conferenceseries.com

3rd International Conference and Expo on

Computer Graphics & Animation

November 07-09, 2016 Las Vegas, USA



"Where Art meets Science
Imagine the Possibilities!"

Invitation...

Dear Colleagues,

Conference Series LLC invites all the participants across the globe to attend the "3rd International Conference and Expo on Computer Graphics & Animation" during November 07-09, 2016 Las Vegas, USA with the theme "Where Arts meets Science... Imagine the Possibilities"

Computer Graphics-2016 aims in promulgating knowledge and facilitating share of new ideas amongst the professionals, industrialists, graphic designers, and students from the background of Computer Graphics and animation. The exhilarating Art program is going to have presentations on most ingenious, modernistic and recent computational activities in various phases of training and practice which will have an extraordinary impact on both academic and industry professionals. This program provides three days of robust discussions on recent advancements and new strategies and developments in graphics and animation.



Computer Graphics & Animation 2016

Opportunity to meet reputed Designers and Animators across globe. Selected contributions will get published in Springer.

- Journal of Computer Engineering & Information Technology
- Journal of Global Research in Computer Science
- International Journal of Advancements in Technology

Key note Speakers:



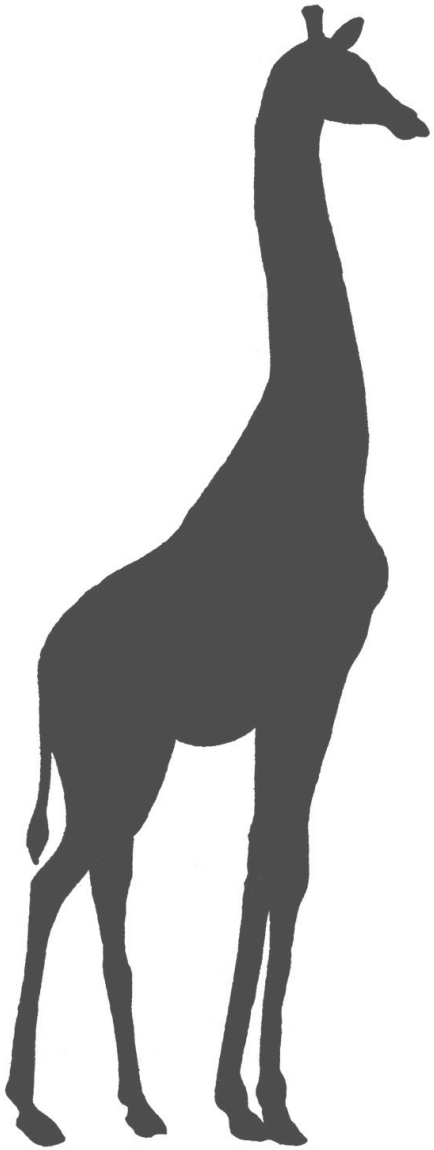
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Editor-in-Chief
ACM Computers in Entertainment
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Susan Johnston
CEO
Select Services Films, Inc.
USA



Organizing Committee





Newton Lee
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Athomas Goldberg
President, Lifelike & Believable Animation Design, Inc.
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Marco Corbetta
Senior Technical Director
Cloud Imperium Games
Germany



Abdennour El Rhalibi
Professor
Liverpool John Moores University
UK



Lauren Carr
Professor
Montclair State University
USA



Daniel Thalmann
Professor
Nanyang Technological University
Singapore



Luca Fascione
Head of Rendering Research
Weta Digital
USA



Leonel Toledo
Professor
Monterrey Institute of Technology
Mexico



Sebastian Sylwan
Academy of Motion Picture Arts and Sciences Hollywood
USA



Conference Session:

All honorable authors, researchers, scientists and student are please encouraged to contribute to and help shape the conference through submissions of their posters and research abstracts. Also, high quality research contributions describing original and unpublished of conceptual, constructive, experimental, or theoretical work in all areas of Computer Graphics and Animation are warmly invited for presentation at the conference. The conference memorial contributions of abstracts and posters that address themes and future aspects of the conference related session.

- **Computer Graphics:** image data created by a computer specifically with help from specialized graphical hardware and software.
- **Computer Animation:** the manipulation of electronic images by means of a computer in order to create moving images
- **Animation Industry:** the ultimate resource of professional animation, visual effects and gaming-related communities.
- **Modeling:** is an additive process, as opposed to carving, the other main sculptural technique, in which portions of a hard substance are cut away to reveal form.
- **Simulation:** is used in accident reconstruction to test and refine an opinion. Simulations are mathematical models which attempt to apply and follow Newton's laws of Motion.
- **Imagine and Image Processing:** purpose of Imagine is to provide all the necessary functionality to bring all native low levelimage processing libraries in PHP to the same simple
- **Game Design and Development:** the art of applying design and aesthetics to create a game to facilitate interaction between players for entertainment or for medical, educational, or experimental purposes.
- **Computer Graphics Applications:** graphics software or image editing software is a program or collection of programs that enable a person to manipulate visual images on a computer.
- **Computer Vision and Pattern Recognition:**
- **Rendering:** 3D computer graphics process of automatically converting 3D wire frame models into 2D images with 3D photorealistic effects or non-photorealistic rendering on a computer.
- **Virtual, Augmented and Mixed Reality:** sometimes referred to as hybrid reality or hyperreality, is the merging of real and virtual worlds to produce new environments and visualizations where physical and digital objects co-exist and interact in real time.
- **Visualization:** is any technique for creating images, diagrams, or animations to communicate a message.
- **3D Printing:** 3D printing, also known as additive manufacturing (AM), refers to various processes used to synthesize a three-dimensional object. In 3D printing, successive layers of material are formed under computer control to create an object.
- **Human-Computer Interaction:** researches the design and use of computer technology, focusing on the interfaces between people (users) and computers.

