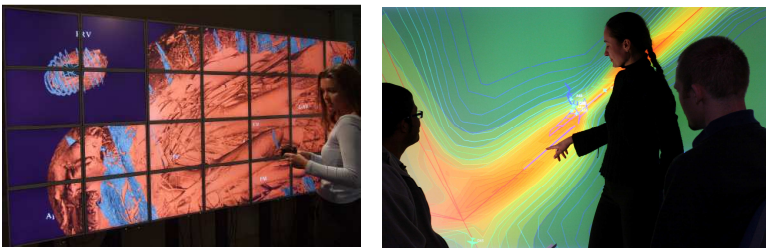


2nd Interdisciplinary Conference on Intersections of Visualization Practices and Techniques 7th - 9th May 2008

Visualization is becoming an ever more important tool for communicating and interacting with complex information involving real and abstract data spaces. Visualization is no longer a tool just for scientists and engineers - increasingly the arts and humanities communities are making greater use of visualization techniques in their activities. There is a great deal that the science, engineering, arts and humanities communities can learn from each other.



Showcasing new visualization techniques

The conference aim is to de-mystify visualization techniques and make it easier for new, more experienced users and people from different domains to learn about state of the art developments and how to obtain maximum advantage from desktop visualization technologies through to more sophisticated visualization facilities.

The conference has a strong focus on hands on collaboration and provides the opportunity for participants to submit video and posters of their research. The conference has already established itself as a forum to share expertise and exchange visualization knowledge.

Conference Topics

- Intersections in visualizations practice
- Modelling and Simulation
- Procedural realism in serious games
- A rough guide to data visualization
- Combining the real world and abstract visualization
- 3D Motion capture techniques within humanities and engineering
- The use of games engines for visualization
- Visualization in the humanities
- Visualization in sports sciences
- Visualization in the arts
- Web based visualization techniques including Grid technology for interactive visualization
- Live high performance visualization demonstrations and showcases
- Grand challenges in visualization



Conference Organisation

Day 1 and 2 includes a mixture of presentations and workshops to stimulate discussion and showcase examples of visualization practice and techniques across application domains in the UK. The discussions are designed for both new and experienced users who wish to increase their knowledge of modern visualization techniques and technologies.

Day 3 is a series of expert workshops intended for the more advanced visualization practitioner. The workshops will explore and identify a series of **Grand Challenges** as perceived by the UK visualization community.

Our aim is to help stimulate debate and create a research roadmap for future visualization research, focusing attention on key challenges within the arts, humanities, science and engineering.



Key Dates

Early bird registration before:	18 th April
Video / Poster submission closes:	25 th April
Late registration closes:	2 nd May
Conference:	7 th – 9 th May

Call for Posters and Video

Delegates are invited to submit an A1 poster of their work. There will be tables available to demonstrate the work described by the poster during the event. A prize will be awarded for the best poster.

Delegates are also invited to submit a short (3 minute) video clip of their work. The video clips will be included in one of the early presentation sessions, giving participants a chance to show off new visualization techniques.

Full details on the submission process are available from the vizNET website.

Conference Venue

The conference is hosted by **Loughborough University** at Holywell Park, providing first class conference facilities. The venue is ideally located at the heart of the UK, a short distance from the M1.

Accommodation is available at Burleigh Court situated a few minutes from the conference venue.

Conference Fee

Early Registration

£40 Standard / £15 Students

Late Registration

£60 Standard / £25 Students



For registration and full programme details:

Visit: <http://www.viznet.ac.uk/viznet2008>

Tel: +44 (0)1509 635674