

IMPORTANT DATES:

- Paper Submission Deadline:
October 30, 2024
- Paper Acceptance Notification:
November 30, 2024
- Camera Ready Paper Submission:
November 15, 2024
- Registration Deadline:
December 15, 2024

CONFERENCE HISTORY:

- ICCGV 2024: February 23-25 | Hangzhou, China
- ICCGV 2023: February 17-19 | Chengdu, China
- ICCGV 2022: February 25-27 | Virtual Conference

CALL FOR PAPER:

- Computer graphics
 - Images processing and computer vision
 - Rendering including real-time rendering, illumination, photo-realistic graphics
 - Computational photography
 - Tracking and sensing
 - Input devices for VR/AR/MR
 - Advanced display technology
 - Immersive projection technology
- For more topics, please click [here](#).

SUBMISSION GUIDELINE:

Full Paper (Publication and Presentation)
Abstract (Presentation Only)
Please submit full paper/abstract to [Online Submission System](#).
For more details, please click [here](#).



KEYNOTE SPEAKERS:



Prof. James Kwok
Hong Kong University of Science and
Technology, China



Prof. Badong Chen
Xi'an Jiaotong University, China

PUBLICATION:

After a careful reviewing process, all accepted papers after proper registration and presentation will be published in the ICCGV 2025 Conference Proceedings by SPIE, which will be included in SPIE Digital Library and indexed by Ei Compendex, Scopus, and CPCI (Web of Science).

CONFERENCE SCHEDULE:

February 21, 2025 | 10:00am to 17:00pm:
Pre-test
February 22, 2025 | 9:00am to 20:00pm:
Opening Remarks & Keynote Speech &
Onsite Sessions
February 23, 2025 | 9:00am to 17:00pm:
Tour or Academic Visit & Online Sessions

CONTACT US:

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