Call for Paper, Symposium proposal, Poster, Abstract for PhD Workshop, Tutorial, Video, Digital Art, Exhibition and Participation

Theme and scope is planned as series of symposia with details and further information is available at: www.graphicslink.co.uk/cgiv2014/symposia.htm

**Computer Graphics:**
- 3D-Visual Environments
- Computer Animation, Information Visualisation, and Digital Effects
- Rendering
- Solid Modeling

**Imaging:**
- Image/Video Analysis
- Forensic Digital Imaging

**Visualisation:**
- Visualisation
- Visualisation – Scientific & Information
- Visual Analytics
- Bioinformatics Visualization
- BioMedical Visualisation
- Visualisation in Built Environment
- GeoVisualization and Information Visualization
- Simulation Visualisation

**Cgiv Application:**
- Computer Aided Geometric Design & Graphics
- Digital Art and Gallery
- WebGraphics
- Intelligent Recognition Techniques, Applications, Systems & Tools
- MultiMedia
- Digital Entertainment
- Computer Games and their applications (CGa)
- Education and Industrial Prospective

- For submission and conference registration, please log into the online conference management system: https://www.conftool.net/cgiv2014/

- Accepted papers will be published by The Conference Publishing Services (CPS ~ http://www.computer.org/portal/web/cscps/) posted in IEEE Digital Library, and indexed with the major indices.
- Selected accepted paper will be invited paper will be included in the special issues of journals and edited book chapters.

**Important Dates:**
15 March 2014 – Submission of papers & Submission of tutorials:
www.conftool.net/cgiv2014/
30 May 2014 – Submission of camera-ready & early registration closes
Conference Co-ordinator
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Email: cgiv14@graphicslink.co.uk
URL: www.graphicslink.co.uk/cgiv2014/

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