Fabrication and Sculpting Event 2016 (FASE)

www.geometrysummit.org/fase/

Call for Papers

The Fabrication and Sculpting Event presents original research at the intersection of theory and practice in shape modeling, fabrication and sculpting. FASE focuses on the practical problems of generating novel shapes and specifically addresses the interplay of theory and practice. FASE invites practitioners who might be less inclined to write software, but who have inspiring ideas to contribute to the shape modeling community including visually stimulating shapes or techniques. It is not a requirement that computations are involved, but the research should have a clear algorithmic or mathematical aspect.

Topics: FASE solicits papers that pose new questions and motivate further research in shape modeling, fabrication and sculpting. Topics should be useful, for example, in the following areas:

- Fabrication of digital models
- Advanced manufacturing techniques such as additive manufacturing, laser cutting or CNC milling
- Interactive or procedural design of manufacture-able shapes
- Interconnections of complex modeling and fabrication processes
- Visually stimulating shapes or techniques

Submissions: All FASE paper submissions will be handled via the easy-chair system following a one-stage peer review cycle. Accepted FASE papers will be published in a special issue of the Hyperseeing magazine. FASE paper presentations will be 15 minutes in length and typically be presented in sessions held in parallel to technical paper presentations at the Geometry Summit.

Location: FASE 2016 will be co-located in Berlin with the Symposium on Geometry Processing (SGP), Shape Modeling International (SMI) and the Symposium on Solid & Physical Modeling (SPM) as part of the Geometry Summit in 2016.

Chairs: Ergun Akleman, Jakob Andreas Bærentzen, Konrad Polthier

Important dates:

Full papers due: April 15, 2016
Acceptance notifications: May 10, 2016
Camera ready papers due: May 25, 2016
FASE conference: June 20-24, 2016