Editor-in-chief

Andres Iglesias, *Cantabria University, Spain*

General Information of IJCG

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Contact Information

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Head Office: PO Box 5074, Sandy Bay Tasmania 7005, Australia

Email: journal@gvpress.com.au

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Journal Aims

Our Journal provides a chance for academic and industry professionals to discuss recent progress in the area of Computer Graphics.

To bridge the gap of users who do not have access to major databases where one should pay for every downloaded article; this online publication platform is open to all readers as part of our commitment to global scientific society.

Journal Topics

The main topics include but will not be limited to: (Excellent surveying works, summary or introduction of new or fresh idea in these areas are welcome, too).

- AI and Soft Computing in Multimedia
- Content-Based Image Retrieval / QBE
- Current Challenges in Multimedia
- E-Commerce and E-Learning
- Entertainment Industry
- Medical Image and Signal Processing
- Multimedia Embedded Systems
- Multimedia in Telemedicine
- Multimedia Indexing and Compression
- Multimedia RDBMS Platforms
- Multimedia Security

- Novel Multimedia Applications
- Virtual Reality and Game Technology
- Ambient and Artificial Intelligence
- Context-Aware Ubiquitous Computing
- Database and Data Mining
- IPv6 Foundations and Applications
- Novel Machine Architectures
- Parallel/Distributed/Grid Computing
- Protocols for Ubiquitous Services
- Semantic Web and Knowledge Grid
- Smart Home and Natural Interfaces
- Smart Home Network Middleware
- Ubiquitous Application Interfaces
- Ubiquitous Computing and Technology
- Ubiquitous Database Methodologies
- Ubiquitous Security
- Ubiquitous Sensor Networks / RFID
- U-Commerce and Other Applications
- U-Healthcare and Other Applications
- Augmented Reality
- Computational Photography
- Computer Animation
- Computer Graphics and Simulation
- Computer Graphics in Industry
- Computer Vision
- Data Compression for Graphics
- Geometric Computing
- Graphic Toolkits
- Graphics Systems Architecture
- Image Based Rendering
- Interaction and HCI
- Multimedia and Digital Media
- Physically Based Modeling
- Point-based Graphics
- Rendering Techniques
- Scientific Visualization
- Shape and Surface Modeling
- Stylized Rendering
- Virtual Reality
- Web Graphics
- ATT U-verse
- Broadband over Powerline
- Digital Content Creation and Distribution
- DMB
- DRM and CA
- End-to-End IPTV Solutions

- Game on Demand
- Haptic interfaces, new interfaces
- HomePNA
- Human factors, human machine interfaces
- Image technology
- Interactive broadcasting
- Interactive TV
- Internet TV
- IPTV
- Media Center Solutions
- Media technology
- Mobile TV
- Online Video
- Satellite IPTV
- Tracking, sensors
- Traditional Media
- Virtual set environments
- WiMAX

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