



CALL FOR PAPERS

ICCGTA 2021
Mar 29-30, 2021
Paris, France

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 Technology and Applications is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Computer Graphics Technology 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:

Computer engineering	Vector graphics
Electrical engineering and computer science	Three-dimensional
Computer graphics	Computer animation
Image data	Concepts and principles
Computer vision	Pixel
Design	Graphics
Representation and manipulation of image data	User interface design
Animation, movies and video games	Sprite graphics
Graphic design	Vector graphics
Image types	Primitives
Two-dimensional	Rendering
Pixel art	Volume rendering
Sprite graphics	3d modeling