VII International Workshop on Computer Graphics and Geometric Modeling – CGGM'2008

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Abstract. This short paper is intended to give our readers a brief insight
about the Seventh International Workshop on Computer Graphics and
Geometric Modeling-CGGM'2008, held in Krakow (Poland), June 23-25
2008 as a part of the ICCS'2008 general conference.

1 CGGM Workshops

1.1 Aims and Scope

Computer Graphics (CG) and *Geometric Modeling* have become two of the most
important and challenging areas of Computer Science. The CGGM workshops
seek for high-quality papers describing original research results in those fields.
Topics of the workshop include (but not limited to): geometric modeling, solid
modeling, CAD/CAM, physically-based modeling, surface reconstruction, geo-
metric processing and CAGD, volume visualization, virtual avatars, computer
animation, CG in Art, Education, Engineering, Entertainment and Medicine,
rendering techniques, multimedia, non photo-realistic rendering, virtual and aug-
mented reality, virtual environments, illumination models, texture models, CG
and Internet (VRML, Java, X3D, etc.), artificial intelligence for CG, CG software
and hardware, CG applications, CG education and new directions in CG.

1.2 CGGM Workshops History

The history of the CGGM workshops dates back eight years ago, when some
researchers decided to organize a series of international conferences on all as-
pects of computational science. The first edition of this annual conference was
held in San Francisco in 2001 under the name of International Conference on
Computational Science, ICCS. This year ICCS is held in Krakow (Poland).

After ICCS'2001, I realized that no special event devoted to either computer
graphics or geometric modeling had been organized at that conference. Aiming
to fill this gap, I proposed a special session on these topics to ICCS'2002 or-
ganizers. Their enthusiastic reply encouraged me to organize the first edition of

this workshop, CGGM'2002. A total of 81 papers from 21 countries were submitted to the workshop, with 35 high-quality papers finally accepted and published by Springer-Verlag, in its Lectures Notes in Computer Science series, vol. 2330. This great success and the positive feedback of authors and participants motivated that CGGM became an annual event on its own. Subsequent editions were held as follows (see [1] for details): CGGM'2003 in Montreal (Canada), CGGM'2004 in Krakow (Poland), CGGM'2005 in Atlanta (USA), CGGM'2006 in Reading (UK) and CGGM'2007 in Beijing (China). All of them were published by Springer-Verlag, in its Lecture Notes in Computer Science series, volumes 2668, 3039, 3515, 3992 and 4488 with a total of 52, 24, 22, 22 and 20 contributions, respectively. In addition, one Special issue has been published in 2004 in the *Future Generation Computer Systems – FGCS* journal [2]. Another special issue on CGGM'2007 is in the way to be published this year in the *Advances in Computational Science and Technology-ACST* journal [3].

2   CGGM'2008

This year CGGM has received a total of 39 papers of which 17 have been accepted as full papers and 1 as short paper. The reader is referred to [4] for more information about the workshop. The workshop chair would like to thank the authors, including those whose papers were not accepted, for their contributions. I also thank the referees (see the CGGM'2008 International Program Committee and CGGM'2008 International Reviewer Board in [4]) for their hard work in reviewing the papers and making constructive comments and suggestions, which have substantially contributed to improving the workshop.

It is expected that some workshop papers will be selected for publication in extended and updated form in a Special Issue on CGGM'2008. Details will appear in [4] at due time.

References

1. Previous CGGMs,
   `http://personales.unican.es/iglesias/CGGM2008/Previous.htm`
2. Iglesias, A. (ed.): Special issue on Computer Graphics and Geometric Modeling. Future Generation Computer Systems 20(8), 1235–1387 (2004)
3. Iglesias, A. (ed.): Special issue on Computer Graphics and Geometric Modeling. Advances in Computational Science and Technology (in press)
4. CGGM, web page (2008), `http://personales.unican.es/iglesias/CGGM2008/`