samaras

Stony Brook University, NY, USA

Yiannis Aloimonos

Ken Anjyo

Michael Ashikhmin

George Baciuc

Norman I. Badler

Fausto Bernardini

Hujun Bao

Martin Bertram

David Breen

Pere Brunet

Baoquan Chen

Daniel Cohen-Or

Sabine Coquillart

Leila De Floriani

Ye Duan

Gershon Elber

Bianca Falcidieno

Gerald Farin

Ronald Fedkiw

Michael Garland

Martin Goebel

Craig Gotsman

Cindy Grimm

Radek Grzeszczuk

Hans Hagen

John Hart

Zhiyong Huang

Horace H.S. Ip

Lakhmi Jain

Ken Joy

Ioannis A. Kakadiaris

Myung-Soo Kim

James Klosowski

Leif P. Kobbelt

Tosiyasu L. Kunii

Ming Lin

Dinesh Manocha

Xiaoyang Mao

Dimitris Metaxas

Ulrich Neumann

Tomoyuki Nishita

Manuel Oliveira

Richard Parent

Renato Pajarola

Nikos Paragios

Alexander Pasko

Nicholas M. Patrikalakis

Qunsheng Peng

Jörg Peters

Helmut Pottmann

Werner Purgathofer

Ramesh Raskar

Lawrence J. Rosenblum

Bill Ribarsky

Rich Riesenfeld

Holly Rushmeier

Szymon Rusinkiewicz

Bengt-Olaf Schneider

Alla Sheffer

Kenji Shimada

Yoshihisa Shinagawa

Peter Shirley

Karan Singh

Michela Spagnuolo

Jos Stam

Gabriel Taubin

Demetri Terzopoulos

Daniel Thalmann

Theoharis Theoharis

Panos Trahanias

Amitabh Varshney

Luiz Velho

Wenping Wang

Enhua Wu

Brian Wyvill

Geoff Wyvill

Terry Yoo

Yizhou Yu

Hongkai Zhao

Pak Chung Wong

Important Dates:

January 10, 2005: Paper Submission Deadline

February 28, 2005: Papers Notification of Acceptance

March 28, 2005: Camera Ready Papers Due

June 22-24, 2005: Computer Graphics International 2005

Paper Format and Submission Procedures:

Original unpublished papers of up to 8 pages (single-spaced, 10 point font, including figures, tables and references) are invited. Manuscripts must be written in English. The first part of the paper should include a title, an abstract, keywords, and author's information (name, title, affiliation, address, phone and fax numbers, e-mail address). Any animation sequences should be provided as an archive .zip file with your manuscript. Submissions are made electronically in PDF format only (no paper copy will be accepted). All accepted papers will appear in the proceedings book published by IEEE Computer Society Press. A special issue of best papers will be published in the Visual Computer Journal. Further instructions will be provided on the conference website.

CGI '05 International Program Committee :