DESCRIPTION

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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**AUDIENCE**

Information Technologists concerned with graphical man/machine interaction and the application of computer graphics, Researchers and Practitioners in architectural design, transportation systems and mathematical problem solving.

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Ergonomics Abstracts  
Information Science Abstracts  
INSPEC  
PIRA  
SSSA/CISA/ECA/ISMEC  
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Visual Computing, Machine Learning, Data Visualization, Industrial Applications, Geometric Modeling
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<th>Areas of Interest</th>
</tr>
</thead>
<tbody>
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