

Symposium on Geometry Processing 2004

Second Eurographics Symposium on Geometry Processing
in cooperation with ACM SIGGRAPH (approval pending)

Nice, France - July 8-10, 2004

Symposium Geometry Processing

We are inviting submissions related, but not limited to, the following topics in geometry processing:

- geometry and topology representations
- compression
- surface and volume parameterization
- approximation
- reverse engineering
- simplification
- smoothing and denoising
- level of detail
- multiresolution shape analysis and synthesis
- animation
- morphing
- transmission
- geometric aspects of rendering
- interactive techniques

contact information:
symposium@geometryprocessing.org



The goal of this meeting is to present and discuss new research ideas and results in Geometric Processing. In this emerging area, concepts from applied mathematics, computer science, and engineering are used to design efficient algorithms for the acquisition, manipulation, animation and transmission of complex 3D models. Applications of geometry processing algorithms cover a wide range of areas from multimedia and entertainment, to bio-medical computing, reverse engineering, and to classical computer-aided design.

The proceedings of the symposium will be published in the Eurographics Proceedings Series, in cooperation with ACM SIGGRAPH (approval pending).



The conference venue is the conference room of the Westminster Hotel in Nice, at the heart of the Promenade des Anglais.

Important Dates:

Electronic abstract submission deadline:	April 7, 2004
Electronic paper submission deadline:	April 14, 2004
Author notification:	May 14, 2004
Camera-ready copy deadline:	May 31, 2004
Symposium:	July 8-10, 2004

Program Co-Chairs:

Roberto Scopigno, ISTI-CNR, Italy
Denis Zorin, NYU, USA

Organizing Co-Chairs:

Jean-Daniel Boissonnat, INRIA, France
Pierre Alliez, INRIA, France

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<http://www.geometryprocessing.org>

