

## IMPORTANT DATES:

- Paper Submission Deadline: September 30, 2024
- Paper Acceptance Notification: October 30, 2024
- Camera Ready Paper Submission: November 15, 2024
- Registration Deadline: November 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 Conference Proceedings, which will be submitted to Ei Compendex, Scopus, etc.

## 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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