



CALL FOR PAPERS

ICCGV 2020
Oct 22-23, 2020
Bali, Indonesia

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICCGV 2020 : International Conference on Computer Graphics and Vision is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Computer Graphics and Vision. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Computer Graphics
Shading and Rendering
Geometric Modeling
Animation
Interactive Devices
GPU and Graphics Systems
Graphical User Interface
Human-Computer Interaction
Virtual Reality
Computer Games
Computer-Aided Design
Natural Phenomena Modeling

Computer Vision
3D and Stereo Vision
Boundary Detection
Motion Detection and Tracking
Reconstruction and Representation
Facial and Hand Gesture
Recognition
Matching, Inference and
Recognition
Vision Engineering
Texture and Color in Computer
Vision
Projective Geometry and Computer
Vision
Pattern Recognition in Computer
Vision
Inspection and Robotics
Applications