CASA 2024

37th International Conference on Computer Animation & Social Agents

5-7 June 2024 (Hybrid) | Wuhan, China

The 37th International Conference on **Computer Animation and Social Agents** (CASA 2024) will be held on June 5-7, 2024, in Wuhan, China. The conference is organized by the **Wuhan Textile University (WTU), Shanghai Jiao Tong University (SJTU), State Key Laboratory of Computer Science, Institute of Software, Chinese Academy of Sciences** and **State Key Laboratory of Multimodal Artificial Intelligence Systems/National Laboratory of Pattern Recognition, Institute of Automation, Chinese Academy of Sciences**. It is supported by 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) by the Computer Graphics Society (CGS). In the past few years, CASA was held in Europe (Belgium, Netherlands, France, Switzerland, UK, etc.), Asia (Korea, China, Singapore) and the United States. CASA 2024 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.

SUBMISSION

Submission Guideline: casa2024.wtu.edu.cn
submission site: https://easychair.org/my/conference?conf=casa2024

PUBLICATION

Accepted papers will be referred for publication in the

Computer Animation and Virtual Worlds (CAVW，SCI)

Virtual Reality & Intelligent Hardware(VRIH，EI),

Visual Computing for Industry, Biomedicine, and Art(VCIBA，EI),

Journal of Shanghai Jiao Tong University(EI)

Honorary Conference Co-Chairs:

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Poster Co-Chair

- Jia Chen(Wuhan Textile University)
- Li Li(Wuhan Textile University)
- Peng Ye(Wuhan Textile University)

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
- Animation Compression & Transmission
- Machine Learning for Animation
- AI-based Modeling and Animation
- Game-Based LearningSocial Agents

Social Agents
- Artificial Agents in Virtual Reality
- Social Agents and Avatars
- Emotion and Personality
- Virtual Humans
- Autonomous Actors
- AI-based Animation
- Social and Conversational Agents
- Inter-Agent Communication
- Social Behavior

- Crowd SimulationMachine learning
- Social Robots

Other Related Topics (in VA/AR)
- Deep Learning methods
- Artificial Agents in Virtual Reality
- Mixed and Augmented Reality
- Population Generation for Virtual Worlds
- Virtual Cities
- Virtual humans and avatars
- Anthropometric Virtual Human Models
- Digital clones
- VR health applications
- Shared Virtual Environments
- Semantics & Ontologies for Animation in VR
- Anthropometric Virtual Human Models
- Acquisition & Reconstruction from Big Data
- Cultural Heritage Applications
- 3D Physiological Humans
- 3D Telepresence
- Haptics

IMPORTANT DATES

Submission	Feb. 8, 2024
Notification of acceptance	Apr. 10, 2024
Camera ready	Apr. 30, 2024(23:59GMT)
Author Registration	May. 8, 2024

Posters and Demos

Submission	Mar. 8, 2024
Notification of acceptance	Mar. 20, 2024

Co-Organizers

CGS

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WUHAN TEXTILE UNIVERSITY

SHANGHAI JIAO TONG UNIVERSITY

中国科学院
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