Special Issue on

Computer Graphics Technology and Applications

Call for Papers

Computer graphics are pictures and films created using computers, referring to computer-generated image data created with the help of specialized graphical hardware and software. It is a vast and recently developed area of computer science. Some topics in computer graphics include user interface design, sprite graphics, vector graphics, 3D modeling, shaders, GPU design, implicit surface visualization with ray tracing, and computer vision, among others. The overall methodology depends heavily on the underlying sciences of geometry, optics, and physics.

In this special issue, we intend to invite front-line researchers and authors to submit original research and review articles on **Computer Graphics Technology and Applications**. Potential topics include, but are not limited to:

- Computer graphics and vision
- Computer aided design
- Usage of graphics processing units
- Virtual reality and augmented reality
- 3D object recognition
- Computer aided detection
- Visual aids and visualization
- Intelligent recognition

Authors should read over the journal's For Authors carefully before submission. Prospective authors should submit an electronic copy of their complete manuscript through the journal's Paper Submission System.

Please kindly notice that the "**Special Issue**" under your manuscript title is supposed to be specified and the research field "**Special Issue – *Computer Graphics Technology and Applications***" should be chosen during your submission.

According to the following timetable:

Submission Deadline	October 29th, 2019
Publication Date	December 2019

For publishing inquiries, please feel free to contact the Editorial Assistant at submission.entrance1@scirp.org

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