IEEE Visualization and Graphics Technical Committee (VGTC)

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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 and visual analytics, computer graphics, virtual and augmented reality, and interaction. VGTC-sponsored conferences and symposia include VIS, VR, ISMAR, PacificVis, EuroVis, BioVis, LDAV, and 3DUI.

AWARDS

To recognize its members for their outstanding technical accomplishments, the VGTC established a series of technical awards in 2004. These awards honor outstanding technical achievements in visualization and virtual reality. In 2013, the VGTC along with the IEEE VGTC Visualization Pioneers Group established the IEEE VGTC VIS Pioneers Group Doctoral Dissertation Award to recognize outstanding academic contributions by junior researchers in visualization and visual analytics.

NATIONAL INITIATIVES

The VGTC is actively involved in national initiatives that study and promote the immediate and long-range challenges in its core and related research areas. For more information visit 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 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, calendar, archives and videos for conferences and symposia, and activities of the Visualization Pioneers Group.

James Ahrens, VGTC Chair

VGTC Executive Committee