

# ICCGV 2019

**GOOD  
NEWS!**

All papers in conference proceedings  
have been indexed by **EI Compendex  
and Scopus**

**Jeju Island, Korea**  
**February 23-26, 2019**

## ABOUT

2019 2nd International Conference on Computer Graphics and Virtuality (ICCGV 2019) will be held in **Jeju Island**, Korea, from Saturday, February 23, to Monday, February 25, 2019. ICCGV 2019 is being organized by International Academy of Computing Technology (IACT). It is the workshop of ICDSPP 2019 and will be held together. All professors, researchers and university students in related fields are cordially invited to participate.

## IMPORTANT DATE

Preliminary Submission Deadline : December. 30, 2018

Notification of Acceptance : January 15, 2019

Preliminary Registration Deadline: January 25, 2019

## PUBLICATION

All accepted submissions of ICCGV will be published in the ICDSPP 2019 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

A: EasyChair Submission System  
<http://www.easychair.org/conferences/?conf=iccgv2019>

any questions about submission, please contact  
[iccgv@iact.net](mailto:iccgv@iact.net)

1. Each paper should be no less than full 4 pages.
2. The full paper submission is required for publication.
3. Abstract is only for oral presentation.

## CONFERENCE TOPIC

- Computer vision
- Scientific visualization, massive and bigData visualization
- Computer graphics and visualization
- Information visualization
- Segmentation, Object Retrieval
- Geometric data processing, GIS, BigData
- modeling and processing
- image processing
- Geometric modeling, CAD, Simulation,
- Computer animation
- Image-based computer graphics
- Graphics hardware, GPU, and hardware-related techniques
- Computational photography
- Rendering including real-time
- rendering, illumination, photo-realistic graphics
- Images processing and computer vision
- Computer Graphics
- Evaluation methods for 3DUIs
- Non-fatiguing 3DUIs
- Mobile, Desktop or Hybrid 3DUIs
- 3DUI metaphors for VR/AR/MR
- 3D interaction for VR/AR/MR

More topics: <http://www.iccgv.org/cfp.html>

## CONTACT INFORMATION

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More info : [www.iccgv.org](http://www.iccgv.org)