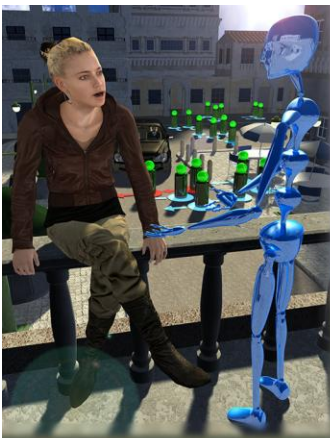


# The 27th Conference on Computer Animation and Social Agents

# 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:

<b>Computer Animation</b>	<b>Social Agents</b>	<b>Other Related Topics</b>
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

	<i>Submission Deadline</i>	<i>Notification of Acceptance</i>	<i>Camera Ready</i>
<b>Full papers</b> (10 pages)	February 12, 2014	March 12, 2014	March 25, 2014
<b>Short Papers</b> (4 pages) and <b>Posters</b> (1 page)	March 20, 2014	April 4, 2014	April 11, 2014

