

For submitters

Authors are invited to submit original work presenting fundamental research, practice and experience, or novel applications, in all areas of visualization and related topics.

Suggested topics include, but are not limited to:

- Visualization Taxonomies and Models
- Non-Spatial Data: visualization of graphs and trees, high-dimensional data, dimensionality reduction for visualization, ambient information in visualization, text and document visualization, and the visualization of time series data
- Large Data Visualization: visualization of time-varying data, streams, compression techniques, parallel and distributed visualization, scalability, visualization over networks, visualization hardware and acceleration techniques
- Spatial Data in Visualization: visualization of scalar, vector, and tensor fields, multi-field, multi-variate, and multi-dimensional visualization, multi-resolution techniques, visualization of irregular and unstructured grid data, geographic data, and molecular data
- Visualization Techniques: metrical, geometrical, topological, pixel-oriented, point-based, volume-based, icon-/glyph-based, graph-based, feature-based, hierarchical, illustrative, view-dependent, focus+context, statistical, and animated visualization techniques.
- Visual Analytics, Visual Data Mining, and Knowledge Discovery: in particular the integration of computational approaches with interactive visualization, visualization for exploration, analysis, and presentation.
- Interaction: human-computer interaction for visualization, interaction design, zooming and navigation, linking & brushing, coordinated multiple views, data editing, manipulation, and deformation, guided visualization and interactive visual storytelling.
- Evaluation and User Studies: task and requirements analysis, metrics and benchmarks, qualitative evaluation, quantitative evaluation, laboratory studies, field studies, usability studies
- Application Areas of Visualization: in the physical sciences, bioinformatics and in life sciences, and in engineering, geographic and earth/space/environmental visualization, information sciences, software and financial visualization, and applications in the humanities, social sciences, and education
- General Topics: visual design, cognition, perception, and aesthetics, uncertainty, design studies, novel algorithms and mathematics, presentation/production/ dissemination, collaborative and distributed visualization, mobile/ubiquitous visualization, visualization systems, problem-solving environments, virtual environments, sonification and haptics, visualization for the masses.

EuroVis 2018 features the following submission types:

- Full Papers (<https://www.eurovis2018.org/submitters-full-papers/>)
- STARs (<https://www.eurovis2018.org/submitters-stars/>)
- Short Papers (<https://www.eurovis2018.org/submitters-short-papers/>)
- Posters (<https://www.eurovis2018.org/submitters-posters/>)

Jump to

Important Dates (<https://www.eurovis2018.org/important-dates/>)
Full Papers (<https://www.eurovis2018.org/submitters-full-papers/>)
STARs (<https://www.eurovis2018.org/submitters-stars/>)
Short Papers (<https://www.eurovis2018.org/submitters-short-papers/>)
Posters (<https://www.eurovis2018.org/submitters-posters/>)
Submission Guidelines (<https://www.eurovis2018.org/submission-guidelines/>)
Copyright Form (<https://www.eurovis2018.org/copyright-form/>)
Fast Forward (<https://www.eurovis2018.org/submitters-fast-forward/>)