

\*\*\*\*Apologies for Cross Posting\*\*\*\*

# Call for Papers

## Special Session on

### Soft Computing in Computer Graphics, Imaging, and Vision (SCCGIV'09)

in

Online World Conference on  
Soft Computing in Industrial Applications  
(WSC2009)

[\(http://wsc14.science-city.org/\)](http://wsc14.science-city.org/)

November 17 - 29, 2009

**\*\* On the World Wide Web \*\***

Organized by



Soft Computing techniques for Computer Graphics, Imaging, and Vision are extremely useful in a number of industrial settings. Specifically, the applications oriented with such techniques, to current problems, have grown at a large scale. The purpose of the special session on *Soft Computing in Computer Graphics, Imaging, and Vision* (SCCGIV'09) is to focus on interdisciplinary methods and affiliate research done among various disciplines with the goal of stimulating views and providing a forum where academicians, researchers, and practitioners can discuss the latest developments in Soft Computing related to the inter-related areas of Computer Graphics, Imaging, and Vision.

Papers presenting original research with the theme of SCCGIV are being sought. Scope of the special session topics includes but not limited to:

#### Soft Computing in:

- Curves, Surfaces and Volumes
- Geometric Modeling
- Solid Modeling
- Physically Based Modeling
- Interpolation and Approximation
- Fitting and Smoothing
- Blending
- Reverse Engineering
- Computer Aided Design (CAD)
- Computer Aided Manufacturing (CAM)
- Foundations of Computer Graphics
- Font Design
- Multiresolution Methods
- Geometric Transformations
- Mesh Processing
- Shape Abstraction and Modeling
- Shape Analysis and Description
- Animation
- Visualization
- Virtual Reality
- Scene and object modeling
- Display techniques
- Digital Graphics
- Digital Media and Game
- Multimedia
- Augmented Reality
- Rendering Techniques
- Image Based Rendering
- Non Photo-realistic Rendering
- Graphics Hardware Architecture

- Indexing and Retrieval of Images
- Image generation, acquisition, and processing
- Image display techniques
- Convergence of imaging media (video and computer)
- Image compression, coding, and encryption
- Digital imaging for film and television
- Knowledge acquisition
- Visual inspection
- Document image understanding
- Optical image processing systems
- Mathematical morphology
- Architecture of imaging and vision systems (including parallel architectures and algorithms)
- Multi-resolution and multi-spectral image processing
- Image sequence processing
- Information fusion
- Education in Computer Graphics and Imaging and Vision
- Computer Vision and related issues
- Applications in car, plane, ship, and other industries
- Applications including: medicine, robotic, GIS, remote sensing, industrial inspection (or machine vision), nondestructive evaluation (or NDE), ...
- Other aspects and applications relating to Computer Graphics, imaging and Vision.

### Important Dates

Deadline for on-line submissions of regular papers.	20 September 2009
Acceptance/rejection notification.	20 October 2009
Submission of full papers and online presentations.	9 November 2009
Online Conference.	17-29 November 2009
Submission of camera-ready papers for final review.	15 December 2009

### Paper Submission

Papers reporting original and unpublished research results on the above and related topics are solicited. All submitted papers will be refereed for quality, originality and relevance by the Program Committee. The acceptance/rejection of the papers will be based on the review results. An electronic version (PDF format) of the full paper should be submitted by the paper submission deadline. Manuscripts should be provided according to the guidelines given on the WSC14 homepage <http://wsc14.science-city.org>.

### Publication

Papers will be published on-line with the dual benefits of rapid dissemination and reduced cost. As with the previous conferences, papers accepted and presented at the WSC14 conference will also be published by Springer within the "Advances In Intelligent and Soft Computing" series as an edited volume after the conference. Furthermore, significantly revised and extended versions of selected papers from the conference will be invited for a "fast track" submission to:

- Applied Soft Computing Journal, Elsevier.
- Transaction on Computational Science, Springer.
- International Journal of Vision and Image Processing (IJVI), IGI Global.

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