Machine
GRAPHICS & VISION

International Journal

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The goal of **Machine GRAPHICS & VISION** is to provide a medium for exchanging information on image processing and image communication between the computer and its environment.

The journal concentrates on computational methods of synthesis and analysis of the models underlying computer generated, analyzed or processed imagery. In particular, the emphasis is on the methods of:

- image synthesis,
- computational geometry,
- three-dimensional imaging,
- computer graphics art,
- diagrammatic representation and reasoning,
- graphical data presentation and knowledge-oriented visualization,
- animation,
- image models and transforms,
- mathematical approaches to image analysis and processing
    - analytical geometry
    - statistical methods
    - functional analysis and spectral methods
    - logical methods
    - formal linguistic methods
    - fractals
- visual pattern matching and recognition
- three-dimensional scene mapping and modeling
    - statistical methods
    - spectral methods
    - structural methods
- motion capture
- composite image understanding
- monocular and stereo vision
- modeling of human visual perception

The journal encourages papers on research and applications to processing of scientific, medical and technological images, engineering design, graphical arts, environment protection, etc. State-of-the-art, expository as well as tutorial papers in the above-mentioned areas are welcome.