

Call for Paper

Computer Graphics
Images processing and computer vision
image processing
Computational photography
Volume graphics, semi-transparent media

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

For more detail, please click [here](#)

All accepted papers after proper registration and presentation will be published in the ICCGV 2024 Conference Proceedings by SPIE, which will be included in SPIE Digital Library and indexed by Ei Compendex, Scopus, and CPCI (Web of Science).

Submission

Full paper (publication and presentation)
Abstract (presentation only)

Full paper and abstract, please upload it to iConference submission system: (pdf)
<http://confsys.iconf.org/submission/iccgv2024>

If you have any queries, please  us

For more detail, please visit at
<http://www.iccgv.org/sub.html>

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2024 7th International Conference on Computer Graphics and Virtuality

Conference consists of keynote lectures, oral presentation, poster presentation, online presentation or video presentation on all aspects of Computer Graphics and Virtuality. All professors, researchers and university students in related fields are cordially invited to participate in.

Important Date

Submission Deadline: December 10, 2023
Acceptance Notification: December 30, 2023
Final Paper Submission: January 15, 2024
Registration Deadline: January 15, 2024

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