

More information at:

<http://www.dcg-ai.org>



# DCG & AI 2012

## 2<sup>nd</sup> International Workshop on Advances on Distributed and Parallel Computer Graphics and Artificial Intelligence

In conjunction with the  
7th IEEE International Conference on P2P, Parallel, Grid, Cloud and Internet Computing  
November 12-14, 2012, Victoria, Canada



12-14  
November  
Victoria  
Canada

### Aims and Scope

The Second International Workshop on Advances on Distributed and Parallel Computer Graphics and Artificial Intelligence is dedicated to the dissemination and evaluation of original contributions related to novel techniques and methods that optimize computer graphics methods, paying special attention to the use and application of Artificial Intelligence and Softcomputing techniques.

In particular, this workshop will discuss the relevant advances that involve distributed or parallel computing to distribute the workload of the graphic methods, thus optimizing the time spent in the related complex processes. Within this context, the use of Artificial Intelligence techniques is particularly important not only to address this challenge but also to improve the final results. **More information:** <http://www.dcg-ai.org>.

### Topics

All papers should have a direct relation to some aspect of parallelism in graphics or visualization such as multi-core computing, multi-pipe GPU rendering/computing, distributed systems, clusters or grid environments, and the empirical use of Artificial Intelligence and Softcomputing techniques to solve related problems. The main topics areas include, but are not limited to:

- Realistic Rendering.
- GPU-Based Applications.
- Multimodal applications.
- Volume rendering.
- Efficient graphics.
- Real-Time Rendering.
- Frameworks and Architectures for Rendering.
- Simulations for Interactive Visualization.
- Large and high resolution displays.
- Computer Graphics for Engineering and Scientific Applications.
- Scheduling, memory management and data coherence.
- Other aspects of computer graphics and visualization.

### Organizing committee

#### Workshop co-chairs

Carlos Gonzalez-Morcillo University of Castilla-La Mancha (Spain)  
David Vallejo Fernandez, University of Castilla-La Mancha (Spain)

#### Workshop Programme Committee Members

Javier A. Albusac, University of Castilla-La Mancha (Spain)  
J.J. Castro-Schez, University of Castilla-La Mancha (Spain)  
Luis Jimenez, University of Castilla-La Mancha (Spain)  
Juan Moreno, University of Castilla-La Mancha (Spain)  
Carmen Lacave, University of Castilla-La Mancha (Spain)  
Jun Liu, University of Ulster (Northern Ireland)  
Hui Wang, University of Ulster (Northern Ireland)  
Dorothy Monekosso, University of Ulster (Northern Ireland)

Paolo Remagnino, Kingston University (United Kingdom)  
Gerhard Weiss, Maastricht University (The Netherlands)  
Bernhard Moser, Soft.Competence Center, Hagenberg (Austria)  
Thomas Hoch, Soft. Competence Center, Hagenberg (Austria)  
Holger Schoner, Soft. Competence Center, Hagenberg (Austria)  
Johannes Himmelbauer, Sof. Comp. Center, Hagenberg (Austria)  
Volkmar Wieser, Soft. Competence Center, Hagenberg (Austria)

### Publication

Accepted papers will be published by the **IEEE Conference Publishing Services (CPS)** and archived in the Digital Library.

**Best papers** will be also included in an edited book volume entitled "Advances in Intelligent and Soft Computing" (**Springer**).

More Information:  
[www.dcg-ai.org](http://www.dcg-ai.org)

### Important Dates

#### Submission Deadline

■ 15 May

#### Notification of Acceptance

■ 30 June

#### Final Manuscript Submission

■ 30 July

#### Author Registration

■ 30 July

#### Workshop Dates

■ 12-14 November