



# COMPUTERS & GRAPHICS

An International Journal of Systems & Applications in Computer Graphics

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*Computers & Graphics* is dedicated to disseminate information on research and applications of **computer graphics** (CG) techniques. The journal encourages articles on:

1. Research and applications of **interactive computer graphics**. We are particularly interested in novel interaction techniques and applications of CG to problem domains.
2. State-of-the-art papers on late-breaking, cutting-edge research on CG.
3. Information on innovative uses of graphics principles and technologies.
4. Tutorial papers on both teaching CG principles and innovative uses of CG in education.

*Computers & Graphics* provides a medium to communicate information concerning interactive CG and CG applications. The journal focuses on interactive computer graphics, visualization and novel input modalities including virtual environments, and, within this scope, on graphical models, data structures, languages, picture manipulation algorithms and related software.

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