SPRING CONFERENCE ON COMPUTER GRAPHICS (SCCG 2016)

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

- rendering
- geometry modeling
- natural phenomena
- visualization
- image processing
- computer vision
- computational photography
- applications

PUBLICATIONS

SCCG'2016 scientific full papers will be handled through Elsevier Computers & Graphics journal paper reviewing system. Papers exhibiting high quality will be published in a special section of this internationally highly recognized journal. The remaining accepted papers will be published in the conference proceedings and later published in ACM Digital Library.

SUBMISSIONS

We welcome scientific papers to be submitted through Elsevier Computers & Graphics Editorial System (EES) until the 14th of February. Poster submissions are also welcome until the 20th of March, to be included in the second part of the proceedings. Further details and updated information can be found on the conference website.

April 27-29, 2016
Smolenice castle
Slovakia

CONFERENCES CHAIR
Michela Spagnuolo

PROGRAM CHAIR
Roman Durikovic

INVITED SPEAKERS
will be announced later

IMPORTANT DATES

Paper submission:
February 14, 2016
First decision:
March 13, 2016
Revised version due:
March 20, 2016
Final decision:
March 27, 2016
Camera ready:
April 3, 2016

Poster submission:
March 20, 2016
Notification of acceptance:
March 27, 2016