Dear Colleague,

The International Conference on "*Integrated Modeling and Analysis in Applied Control and Automation*", IMAACA2004, will be held on **October 2004 in Genoa, Italy**, as part of I3M2004, "*The 1st International Mediterranean Modeling Multiconference*". These scientific events are sponsored by I_M_CS , the International Mediterranean Council of Simulation, and SCS International, the Society for Modeling and Simulation, San Diego, USA.

In this framework, we are pleased to organize a **session** on the following topic:

"Virtual reality and haptics in modelling, design and interactive simulation"

Virtual reality (VR) is the technological field focusing on real-time multimodal sensori-motor interaction between a human operator and a computer simulated and animated environment. VR technologies have already found numerous applications in many fields, where natural and intuitive human-computer interaction is of particular importance, including computer-aided design based on virtual prototyping concepts, as well as interactive real-time simulation of industrial and other processes supervised or directly controlled by a human operator. More particularly, haptics is the scientific and technological field that focuses on how to couple the sensori-motor functionality of touch within a VR simulation environment. Endowing the human operator (designer of a new prototype, supervisor or a process, etc.) with an artificial sense of touch within a virtual environment has proven not only beneficial but also indispensable in many VR-based applications. This special session will focus on new methods and techniques from the field of virtual reality (e.g. geometric and/or physically based modelling for interactive computer animation, etc.) as well as on the benefits related to the use of «haptic display » technologies in a variety of applications ranging from industrial design automation, to medical simulation for skill training and assessment.

We hope that such a session will interest you.

Please send **an abstract** in PDF format **before February 06, 2004** to ktzaf@softlab.ntua.gr

The full paper is to be sent before March 05, 2004 as drafts 12-17 pages, double-spaced, PDF or PS format. **Attach** a file specifying "IMAACA 2004", and stating author's names, affiliations, mail addresses, telephone and FAX numbers, and E-mail addresses.

Only original papers written in English will be considered on the basis of a full paper revision. After a first review by the two Chairs for general suitability to the conference, each full paper will be reviewed by members of the IPC.
The accepted papers will be published in the Conference Proceedings edited by SCS, the Society for Modeling and Simulation International (www.scs.org). The best papers will be considered for publication in special issues on technical journals.

DEADLINES are:
- February 06, 2004:   Special Session Proposal
- February 06, 2004:   Tutorial Proposal
- March 05, 2004 :   Full Paper Submission
- April 23, 2004:   Notification Acceptance
- July 01, 2004:   Final Submission

Hoping to meet you in Genoa an important and most interesting city in the wonderful framework on the Italian Riviera, please receive my best regards.

Sincerely yours.

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