GRAPHICAL MODELS

AUTHOR INFORMATION PACK

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DESCRIPTION

Graphical Models is recognized internationally as a highly rated, top tier journal and is focused on the creation, geometric processing, animation, and visualization of **graphical models** and on their applications in engineering, science, culture, and entertainment. *GMOD* provides its readers with thoroughly reviewed and carefully selected papers that disseminate exciting innovations, that teach rigorous theoretical foundations, that propose robust and efficient solutions, or that describe ambitious systems or applications in a variety of topics.

We invite papers in five categories: research (contributions of novel theoretical or practical approaches or solutions), survey (opinionated views of the state-of-the-art and challenges in a specific topic), system (the architecture and implementation details of an innovative architecture for a complete system that supports model/animation design, acquisition, analysis, visualization), application (description of a novel application of know techniques and evaluation of its impact), or lecture (an elegant and inspiring perspective on previously published results that clarifies them and teaches them in a new way).

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Shape Processing: Analysis of local properties. Averaging and relative convex hulls. Correspondence, registration, matching and retrieval. Detection of ridges, features, patterns, and symmetries. Measures of volume, compactness, or convexity. Morphological operations (offsetting, rounding, tightening). Segmentation. Similarity measures, comparison, variability statistics.

Points: Analysis. Interpolation. Multi-resolution. Rendering. Segmentation. Separation.

Curves: Parametric. Implicit. Fitting. Smoothing, Subdivision. Constant length. Extraction. Segmentation. Matching. Comparison. Averaging. Curves on surfaces. Rounding, Offsetting, Regularity.

Skeletons: Animation and Skinning. Medial axis or curve skeleton (construction, approximation, properties)

Meshes: Compact data structures. Feature extraction and replication. Feature exaggeration. Levels of Detail. Simplification. Shape measures. Parameterization. Re-sampling. Smoothing. Subdivision. Volume/area preservation. Feature sharpening.

Surfaces: Implicit. Parametric. Curvature. Hole filling. Geodesics. Intersection. Interpolating. Reconstruction. Sampling.

Solids: Boolean operations. Boundary representations. CSG. BSP. Non-manifold models. Inhomogeneous models. Non-manifold models and complexes. Offsets. Reconstruction from drawings, images, videos. Repair. Rounding and smoothing. Sweeps.

Volumes/**Images**/**Video**: Matching. Searching. Filtering. Compression. Segmentation. Stitching. Merging. In-painting. Isosurfaces. Rendering.

Design: Constraint-based. Feature-based. Variational. Direct manipulation. Haptics. Multimodal interfaces. Multiuser interfaces. Pen-based Procedural models and patterns.

Motion: Rigid, affine, steady. Analysis. Capture. Pattern extraction. Synthesis. Constrained. Blending.

Morphing: Curves. Graphs. Images. Volumes. Meshes. Solids. Surfaces. In-betweening.

Deformation: Capture/acquisition. Direct manipulation. Free-form,. Image/volume warping. Interpolating meshes. Preservation of local details.

Animation: Design. Evaluation. Behavioral. Retargeting. Data driven. Humans. Animals. Face. Hand. Gate. Swimming. Constrained. Preserving volume, area, or length. Optimization.

Simulation: Collision and friction. Articulated and flexible shapes. Physically based behavior. Cloth. Crowds and flocks. Deposition, erosion, and biological growth. Fluid. Hair. Viscoelastic deformations. Sound.

Rendering: Illustrative (non-photorealistic). Image-based. Artistic. Global Illumination. Occlusion. Perception. Perspective. Acceleration of radiosity./raytracing. Reflectance and Shading Models. Relighting. Silhouettes. Shadows. Texture Mapping. Visibility.

Hardware Acceleration: Collision and visibility queries. Frame buffer algorithms. GPUs and parallelization. Model Acquisition and Scanning. Ray Casting/Tracing Hardware.

Model Dissemination: Shared models. Collaborative access. Geometry compression. Progressive/ selective refinements. Streaming scenes and animations. Watermarking.

Tool: Artificial intelligence. Computational geometry. Data structures. Differential geometry. Genetic algorithms. Linear algebra . Machine learning. Mathematical morphology. Numerical accuracy. Numerical analysis. Optimization. Signal Processing. Topology. Wavelets.

Application: Manufacturing. Robotics. Architecture and urban simulation. Medicine. Biology. Natural phenomena. Cinema. Videogames. Education. Cultural Heritage. Typography. Scientific Computing.

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Academic and industrial researchers in computer graphics, computer vision and image processing, and their application areas

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Andre Lieutier

Solid modeling. Topology. Boolean operations. Sweeps. Minkowski sums. Blending. Numeric accuracy. Computational Geometry.

Dinesh Manocha, North Carolina Agricultural and Technical State University, Chapel Hill, North Carolina, USA

Collision detection. Crowd simulation. GPU. Parallelization. Haptics. Motion and path planning. Sound. Rendering acceleration for massive models. Hair. Deformable models. Growth simulation. Simulation of articulated bodies. Multiresolution.

