



# CALL FOR PAPERS

**ICCDA 2022**  
**May 20-21, 2022**  
**Berlin, Germany**

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.

ICCDA 2022 : International Conference on Computer Design and Animation is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Computer Design and Animation. 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 animation  
2D and 3D animation  
Motion control  
Path planning  
Motion capture and retargeting  
Photo-realistic animation  
Motion capture and retargeting  
Physics-based animation  
Vision-based techniques  
Behavioral animation  
Artificial life  
Deformation  
Facial animation

Image-based animation  
Multi-resolution and multi-scale models  
Knowledge-based animation  
Traditional animation  
Stop motion animation  
Cel-shaded animation  
Machinima  
Animatronics  
Hydrotechnics  
Paint-on-glass animation  
Pinscreen animation  
Character animation  
Special effects animation