

Computers & Graphics
Special Section on
Recent Advances in Graphics and Interaction

Call for Papers

We invite submissions to the Special Section on **Recent Advances in Graphics and Interaction** in the Computers & Graphics Elsevier journal.

This Special Section is dedicated to the latest and promising research related to interaction techniques, computer graphics, and its applications, including software, hardware, visualization, and games. It covers the areas of Computer Graphics, Image Processing, Computer Vision, Information Visualization, Human-Computer Interaction, as well as related fields such as Virtual and Augmented Reality, Modelling, Rendering, or Digital Arts.

All submissions will be fully peer-reviewed by at least three experts according to the standards of Computers & Graphics journal.

Authors of accepted papers will have to present their work at the 2021 edition of the **International Conference on Graphics and Interaction** (<https://gpcg.pt/icqi2021/>), which will take place on November 4-5, 2021.

Important Dates: this Special Section will follow the standards of the Computers & Graphics journal, which maintains a Time To First Decision varying between 2 to 3 weeks:

Submission Due:	July 4, 2021
First Decision:	July 30, 2021
Acceptance Deadline:	October 11, 2021

Instructions to authors

Please follow the submission guidelines for the Computers & Graphics Journal as detailed in the guide to authors. Ensure that you read and follow the instructions linked below carefully before uploading your submission at <https://www.editorialmanager.com/cag/>

The Guest Editors

Nuno Rodrigues, Daniel Mendes, Luís Paulo Santos, Kadi Bouatouch