

The 27th Conference on Computer Animation and Social Agents

CASA 2014

UNIVERSITY of HOUSTON

Houston, May 26-28



Organization

Conference co-chairs

Zhigang Deng
U. of Houston, USA

Nadia Magnenat-Thalmann
U. of Geneva, Switzerland and
Nanyang Technological U., Singapore

Program co-chairs

Daniel Thalmann
EPFL, Switzerland and Nanyang
Technological U., Singapore

John P. Lewis
Victoria U. of Wellington, New Zealand

Pierre Poulin
U. of Montreal, Canada

Workshop chair to be announced

Publicity chair
Xiaohu Guo
U. of Texas at Dallas, USA

Local arrangement co-chairs

Guoning Chen
U. of Houston, USA

Binh H. Le
U. of Houston, USA

International program committee to be announced

Call for Papers

The University of Houston and Computer Graphics Society are pleased to announce the 27th International Conference on Computer Animation and Social Agents (CASA 2014) to be held on **May 26-28, 2014** at **the University of Houston Hilton Hotel, Houston, Texas, USA**.

CASA was founded in 1988 in Geneva, Switzerland and it is the oldest international conference in computer animation and social agents in the world. We seek research full papers, short papers, and posters on a broad range of topics, including but not limited to:

Computer Animation	Social Agents	Other Related Topics
Motion Control	Social Agents and Avatars	Animation Compression and Transmission
Motion Capture and Retargeting	Emotion and Personality	Semantics and Ontologies for Virtual Humans/Environments
Path Planning	Virtual Humans	Animation Analysis and Structuring
Physics-based Animation	Autonomous Actors	Anthropometric Virtual Human Models
Vision-based Techniques	AI-based Animation	Acquisition and Reconstruction of Animation Data
Behavioral Animation	Social and Conversational Agents	Level of Details
Artificial Life	Inter-Agent Communication	Semantic Representation of Motion and Animation
Deformation	Social Behavior	Cultural Heritage
Facial Animation	Crowd Simulation	Interaction for Virtual Humans
Image-based Animation		3D Physiological Humans
Multi-Resolution and Multi-Scale Models		3D Telepresence
Knowledge-based Animation		Augmented Reality and Virtual Reality

The best 30 accepted full papers will be published in a special issue of the **Computer Animation and Virtual Worlds Journal** by Wiley.

Important Dates

	Submission Deadline	Notification of Acceptance	Camera Ready
Full papers (10 pages)	February 19, 2014 (GMT 5:00 pm)	March 19, 2014	March 31, 2014
Short Papers (4 pages) and Posters (1 page)	March 27, 2014 (GMT 5:00 pm)	April 11, 2014	April 18, 2014

