



Special Issue on Computer Graphics and Visualization

Call for Papers

Computer graphics are pictures and films created using computers, referring to computer-generated image data created with the help of specialized graphical hardware and software. It is a vast and recently developed area of computer science. Some topics in computer graphics include user interface design, sprite graphics, vector graphics, 3D modeling, shaders, GPU design, implicit surface visualization with ray tracing, and computer vision, among others. Visualization is the process of representing data graphically and interacting with these representations in order to gain insight into the data.

In this special issue, we intend to invite front-line researchers and authors to submit original research and review articles on **Computer Graphics and Visualization**. Potential topics include, but are not limited to:

- Virtual reality and augmented reality
- Computer vision and pattern recognition
- 3D object recognition and positioning
- CAD and 3D reconstruction
- Intelligent recognition
- Image processing
- Information visualization and virtual environments
- Real-time simulation
- Network visualization
- Visual computing and analytics
- Graphical human-computer interfaces
- Mathematical methods and algorithms for graphics
- GIS system
- Geometric modelling
- Rendering and animation
- Applications in medicine and engineering

Authors should read over the journal's [For Authors](#) carefully before submission. Prospective authors should submit an electronic copy of their complete manuscript through the journal's [Paper Submission System](#).



Please kindly notice that the “**Special Issue**” under your manuscript title is supposed to be specified and the research field “**Special Issue – Computer Graphics and Visualization**” should be chosen during your submission.

According to the following timetable:

Submission Deadline	April 30th, 2021
Publication Date	June 2021

For publishing inquiries, please feel free to contact the Editorial Assistant at submission.entrance1@scirp.org

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