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.

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Olivier Devillers, Institut National de Recherche en Informatique et en Automatique (INRIA), Sophia Antipolis cedex, France
Geometric algorithm design, analysis of algorithms from theoretical and practical point of views (asymptotic complexities and benchmarking), algorithms for "basic" data geometric structures: point location, Delaunay/Voronoi, meshing, remeshing, 3D models or higher dimensions.

Tamal Krishna Dey, Ohio State University, Columbus, Ohio, USA
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Stephen Laycock, University of East Anglia, Norwich, England, UK

Bruno Lévy, Institut National de Recherche en Informatique et en Automatique (INRIA), Villers les Nancy, France
Parameterization and remeshing of surfaces and volumes. Quad/hex meshing. Spectral meshes. FEM. Differential geometry.

Dinesh Pai, University of British Columbia, Vancouver, Canada

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


**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


**Helmut Pottmann**, Technische Universität Wien, Wien, Austria


**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


**Pedro Sander**, Hong Kong University of Science & Technology, Kowloon, Hong Kong


**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

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

**Remco Veltkamp**, Utrecht University, Utrecht, Netherlands


**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.

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INTRODUCTION

Aims and scope
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.

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