

GraVisMa 2011

Computer Graphics, Computer Vision and Mathematics

in cooperation with EUROGRAPHICS Association

<http://GraVisMa.zcu.cz>

Call for Papers

Co-Chairs

Werner Benger, Louisiana State University, USA

Vaclav Skala, University of West Bohemia, Czech Republic

GraVisMa conferences are a unique forum for researchers, practitioners, developers and academia experts to discuss new approaches and methods in Computer Graphics, Computer Vision, Scientific Computation, Scientific, Medical and Information Visualization with applications of the latest developments in Mathematics and Physics.

Goals of the GraVisMa conferences are to bring theory of the Projective Geometry, Geometric Algebra, Grassmann Algebra and Conformal Geometry to practice especially in the fields related to Computer Graphics and Vision, Scientific Computation and Visualization.

GraVisMa conferences bring new impulses to related fields of computer science, especially in development of new approaches to algorithms and data structures, stimulate research activities between mathematicians and computer science experts.

Informal atmosphere of the GraVisMa conferences stimulates discussions between researchers and practitioners, which will lead to further international research collaborations and projects proposals as well.

Important dates

Full papers (8 pages A4):

Tutorial proposals (2 page A4) [abstract]:

Communication papers (8 pages A4):

Posters (4 pages A4):

Software demonstration (2 or 4 pages A4):

FINAL version:

Upload

April 14, 2011

April 14, 2011

June 30, 2011

June 30, 2011

June 30, 2011

August 15, 2011

Notification

June 10, 2011

June 10, 2011

July 31, 2011

July 31, 2011

July 31, 2011

Main topics (but not limited to)

Computer Science fields

- Computer Graphics (modeling, rendering, 3D imaging)
- Computer Vision (3D reconstruction, image transformations)
- Algorithms and Data Structures
- Parallel & Distributed Computing with GPU/CUDA/TESLA/Larabee architectures
- Scientific, Medical & Information Visualization
- Scientific Computing
- 3D TV and HCI related issues,

Mathematical fields

- Numerical Computation
- Projective Geometry
- Geometric Algebra
- Conformal Algebra
- Grassmann Algebra
- Other related Mathematical Aspects
- Applications

Interdisciplinary fields

- Influence
 - Mathematics to Computer Science
 - Computer Science to Mathematics
- Educational Aspects
- Programming Tools and Systems
- Other related topics

Conference proceedings – all papers are reviewed anonymously. Accepted and presented papers will be published in GraVisMa proceedings with ISBN. Proceedings will be sent for indexing by Thompson Reuters/ISI and others. Post-conference DVD will be produced. Proceedings will be available on-line on WEB with no-access restrictions.

Extended version of selected papers will be considered for publishing with Springer Verlag and/or scientific journals.

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<http://Graphics.zcu.cz>

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