

MISSION

The IEEE Visualization and Graphics Technical Committee (VGTC) is a formal subcommittee of the Technical Activities Board (TAB) of the IEEE Computer Society. The VGTC provides technical leadership and organizes technical activities in the areas of visualization, computer graphics, virtual and augmented reality, and interaction.

The VGTC sponsors not only the annual VisWeek and Virtual Reality conferences, but also many focused symposia and conferences including EuroVis, 3D User Interfaces, VAST, ISMAR, Volume Graphics, and PacificVis.

AWARDS

To recognize its members for their outstanding technical accomplishments, the VGTC established a series of technical awards in 2004. The awards honor outstanding technical achievements in visualization and virtual reality. The VGTC awards chair for visualization is Larry Rosenblum, and the awards chair for virtual reality is Arie Kaufman.

NATIONAL INITIATIVES

The VGTC is actively involved in national initiatives that study and promote the immediate and long-range challenges in visualization and computer graphics and related research areas. For more information visit our web page at <http://vgtc.org>.

GETTING INVOLVED

Membership in the VGTC is open to all individuals interested in visualization, virtual reality and computer graphics at a professional level. There are no dues for VGTC membership and no IEEE membership requirements.

WEB SITE

Visit the VGTC web site at <http://vgtc.org>. It offers information about how to join, VGTC activities, awards, national initiatives, conferences and symposia, and contains a link to a comprehensive membership directory.

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