# Transactions on Visualization and Computer Graphics

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The journal publishes subjects related to computer graphics and visualization techniques, systems, software, hardware, and user interface issues. Specific topics in computer graphics and visualization include, but are not limited to the following: a) algorithms, techniques and methodologies; b) systems and software; c) user studies and evaluation; d) rendering techniques and methodologies, including real-time rendering, graphics hardware, point-based rendering, and image-based rendering; e) scientific, information, biomedical, and flow visualization and analysis; f) volume graphics; g) shape modeling, including image-based modeling, geometric and volumetric modeling, dynamic modeling, point-based modeling, and geometry processing; h) virtual, augmented, and mixed reality; i) animation and simulation, including character animation, facial animation, motion-capture, physics-based simulation and animation; j) haptics; k) perception, human computer interaction and user interfaces; l) visual analysis and visual analytics; m) graphics aspects of computer games and edutainment; n) visual programming and software visualization; o) general purpose computing on graphics processing units (GPGPU); p) high-dynamic range imaging and display, 3D display technology, multi-spectral displays; q) computational photography; r) applications of graphics and visualization.

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