May 28-30, 2014
Smolenice castle
Slovakia

CONFERENCE CHAIR

Diego Gutierrez
Zaragoza

INVITED SPEAKERS

Kavita Bala
Cornell University

Thabo Beeler
Disney Research Zürich

Matthias Zwicker
University of Bern

IMPORTANT DATES

Paper submission:
March 9, 2014

Notification of acceptance:
April 16, 2014

Camera ready:
April 23, 2014

Posters:
March 9, 2014

Notification of acceptance:
April 16, 2014

Camera ready:
April 23, 2014

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sccg2014@sccg.sk

CALL FOR PAPERS   www.sccg.sk

SPRING CONFERENCE ON COMPUTER GRAPHICS (SCCG 2014)

Comenius University Bratislava
and
The Slovak Society for Computer Science

invite you to probably the oldest regular meeting of computer graphics community in Central Europe.
The SCCG attempts to cover all interesting projects from computer graphics, image processing and applications.

CONFERENCE TOPICS INCLUDE

- rendering
- geometry modeling
- natural phenomena
- visualization
- animation

- image processing
- computer vision
- computational photography
- applications
- fabrication

The philosophy of SCCG is to put together top experts with young researchers in CG and to support a good communication channel for East-West exchange of prospective ideas.

SUBMISSIONS

We welcome scientific papers to be printed in the proceedings. We welcome posters covering your recent research work, late-breaking technical results and work in progress. These will be printed in the posters proceedings.
You also have a chance to present your recent research results on rendering (previously published in another venue) to the full rendering audience and gain more visibility. Note that these posters will not appear in the posters proceedings.

Post-conference proceedings will be published by ACM Digital Library.

Three best papers, as appointed by the IPC, will also be published in Computer Graphics Forum journal.

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