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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

Submission

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

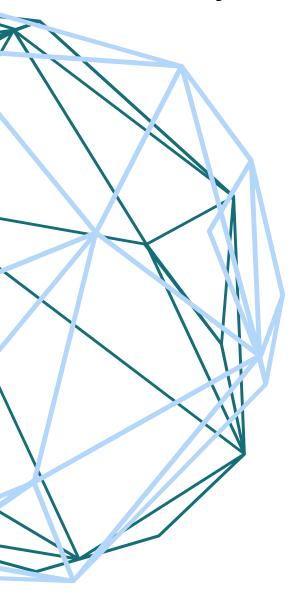
Full paper and abstract, please upload it to iConference submission system: (pdf) http://confsys.iconf.org/submission/iccgv2 024

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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).



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

Contact



Ms. Lamira Zhang



+86-18080018263



iccgv@chairmen.org

