Call for papers

The National Computer Graphics Association has announced the call for papers for Computer Graphics 86, which will take place in Anaheim, California, from May 11 to 15, 1986.

Tutorials and technical sessions at the conference will focus on the application of computer graphics to a wide variety of business and industry situations. The presentations will describe the development, use, expansion, implementation, maintenance, or management of either general purpose or specialized graphics systems.

Two days of tutorials and three days of technical sessions will focus on architecture, engineering, and construction; artificial intelligence; biomedical applications; business and management graphics; computer-integrated manufacturing; education and learning; electrical CAD/CAM; future software and hardware directions; human factors and user interfaces; industry standards; legal issues; mapping and cartography; mechanical CAD/CAM; micrographics; pattern recognition and image processing; printing and publishing; statistical graphics; technical, trade, and industrial education; videotechnology; and visual arts and design.

Individuals interested in proposing a tutorial or technical paper for Computer Graphics 86 should contact NCGA for a copy of the official Call for Papers brochure, which outlines the process for submitting abstracts. Abstracts are due at NCGA no later than September 15, 1985. For information and copies of the Call for Papers brochure, contact the Education Coordinator, NCGA, Suite 200, 2722 Merrilee Dr., Fairfax, VA 22031; (703) 698-9600.

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