

The 14th International Conference on Geometry and Graphics



ICGG 2010
Kyoto

Date Aug. 5 - 9, 2010

Location Kyoto University

About the Conference

The 14th International Conference on Geometry and Graphics (ICGG 2010) will be held in Kyoto. The ICGG 2010 aims at providing a forum for presentation and discussion of both academic and industrial research involving theoretical and applied geometry and graphics as well as other related fields. The ICGG conference is part of a series of conferences held biannually and sponsored by the International Society for Geometry and Graphics (ISGG). The official conference language is English. Each presentation will be about 15 minutes long.

<http://www.icgg2010.org/>

Sponsored by ▶ International Society for Geometry and Graphics (ISGG)



Organized by ▶ Japan Society for Graphic Science (JSGS)



Supported by ▶ Osaka Electro-Communication University

▶ Kayamori Foundation of Informational Science Advancement



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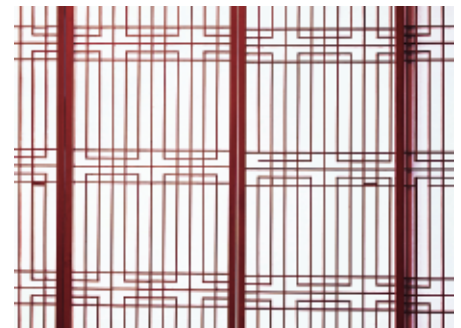
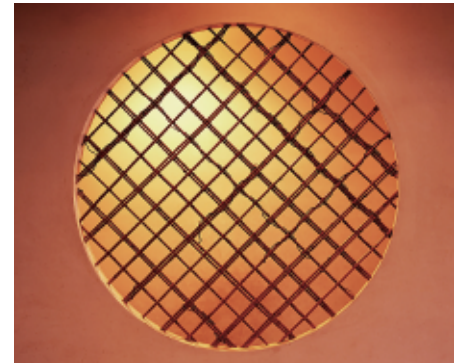
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▶ JSGS Hokkaido Branch 20th Anniversary Event



京都国際会議学図

Topics / Scope

1. Theoretical Graphics and Geometry

Theoretical Graphics; Geometry of Curves and Surfaces;
Kinematics Geometry; Descriptive Geometry;
Computer Aided Geometric Design

2. Applied Geometry and Graphics

Theoretical Aspects of Geometry;
Modeling of Objects, Phenomena and Processes;
Application of Geometry in Arts, Sciences, Architecture and Engineering;
Geometric Aspects of Technical Art and Design;
Computer Animation and Game

3. Engineering Computer Graphics

Computer Aided Design and Drafting; Computational Geometry;
Geometric and Solid Modeling; Product Modeling; Image Synthesis;
Pattern Recognition; Digital Image Processing; Graphics Standards;
Scientific and Technical Visualization

4. Graphics Education

Education of Descriptive Geometry and Graphics;
Education Technology Research;
Multimedia Educational Software Development;
E-learning; Virtual Reality Educational System;
Educational Software Development Tool

Besides the topics listed above, the conference is open for any contributions related to geometry and graphics. We cordially invite researchers and educators to present their recent results and experiences at our conference.

Conference Committees

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Local Executive Committee

Chair: Hirotaka SUZUKI (Japan)

Call for Papers

Prospective authors are invited to submit extended abstracts related to the topics listed above. There can be a limited number of lectures, and the contributions must be pre-selected through the review process. An extended abstract must be a maximum of 2 pages with 300 to 500 words including figures. The final paper, which must be original and unpublished anywhere else, will be 4 to 10 pages long. All papers appear in conference proceedings DVD. Selected papers will be invited to submit to the Journal for Geometry and Graphics (JGG).

Important Dates

Preregistration	Dec 31, 2009
Early Registration	May 31, 2010
Conference	Aug 5 - 9, 2010

Technical Sessions

Submission of Extended Abstract	Jan 5, 2010
Notification of Acceptance	Feb 15, 2010
Submission of Camera-Ready Manuscript	Apr 30, 2010

Poster Sessions

Submission of Extended Abstract	Mar 31, 2010
Notification of Acceptance	Apr 15, 2010
Submission of Camera-Ready Manuscript	May 15, 2010

Cost Estimation

The conference fee is approximately 45,000 JPY including all luncheons, half-day excursion, and banquet. There will be discount fees for ISGG members as well as students. The details can be found in our conference web site.

In Cooperation with

- ▶ Computer Graphic Arts Society
- ▶ Group of Lighting and Visual Environment, Kinki Chapter, Architectural Institute of Japan
- ▶ Japan Origami Academic Society
- ▶ Japan Society for Design Engineering
- ▶ Japan Society of Mathematical Education
- ▶ Japanese Society for Engineering Education
- ▶ Japanese Society for the Culture of KATACHI
- ▶ SIGGRAPH ASIA
- ▶ Society for Art and Science
- ▶ Society for Science on Form, Japan
- ▶ Special Interest Group on Computer Graphics and CAD, Information Processing Society of Japan
- ▶ The Institute of Image Electronics Engineers of Japan
- ▶ The Japan Society for Precision Engineering

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