

2nd International Conference and Expo on Computer Graphics & Animation

(Theme: Stylizing Design and Animation, Bringing Innovations to the Graphic World)

Summary:

Computer graphics are pictures created using computers and the representation of image data by a computer specifically with help from specialized graphic hardware and software. Basically, it is the representation and manipulation of image data by a computer. The interaction and understanding of computers and interpretation of data has been made easier because of computer graphics. Computer graphic development has had a significant impact on many types of media and has revolutionized animation, movies and the video game industry.

For more details please visit- <http://computergraphics-animation.conferenceseries.com/>

Importance & Scope:

The Computer Graphics and Animation industry is full of promising rewards. Movies are animated, television commercials have more animation effects and the gaming industry is busting with computer graphically created products. Computer Graphics and animation are used in broadcasting, automotive design, theme parks, industrial animation, virtual reality, and scientific and medical research. The Computer graphics and animation industry is project-oriented and a highly competitive field. The people working in this field have to be creative with innovative ideas, and good working knowledge of all software's related to graphics and hardware components. Computer graphics technology professionals use their knowledge and technical skills in graphic design and animation to design and create layouts, Web pages, and multimedia production. It is considered as a lucrative career option nowadays. Students can choose a wide range of programs. Different job opportunities under this sector are- Graphic Designer, Production Artist, Computer Game Designer and Developer, Computer Animator, 3D Modeler, Creative Director, Art Director, a character animator, a lightening specialist, a compositor, a texture artist, a computer graphics programmer, a technical director or an art director.

Computer Graphics-2015 is an international platform for presenting innovative and creative work in the field of Graphics and Animation and contributes to the dissemination of knowledge for the benefit of both the academia and business. Computer Graphics-2015 is where the future of Computer Graphics and Animation intersects. Computer Graphics -2015 is where marketers go to gain perspective on the latest platforms, innovations and opportunities. We bring together business, creative, and technology leaders to discuss the latest trends that will drive the future of the industry.

Why Valencia?

San Antonio is the market place for all technology that powers computer graphics and interactive techniques. It has 250 companies that provide products and services related to Computer Graphics. San Antonio is the third largest city in Texas with a population of 1.383 million. Many excellent colleges and Universities in Texas offer degree programs in graphic design. Popular San Antonio design schools include San Antonio College, Northwest Vista College, St. Philips College and the University of Texas. San Antonio businesses hire local animation artists for tasks such as video game development, cartoon production, medical animation, promotional advertising, web page design and many other purposes. As a result, talented San Antonio artists consistently find local employment in the field of animation design.

Some San Antonio artists seek out local animation studios like Cerutti Productions, Impulse Images and Preshow Productions and others land jobs with successful San Antonio motion picture companies who produce their own animation. Skilled San Antonio movie producers include 5-Point-6 Productions, Coliday Photo Media, Starlight Music, Tilde and Woodlawn Theater. Other San Antonio animation professionals work for local graphics IT corporations. San Antonio info tech teams include A-Plus-Net-Solutions, Ideawire, New Century Graphics, Visual Net Design and Wickley Marketing, among hundreds more.

Why to attend???

With members from around the world focused on learning about Computer Graphics and Animation; this is your single best opportunity to reach the largest assemblage of participants from the Graphics community. Conduct demonstrations, distribute information, meet with current and potential customers, make a splash with a new product line, and receive name recognition at this 2-day event. World-renowned speakers, the most recent techniques, tactics, and the newest updates are hallmarks of this conference.

A Unique Opportunity for Advertisers and Sponsors at this International event:

<http://computergraphics-animation.conferenceseries.com//Sponsorship.pdf>

Computer Graphics Associations and Societies

- Computer Graphics Society
- Science & Engineering Research Support society
- *International Game Developers Association (IGDA)*
- San Antonio Animation Society
- European Association for Computer Graphics
- Association for Computing Machinery
- Society for Industrial and Applied Mathematics
- Spark Computer Graphics (Spark CG) Society
- National Computer Graphics Association
- Quickdraw Animation Society
- International Animated Film Societies. (ASIFA)
- Japanese Animation Society
- Midwest Animation Promotion Society
- Animation Arts Society

Target Audience:

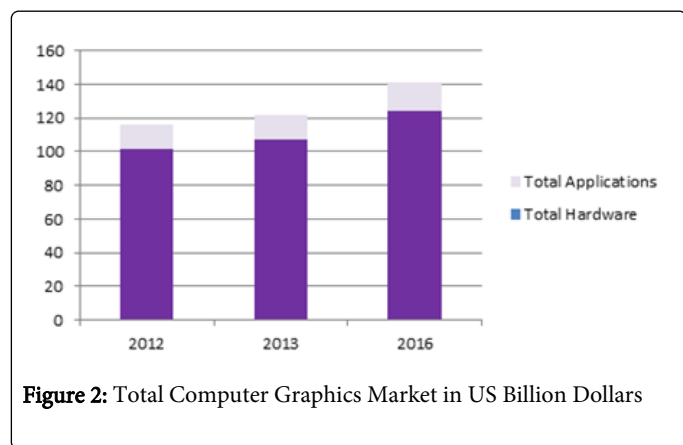
Researchers working in the field of Computer Graphics, Directors of Computer Graphics societies and associations, Academicians, Animators, Researchers, Engineers, Practitioners in Computer Graphics, Graphic Designers, Digital Artist, Students related to the theme of the conference, CEO, President and Vice-President of Companies related to Computer Graphics and Animation, Art Directors

