July/August

3D Documents

Digital libraries, in general, and technical or cultural preservation applications, in particular, offer a rich set of multimedia objects like audio, music, images, videos, and 3D models. Instead of handling these objects consistently as regular documents—most applications handle them differently. As more artifacts in the technical and engineering world are digitally born, content categorization, abstraction, and adequate representation is increasingly vital.

March/April

Computational Photography

Computational photography and video exploit digital technology to enable arbitrary computation between the light array and the final image or video. Such computation can overcome imaging hardware limitations and enable new applications. It can also enable new imaging setups and postprocessing tools that help users enhance and interact with their images and videos. New visual media can therefore be invented, and tedious tasks that were once the domain of specialists can now be performed with a single mouse click.

May/June

Computer Graphics Innovation and Evolution

This issue will feature articles spanning the spectrum of graphics in topics such as modeling, rendering, animation, visualization, user interfaces, novel applications, hardware architectures, haptics, and visual and augmented reality systems.

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