Call for Papers

Web Graphics
Special Issue of IEEE Computer Graphics & Applications
Guest Editors: Rynson W.H. Lau and Tosiyasu L. Kunii

Aims:
With the popularity of the Internet, we are seeing a migration of traditional applications to run on the Web environment and a growing demand for more powerful web-based applications. Fused by the increasing availability and dramatic reduction in the cost of 3D graphics accelerators, a new direction of research, called Web Graphics, is emerging. It includes developing graphics applications as well as tools to support these applications on the web environment. This special issue aims at collecting recent research results in this direction.

Topics:
In this special issue, we call for original papers that describe novel graphics applications and techniques to support these applications on the Web environment. Areas of interests include, but not limited to:

- Web-based graphics applications
- Transmission of geometry data
- 3D engines for web applications
- Web-based modeling languages
- Distributed virtual environments
- Image-based Rendering for Web applications
- 3D collaborative software
- 3D contents encryption

Submission
Papers should be approximately eight magazine pages, where a page is approximately 800 words. Please attempt to limit the number of references to no more than 15 most relevant. Also consider providing background materials in sidebars for nonexpert readers. Color images may be interspersed through the body of the paper. Detailed CG&A style and formatting guidelines can be found in http://www.computer.org/cga/author.htm. Authors should submit their papers in PDF format by email to both guest editors, Rynson Lau (rynson@cs.cityu.edu.hk) and Tosiyasu Kunii (kunii@k.hosei.ac.jp), and any correspondence to Rynson Lau.

Schedule
Deadline for paper submission: May 1, 2002
Notification of acceptance: Augus 1, 2002
Final Accepted papers due: September 15, 2002
Publication Date: January 2003

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