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Submission Deadline: 3. April, 2008 (obligatory paper abstracts)

7. April (papers); 12. May (posters)

Call for Participation

Research in computer graphics and visualization has great potential to benefit from, and contribute to, research in perception. Since 2004, this symposium has brought together researchers from the fields of perception, graphics and visualization, to facilitate a wider exchange of ideas. Submissions are invited in the broad range of areas at the intersection of computer graphics, visualization and perception to fulfill two goals of this multidisciplinary community.

Goal 1. Use insights from perception to advance the design of methods for visual, auditory and haptic representation. Specific examples include, but are not limited to:

- applications of insights from perception to the development of algorithms for more efficient, effective or realistic modeling, rendering and/or animation
- applications of perception in the design and evaluation of methods for more effective representation and communication of data
- computational aesthetics, stylization and perceptual aspects of non-photorealistic rendering
- perceptual issues arising due to fusion of digital imaging, computer vision, and computer graphics techniques
- perception-inspired interfaces for immersive activities in virtual worlds

Goal 2. Advance and facilitate novel basic perception and cognition research that uses and is relevant to applications in computer graphics and visualization. Here specific examples include, but are not limited to:

- perception and visuomotor control in computer games, virtual and augmented environments
- fundamental contributions in spatial and temporal vision
- integration of empirical perception research with computational models
- color vision and color appearance modeling
- the influence of attention and eye movements on visual perception and visual memory
- statistical learning and perception of natural scenes
- perception of shapes, surfaces and materials
- visual illusions and perceptual organization having potential to enhance image depiction

Proceedings, which will include the poster abstracts, will be published by ACM SIGGRAPH. Best papers from the symposium will be invited to be extended for a special issue of the [ACM Transactions on Applied Perception](http://www.acm.org/publications/transactions/ap).

By collocating APGV 08 with the thirty-fifth annual SIGGRAPH Conference (SIGGRAPH 08), we aim to further promote communication between the core perception and the core computer graphics communities, and also bring APGV back to the United States. More information can be found at <http://www.apgv.org>.