



# CALL FOR PAPERS

**ICCGV 2022**  
**Nov 18-19, 2022**  
**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.

ICCGV 2022 : 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