

ICCGV 2020

CHENGDU, CHINA | FEB. 21-24, 2020

3RD INTERNATIONAL CONFERENCE ON COMPUTER GRAPHICS AND VIRTUALITY

The conference will take place in **Chengdu China**, during **February 21-24**, 2020. It is the workshop of ICDSPP 2020 and will be held together. All professors, researchers and university students in related fields are cordially invited to participate.

PUBLICATION

All accepted submissions of ICCGV will be published in the ICDSPP conference proceedings as a special chapter, which will be indexed by **Ei Compendex and Scopus** and submitted to be reviewed by Thomson Reuters Conference Proceedings Citation Index (ISI Web of Science).

SUBMISSION

- >> Full Paper/Publication
- >> Abstract/Oral Presentation only

A: Online Submission System
<http://confsys.iconf.org/submission/iccgv2020>

B: via e-mail
iccgv@iact.net

DATES TO REMEMBER

Preliminary Paper Submission Deadline:
September 25, 2019

Paper Acceptance Notification:
October 15, 2019

Preliminary Registration Deadline:
October 30, 2019
(enjoy early-bird price)

KEEP IN TOUCH

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working hours:
9:30am--12am, 2pm-5:30pm, Monday to Friday

CALL FOR PAPERS

COMPUTER GRAPHICS

Images processing and computer vision
Rendering including real-time rendering, illumination, photo-realistic graphics
Computational photography
Graphics hardware, GPU, and hardware-related techniques
Image-based computer graphics
Geometric modeling, CAD, Simulation, Computer animation
image processing
Geometric data processing, GIS, BigData modeling and processing

图像处理 and 计算机视觉
渲染包括实时渲染、照明、真实感图形计算摄影
基于图像的计算机图形
对象检索信息可视化
计算机图形和可视化
科学计算可视化、大规模和大规模数据可视化计算机视觉
图像扫描、显示和打印

VIRTUALITY

Tracking and sensing
Input devices for VR/AR/MR
Advanced display technology
Immersive projection technology
Haptics, audio, and other non-visual interfaces
Modeling and simulation
Computer graphics techniques for VR/AR/MR
Virtual humans and avatars
Multi-user and distributed VR/AR/MR

跟踪和传感先进的显示技术
沉浸式投影技术
触觉、音频和其他可视接口建模与仿真
VR系统和工具包
在虚拟环境中运动和导航用户研究和评价
感知存在，虚拟化身和认知
More themes: <http://www.iccgv.org/cfp.html>