



MovingFrames

Journal of Computer Animation and Applications

Call for Papers

MovingFrames focuses on the principles, practice, history and applications of Computer Animation. The journal covers many aspects of Computer Animation, including pre-production, modeling, lighting, rendering, rigging, motion and compositing. The journal welcomes submissions that address new animation methodologies, algorithms, tools and innovative applications in all fields. The journal also promotes research and innovations in the pedagogy of animation instruction. The journal serves as a reference for academics, researchers, and practitioners in animation, educational technology, human-computer interaction, art and design, computer science, multimedia, virtual environments, film, game studies and more. It also includes reviews of the latest animation technologies, applications and cinematic performances.

Aims & Scope

The objective of the journal is to report on the latest research, development, and applications of technology in the field of computer animation. It welcomes submissions that illustrate practical results; contributions that describe advances in areas such as 3D modeling, lighting, rendering, rigging, motion, compositing, and innovative applications of computer animation in a variety of domains, including education, history, art and entertainment.

Deadline for Issue 1

March 31, 2020

Papers should be submitted to:

<http://docs.lib.purdue.edu/cgi/submit.cgi?context=movingframes>

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