

ICCGV 2022

2022 5th International Conference on Computer Graphics and Virtuality

Conference Secretary: Ms. Lamira Zhang
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Web: www.iccgv.org
(Monday to Friday | 10:00-17:00 - GMT+8)

ABOUT ICCGV

Following the success of first two years' conferences in Tokyo, Jeju Island, and past 2 years' virtual conferences, we are organising the 5th International Conference on Computer Graphics and Virtuality (ICCGV 2022). The conference will take place in Chengdu China, during February 25-27, 2022. It is the workshop of ICDS 2022 and will be held together. Conference consists of keynote lectures, oral presentations, 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.

SUBMISSION

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

Please upload full paper/abstract to
<http://confsys.iconf.org/submission/iccg2022>

Or scan the QR code to submit



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

CALL FOR PAPER

Computer Graphics
Images processing and computer vision
Computational photography
Image-based computer graphics
Segmentation, Object Retrieval
Information visualization
Computer graphics and visualization
Image scanning, display and printing
Volume graphics, semi-transparent media
Machine learning, computer graphics, biological vision
Storage and retrieval
Tracking and sensing
Input devices for VR/AR/MR
Advanced display technology
Immersive projection technology
Modeling and simulation
Computer graphics techniques for VR/AR/MR
Virtual humans and avatars
Multi-user and distributed VR/AR/MR
VR systems and toolkits
User studies and evaluation
Perception, presence, virtual embodiment, and cognition
Teleoperation and telepresence
Applications of VR/AR/MR

More topics, please go to: <http://www.iccgv.org/cfp.html>

PUBLICATION

As the workshop of ICDS 2022, ICCGV 2022 accepted papers will be published in the ICDS 2022 conference proceedings as a special chapter, which will be archived in the Online Digital Library, and submitted to **EI Compendex** and **Scopus** for index and submitted to be reviewed by Thomson Reuters Conference Proceedings Citation Index (ISI Web of Science).

IMPORTANT DATES

- **Submission Deadline** January 20, 2022
- **Acceptance Notification** February 5, 2022
- **Registration Deadline** February 10, 2022

CONFERENCE COMMITTEES

Conference Advisory Chairs

Prof. Feifei Gao (IEEE Fellow), Tsinghua University, China
Prof. Deshuang Huang (IAPR Fellow & IEEE Fellow), Tongji University, China

Conference Chairs

Prof. Ce Zhu (IEEE and IET Fellow), University of Electronic Science and Technology of China, China
Prof. Tao Zhang, North China University of Technology, China
Prof. Haiquan Zhao, Southwest Jiaotong University, China

Conference Program Committee Chairs

Prof. Bogong Su, William Paterson University, USA
Prof. Ir Dr Goi Bok Min, Universiti Tunku Abdul Rahman, Malaysia
Prof. Jingen Ni, Soochow University, China
Prof. Shiyuan Wang, Southwest University, China
Prof. Kai Liu, Sichuan University, China

KEYNOTE SPEAKERS



Prof. Nikola Kasabov

IEEE Fellow & RSNZ Fellow
Auckland University of technology, New Zealand



Prof. Deshuang Huang

IAPR & IEEE Fellow
Tongji University, China



Prof. Feifei Gao

IEEE Fellow
Tsinghua University, China

ICCGV 2022

第五届计算机图形和虚拟国际会议

会议秘书: 张女士
会议邮箱: iccgv@chairmen.org
联系电话: +86-18080018263
会议官网: www.iccgv.org
(周一至周五 | 10:00-17:00)

会议概况

继往届会议在日本东京、韩国济州岛等地成功举办之后,第三届与第四届计算机图形和虚拟国际会议于虚拟平台成功举行。第五届计算机图形和虚拟国际会议(ICCGV 2022)计划于2022年2月25-27日在中国蓉城成都举行。会议将组织包括主题演讲、口头报告、海报展示等各个环节,内容涉及计算机图形和虚拟性的各个方面。现诚挚邀请所有相关领域的教授、研究人员参加会议!

据组委会了解,部分作者由于新型冠状病毒疫情影响无法参会。因此除提供常规参会选项(口头以及海报报告)之外,本次会议将增设网络或视频报告的选择,并将在会议期间安排相应的分会场。由于疫情不能参会的人员,欢迎参加专门的网络分会。届时组委会会根据疫情情况决定会议形式,感谢您的理解!

会议投稿

1. 会议官方语言为英语,只接受英语论文,请务必用英语撰写文章。
2. 摘要只做报告不发表,摘要字数要求在200-400字,如要发表和做报告请投全文。
3. 文章篇幅要求至少满8页,超过10页,将收取额外的页面费用。
4. 投稿方式:
 - (1) 直接发送至会议邮箱: iccgv@chairmen.org
 - (2) 识别下方二维码在线投稿



更多详情,请访问 <http://www.iccgv.org/sub.html>

会议出版

和历届会议相同,被ICCGV 2022接收且经过注册和报告的文章将发表在国际会议论文集,该系列文章将由 **Ei Compindex** 和 **Scopus** 编入索引。

重要日期

- 投稿截止 2022年1月20日
- 通知时间 2022年2月5日
- 注册截止 2022年2月10日

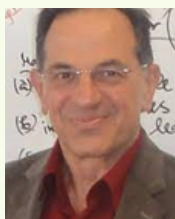
征稿主题

本次大会征集文章领域包括但不限于:

图像处理和计算机视觉
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
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
虚拟人和头像
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
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更多主题,请访问 <http://www.iccgv.org/cfp.html>

特邀专家



Prof. Nikola Kasabov
IEEE & RSNZ 会士
新西兰奥克兰理工大学



黄德双教授
IAPR & IEEE 会士
中国同济大学



高飞飞教授
IEEE 会士
中国清华大学