Glance at Market of Advertising and Marketing:

Jon Peddie Research says recent growth driven by scientific and entertainment applications and a passion to “translate the visual into the digital.” Both the online audience and the level of sophistication in online advertising continue to increase dramatically. Advertisers large and small have made the Internet a significant part of their advertising strategies. eMarketer reported \$42.3 billion in U.S. online ad spending for 2013 (including online and mobile platforms), up from \$37.3 billion for 2012. Double-digit growth is expected to continue through 2014. Online advertising spending in 2013 accounted for 24.7% of all ad media spending in the U.S. By 2015, eMarketer estimates that online ad spending will account for almost 28%. For 2013, global digital ad spending reached \$117.6 billion, according to eMarketer. This was an increase from \$102.83 billion the previous year.

Market Growth for Computer Graphics

Statistics which shows growth in importance of computer graphics



Source: Reference

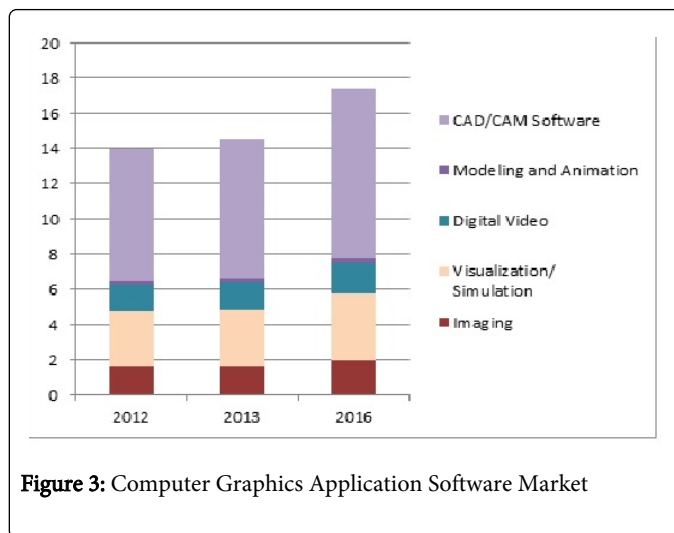


Figure 3: Computer Graphics Application Software Market

Source: Reference

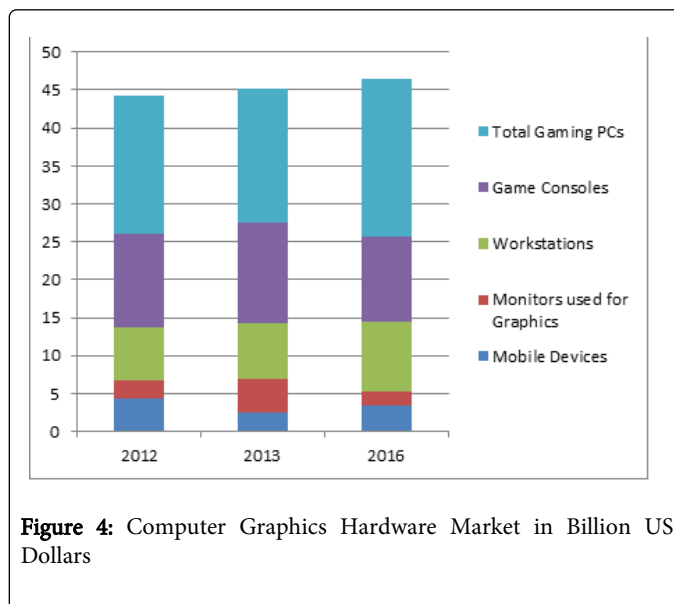


Figure 4: Computer Graphics Hardware Market in Billion US Dollars

Source: Reference

Statistics of Marketers, Researchers and Academicians working on Computer Graphics & Animation:

Computer graphics is the manipulation and presentation of image data using specialized technology. This method is often used to create animation cartoons, video games and movies. There are approximately 350 universities globally that teach an advanced course in Computer Graphics and Animation

Source: [Reference](#)

References:

1. <http://www.zdnet.com/computer-graphics-market-to-exceed-142-billion-by-2016-7000018128/><http://www.zdnet.com/computer-graphics-market-to-exceed-142-billion-by-2016-7000018128/>

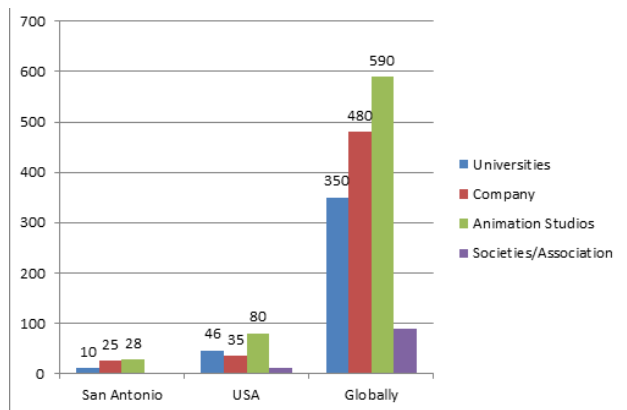


Figure 5: People