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M. Gopi Meenakshisundaram, University of California at Irvine, Irvine, California, USA

Mesh stripification and compression. Surface sampling, approximation, reconstruction. Sketching. Boolean evaluation. Rendering splines.

Dinesh Pai, University of British Columbia, Vancouver, Canada

Sensing and control of movements. Simulation of tendons and muscles. Contact and friction. Human eye. Rat/frog locomotion.

Sylvain Petitjean, Institut National de Recherche en Informatique et en Automatique (INRIA), Villers les Nancy, France

Computational Geometry. Geometric computing. Exact computations for low-degree curved objects. Invariant theory. Intersections of quadrics. Geometric predicates. 3D visibility. Line theory.

Nancy Pollard, Carnegie Mellon University, Pittsburgh, Pennsylvania, USA

Animation of human characters: animating hands, grasping and dexterous manipulation, animation using motion capture, physically based simulation and motion control; humanoid robotics.

Konrad Polthier, Freie Universität Berlin, Berlin, Germany

Mesh representation and compression. Shape optimization. Animation compression. Multilevel PDEs. Differential and discrete geometry. Implicit surfaces. Mesh parameterization. Remeshing. Noise removal.

Helmut Pottmann, Technische Universität Wien, Wien, Austria

Surface design and analysis. Curvature. Developable, minimal surfaces. Regular patterns. Offsets. Robust geometry processing. Laguerre surfaces. Collisions. Kinematic geometry. Application to architecture. Shape space. Registration. Feature recognition.

Hong Qin, Stony Brook University, Stony Brook, New York, USA

Physically-based modeling of curves, surfaces, and solids. Splines. FEM. PDE. Graphic interaction and Virtual environments.

Hanan Samet, University of Maryland, College Park, Maryland, USA

Data structures. Nearest neighbor. Clustering, Web interface for medical diagnosis. Image similarity.

Pedro Sander, Hong Kong University of Science and Technology, Kowloon, Hong Kong

Geometry Processing. LOD. Silhouettes. Super-sampling. Mesh traversal. Realtime rendering. GPU. NPR of videos and animations.

Scott Schaefer, Texas A&M University, College Station, Texas, USA

CAGD, subdivision surfaces, barycentric coordinates, surface reconstruction, implicit modeling, surface deformation.

Ariel Shamir, Interdisciplinary Center Israel, Herzliya, Israel

Geometric Modeling, Shape Analysis, Image Processing, Fabrications and 3D Printing, Visualization, Interactive Design, Sketch Based Design, Machine Learning

Vadim Shapiro, University of Wisconsin at Madison, Madison, Wisconsin, USA

Constructive, generative, and parametric modeling. Topological and boundary representations. Tolerances and tolerant modeling. Physical modeling and simulations. Computational design and analysis.

Kenji Shimada, Carnegie Mellon University, Pittsburgh, Pennsylvania, USA

FE Mesh generation. Geometric modeling. Computational geometry. Computer graphics. Factory robotics. Computer assisted surgery. Human body modeling and simulation.

Claudio T. Silva, Polytechnic Institute of NYU, Brooklyn, New York, USA

Visualization. Data analysis. Geometry processing, verification and validation. Point-set surfaces. Surface reconstruction. Isosurfaces. Multi-resolution techniques and multiscale surface analysis, Streaming algorithms, High-quality meshing. Quad mesh processing.

Jack Snoeyink, University of North Carolina at Chapel Hill, Chapel Hill, North Carolina, USA

Discrete and Computational Geometry, and its application to Molecular Biology and Geographic Information Systems (GIS).

Gabriel Taubin, Brown University, Providence, Rhode Island, USA

Registration. Compression. Streaming. Recognition. Remeshing. Pseudo-manifolds. 3D scanners. Isosurface extraction from tet meshes. Surface reconstruction from images. Shape comparison.

Georg Umlauf, University of Applied Science Konstanz

Subdivision algorithms. 3D reconstruction. Meshes. G-Spline surfaces.

Remco Veltkamp, Utrecht University, Utrecht, Netherlands

Shape analysis. Object recognition. Shape retrieval. Shape matching. 3D face modeling and recognition. Object and scene reconstruction.

Michael Wand, Max-Planck-Institut für Informatik, Saarbrücken, Germany

Statistical/machine learning/computer vision approaches to geometry processing: Correspondence problems, shape matching, symmetry for shape analysis, inverse procedural modeling, processing of dynamic (animated) geometry, large scene processing and rendering.

Yücel Yemez, Koç University, Sariyer, Istanbul, Turkey

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Sung-Eui Yoon, Korea Advanced Institute of Science and Technology (KAIST)

Monte Carlo Rendering, Image Search, Motion Planning, Nearest Neighbor Search, Large-scale Computation, Collision Detection

Eugene Zhang, Oregon State University, Corvallis, Oregon, USA

Tensor field visualization. Vector and tensor field design and processing. Non-photorealistic rendering. Computational geometry and topology. Surface parameterization. Remeshing. Shape analysis. Symmetry processing.

Hao (Richard) Zhang, Simon Fraser University, Burnaby, British Columbia, Canada

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INTRODUCTION

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