

CALL FOR PAPERS (2nd Round)

Computer Animation and Social Agents (CASA 2020)

Bournemouth, UK, 2020

<http://casa2020.bournemouth.ac.uk>



The 33rd International Conference on Computer Animation and Social Agents (CASA 2020), that will be held in September 2020 in Bournemouth, UK. The conference is organized by Bournemouth University together with the Computer Graphics Society (CGS). CASA is the oldest international conference in computer animation and social agents in the world. It was founded in Geneva in 1988 under the name of Computer Animation (CA). In the last past ten years, CASA was held in Belgium (2007), Korea (2008), Netherlands (2009), France (2010), China (2011), Singapore (2012), Turkey (2013), United States (2014), Singapore (2015), Switzerland (2016), Korea (2017), China (2018) and France (2019).

CASA 2020 will provide a great opportunity to interact with leading experts, share your own work, and educate yourself through exposure to the research of your peers from around the world.

SECOND ROUND SUBMISSION

IMPORTANT DATES

Submission for a Subsequent Issue of CAVW and Conference Proceeding

Submission: **June 21, 2020**

Notification of acceptance: **July 12, 2020**

Camera ready: **July 26, 2020**

PAPER SUBMISSION

We invite submissions of research full papers, short papers, and posters on a broad range of topics, including but not limited to Computer Animation, Embodied Agents, Social Agents, Virtual and Augmented Reality, and Visualization (see below for a detailed list).

Papers submitted by **21 June 2020** will be considered for publication in a subsequent issue of CAVW and conference proceeding. The papers accepted could be subject to minor or major revisions. Those with major revision will be invited to resubmit and reviewed again by the conference PC. All accepted papers will be published in subsequent issues of CAVW. The rest will be either accepted for publication in the conference proceeding or rejected. Authors will have to register and present the papers at the conference.

More details in terms of submission can be found in Paper Submission.

SCOPE AND LIST OF TOPICS

CASA invites submissions on a broad range of topics, including but not limited to:

Computer Animation

- Motion Control
- Motion Capture & Retargeting
- Path Planning
- Physics-based Animation
- Vision-based Techniques
- Behavioral Animation
- Artificial Life
- Deformation

Facial Animation
Image-based Animation
Multi-Scale Models
Knowledge-based Animation

Social Agents

Social Agents and Avatars
Emotion and Personality
Virtual Humans
Autonomous Actors
AI-based Animation
Social and Conversational Agents
Inter-Agent Communication
Social Behavior
Crowd Simulation
Machine learning

Other Related Topics

Animation Compression and Transmission
Semantics and Ontologies
Anthropometric Virtual Human Models
Acquisition and Reconstruction from Big Data
Cultural Heritage Applications
3D Physiological Humans
3D Telepresence
Augmented Reality and Virtual Reality
Social Robots
Deep Learning methods

Conference Co-Chairs

Jian Jun Zhang (Bournemouth University, UK)

Nadia Magnenat Thalmann (University of Geneva, Switzerland and Nanyang Technological University, Singapore)

Program Co-Chairs

Daniel Thalmann (EPFL, Switzerland)

Xiaosong Yang (Bournemouth University, UK)

Weiwei Xu (Zhejiang University, China)

Publicity Chair

Jian Chang (Bournemouth University, UK)

Local Chair

Feng Tian (Bournemouth University, UK)