



COMPUTERS & GRAPHICS

An International Journal of Systems & Applications in Computer Graphics

AUTHOR INFORMATION PACK

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DESCRIPTION

Computers & Graphics has an open access mirror journal *Computers & Graphics: X*, sharing the same aims and scope, editorial team, submission system and rigorous peer review.

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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[3] Strunk Jr W, White EB. *The elements of style*. 4th ed. New York: Longman; 2000.

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[4] Mettam GR, Adams LB. How to prepare an electronic version of your article. In: Jones BS, Smith RZ, editors. *Introduction to the electronic age*, New York: E-Publishing Inc; 2009, p. 281–304.

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[5] Cancer Research UK. *Cancer statistics reports for the UK*, <http://www.cancerresearchuk.org/aboutcancer/statistics/cancerstatsreport/>; 2003 [accessed 13 March 2003].

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