Game Technologies

Special Issue of **The Journal of Visualization & Computer Animation**

(The journal name will be changed to "**Computer Animation and Virtual World**" beginning in 2004)

Guest Editors: **Rynson W.H. Lau, Daniel Cohen-Or, Baining Guo, and John Buchanan**

Aims:

Due to the advancement and significant cost reduction in graphics and networking technologies in recent years, we are seeing a dramatic increase in the popularity of computer games / online games in recent years. The revenue of the game market is now believed to be comparable to that of the movie market. This further leads to the demand for more interesting games as well as more powerful game engines to support those games. This special issue aims at collecting research results in this direction.

Topics:

In this special issue, we call for technical papers that describe novel game engine technologies. In particular, we are interested in papers that address technical issues of game engines that support multiplayer online games. The areas of interests include, but are not limited to:

- Game engine / multiplayer online game engine architectures
- Real-time animation / rendering techniques
- Geometry compression / streaming
- Game AI
- Interaction techniques
- Multi-server and network supports for games
- Mobile game technology

Submission

Each paper for submission should be formatted in double spacing and single column of no more than 30 pages in length, including diagrams. The review process will be double-blind – the paper itself should not include the authors' identity. Instead, a separate cover letter should be submitted that includes the paper title, list of authors and affiliations, and information of the contact author. Prospective authors are invited to submit papers in PDF format via email to Rynson Lau at **rynson@cs.cityu.edu.hk**. Updated information of this CFP can be found in **http://www.cs.cityu.edu.hk/~rynson/jvca/jvca-cfp.html**.

Schedule (tentative)

Deadline for paper submission:	*February 20, 2004*
Notification of acceptance:	*July 1, 2004*
Final Accepted papers due:	*September 1, 2004*
Publication Date:	*2005*

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