

ICCGV2023

2023 6th International Conference on Computer Graphics and Virtuality

Date: February 17-19, 2023
Held in: Chengdu China



Publication

The accepted (Registered & Presented) full papers will be published in the conference proceedings as a special chapter, which will be submitted to Ei Compendex and Scopus for index.

Call for papers

- Computer Graphics and Information Visualization
- Image Processing
- Computer vision
- Rendering including real-time rendering, illumination
- Big data visualization, big data modeling and processing
- Geometric data processing, GIS
- Geometric modeling, simulation, computer animation
- Geographic Information Systems
- Virtual reality environments / augmented reality / mixed reality
- Locomotion and navigation in virtual environments
- Tracking and sensing
- Teleoperation and telepresence
- VR systems and toolkits
- 3D interaction for VR/AR/MR
- Immersive projection technology
- User studies and evaluation

More Topics, please visit at
<http://www.iccgv.org/cfp.html>

Submission

1. Full paper (publication and presentation)
 2. Abstract (presentation only)
- ① For full paper and abstract, please upload it(pdf.) to the Electronic Submission System (.pdf)

<http://confsys.iconf.org/submission/iccgv2023>

- ② Send your enquiry to iccgv@chairmen.org

More details about submission, please visit at
<http://www.iccgv.org/sub.html>

Important Dates

Submission deadline: December 10, 2022

Notification date: December 30, 2022

Registration deadline: January 5, 2023

Conference Schedule

February 17, 2023 | Conference Sign in, Materials Collection, and Welcome Reception

February 18, 2023 | Opening Remarks & Keynote Speeches & Authors' Presentations in Parallel Sessions

February 19, 2023 | Tour or Academic Visit

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