The 11th **A**sian **F**orum on **G**raphic **S**cience

AFGS 2017

The 11th Asian Forum on Graphic Science (AFGS2017) will be held in Tokyo, Japan. The AFGS2017 aims at providing a forum for presentation and discussion of both academic and industrial research involving Computer Graphics and Graphics Education as well as other related fields. The official conference language is English. Selected papers will be invited to submit to the journals, JGG and CADDM. (See details in our web page.) Participants of AFGS 2017 are not limited to Asian region and people from all over the world can join the conference. At the venue of AFGS2017, the exhibition and final contest of Asian Digital Modeling Contest 2017 (ADMC2017, http://admc2017.graphicscience.jp/) will be held as well.

Date	**Aug. 6 – 10, 2017**
Location	*The University of Tokyo, Komaba I Campus*
Web	http://afgs2017.graphicscience.jp/

Important Dates

▶ Full Paper Session ··· Submission of Extended Abstract **Jan.31, 2017**
Notification of Acceptance **Mar.20, 2017**
▶ Poster Session ········· Submission of Extended Abstract **Apr.15, 2017**
Notification of Acceptance **May15, 2017**

▶ Submission of Camera-Ready Manuscript ············ **Jun.15, 2017**
▶ Early Registration ································· **Jun.15, 2017**
▶ Conference ································· **Aug.6 - 10, 2017**

Invited Speakers

Erik DEMAINE (USA), Yasushi IKEDA (Japan), Eri MATSUI (Japan), Henry SEGERMAN (USA), and more.

Organization

Host Japan Society for Graphic Science (JSGS) **JSGS**

In cooperation with China Graphics Society (CGS)
King Mongkut's University of Technology Thonburi

Organizing Committee

Naomi ANDO (Chair), Sande GAO, Takashi KANAI, Kunio KONDO, Jun MITANI, Tomoko OHTANI, Aya SAITO, Tomohiro TACHI, Emiko TSUTSUMI, Yasushi YAMAGUCHI

Topics

● **Computer Graphics**
Computer Animation and Game
Geometric and Solid Modeling
Image Synthesis
Pattern Recognition
Digital Image Processing
Scientific and Technical Visualization

● **Graphics Education**
Education of Descriptive Geometry and Graphics
Education Technology Research
Educational Software Development
E-learning

● **Applied Geometry and Graphics**
Product Modeling
Computer Aided Design and Drafting
Modeling of Objects, Phenomena and Processes
Application of Geometry in Arts, Sciences, Architecture and Engineering
Geometric Aspects of Technical Art and Design
Modern Graphics Technology and Application

● **Theoretical Graphics and Geometry**
Geometry of Curves and Surfaces
Kinematics Geometry
Descriptive Geometry
Computer Aided Geometric Design
Computational Geometry