IEEE CG&A CALL FOR ARTICLES

Special Issue on Animation of Natural Virtual Characters

Final submissions due: 1 November 2016 ▪ Publication date: July/August 2017

Virtual characters are used in a range of applications—from interfaces to games to tutors—where they must effectively employ human nonverbal communication. Often these characters must hold conversations with either human users or other characters and must appropriately utilize arm gestures, head movements, posture changes, and facial expressions. Building systems that can support these interactions involves both the automatic specification and generation of appropriate character motion as well as coordination across communication modes and between multiple characters. Challenges include expressing a range of socio-emotional signals, maintaining consistent character personalities, and communicating intended messages clearly.

This special issue of *IEEE Computer Graphics and Applications* will provide an opportunity for researchers and practitioners in both the character animation and virtual agents fields to publish their latest work. For this special issue, we solicit papers describing innovative character animation techniques and models. Topics of interest include, but are not limited to, the following:

- Expressive character animation (animation reflecting emotion, personality, and style)
- Models of gesture and nonverbal communication
- Relevant perceptual studies of character motion
- Multimodal communicative behavior planning and coordination
- Capturing the behavior/animation style of particular people
- Specification and generation of conversational character models
- Multicharacter conversational interaction
- Machine learning techniques applied to these problems
- Evaluations of expressive conversational character systems

Guest Editors

Please direct any correspondence before submission to the guest editors:

- Michael Neff, mpneff@ucdavis.edu, University of California, Davis
- Catherine Pelachaud, catherine.pelachaud@telecom-paristech.fr, CNRS-LTCI, Telecom-ParisTech

Submission Guidelines

Nondepartment articles submitted to *IEEE CG&A* should not exceed 8,000 words, including the main text, abstract, keywords, bibliography, biographies, and table text, where a page is approximately 800 words. Articles should include no more than 10 figures or images. Each 1/4 page figure, image, and table counts for approx. 200 words. Note that all tables, images, and illustrations must be appropriately scaled and legible; larger elements should be accounted for accordingly with respect to word count. Please limit the number of references to the most relevant and ensure to delineate your work from relevant past articles in *CG&A*. Furthermore, avoid an excessive number of references to published work that might only be marginally relevant. Consider instead providing such pertinent background material in sidebars for non-expert readers. Visit the *CG&A* style and length guidelines at www.computer.org/web/peer-review/magazines. We also strongly encourage you to submit multimedia (videos, podcasts, and so on) to enhance your article. Visit the *CG&A* supplemental guidelines at www.computer.org/web/peer-review/magazines.

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