



CALL FOR PAPERS

ICCGTA 2021
Feb 08-09, 2021
Amsterdam, The Netherlands

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.

ICCGTA 2021 : International Conference on Computer Graphics Theory and Applications is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Computer Graphics Theory and Applications. 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:

GEOMETRY AND MODELING.

Modeling and Algorithms.
Scene and Object Modeling.
Modeling of Natural Scenes and Phenomena.
Image-Based Modeling.
Solid and Heterogeneous Modeling.
Geometric Computing.
Surface Modeling.
Physics-Based Modeling.
Sketch-Based Modelling.
Multi-Resolution Modeling.
Fundamental Methods and Algorithms.
Model Validation.

Texture Models, Analysis, and Synthesis.

Reflection and Illumination Models.

Anthropometric Virtual Human Models.

CAGD/CAD/CAM Systems.

RENDERING.

Real-Time Rendering.

Systems and Software Architectures for Rendering.

Volume Rendering.

Rendering Algorithms.

Image-Based Rendering.

Lighting and Appearance.

Non-Photorealistic Rendering,
Painting-like rendering, Drawing.