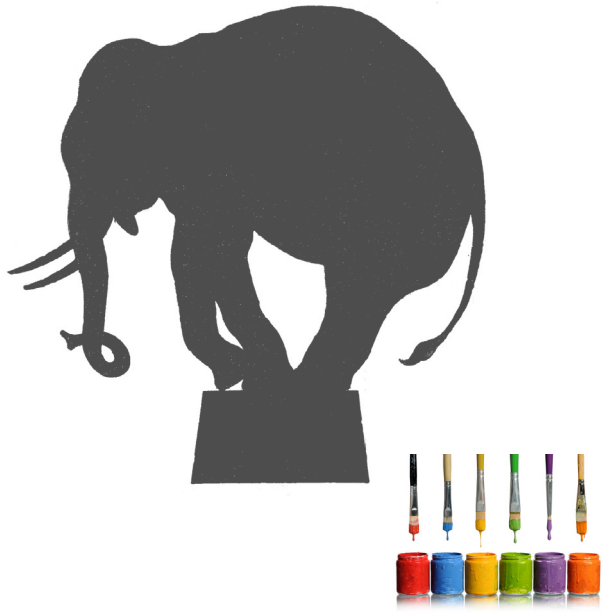
Participation in sessions on specific topics on which the conference is expected to achieve progress

Global networking: In transferring and exchanging Ideas

Conference brings together Scientific Researchers, Business Entrepreneurs and Industry Developers

Speaker's PPT

You may submit your presentation to any of our onsite organizers on the day of your talk. If your presentation is not compatible with our laptops, then you may also use your own laptop.



Youth Forum



Youth animates can also participate in this elite conference

Eligibility

Youth animates is a student or learner who got interest in presenting their views and technical skills in animation and graphics.

Participants should be below the age of 33 years and not to possess any senior position/ faculty in the field.

Submission

Each individual participant is allowed to submit only one paper
All submissions must be in English

The chosen topic must fit into sessions of the conference.

Showcase your research through oral/ poster presentations

Best youth Animation presenter and Best young poster presenter will get 500USD as Price Money

In Collaboration with



http://computergraphics-animation.conferenceseries.com/young-researchers-forum.php

Past Conference Report

Computer Graphics & Animation event is conducted annually. Building on the achievement of the earlier conferences Computer Graphics 2014 (Chicago) followed by Computer Graphics 2015 (San Antonio) Conference Series LLC delightfully welcomes once again all the researchers and developers to share their experiences and ideas through talks and presentations from diverse fields in advanced computer graphics technologies. This event provides a platform in bringing together a forum for students, postdocs, researchers, artists, animators and established industry professionals to exchange their ideas and contributing an integrative approach to the diversified fields related to Computer Graphics. It provides a forum for accessing to the most up to date and reliable knowledge from both commercial and academic worlds, sharing best practice in the field as well as learning about case studies of successfully integrated bio sensing technologies. The meeting also provides an opportunity to highlight the recent developments besides identifying emerging future areas of growth.



Key Note Speakers



Tom Sito
Chair, The John C. Hench Division of Animation and Digital Arts at the School of Cinematic Arts University of Southern California



Paul Fishwick
Chair of Arts and Technology Professor of Computer Science UT Dallas, USA



Abdennour El Rhalibi
Professor of Entertainment Computing Liverpool John Moores University, UK



Program at Glance

Day 1 / November 07, 2016

	Time	Session
Morning	08:00 - 09:00	**Registration /Reception**
	09:00 - 09:15	Inaugural Address
	09:15 - 10:45	Keynote/Plenary Talk no: 3
	10:45 - 10:50	Group Photo
	10:50 - 11.00	**Coffee/Tea Break**
	11:00 - 13:00	Computer Graphics, Computer Graphics Applications
Evening	13:00 - 13:30	**Lunch Break**
	13:30 - 15:30	Computer animation, Animation Industry
	15:30 - 15:45	**Coffee/Tea Break**
	15:45 - 17:30	Modeling, Simulation

Day 2/ November 08, 2016

	Time	Session
Morning	Time	**Session**
	09:00 - 10:00	Keynote/Plenary Talk no: 2
	10:00 - 10:15	**Coffee/Tea Break**
	10:15 - 13:00	Imaging and Image Processing, Game Design and Development
Evening	13:00 - 13:30	**Lunch Break**
	13:30 - 15:30	Computer vision and Pattern recognition, Rendering
	15:30 - 15:45	**Coffee/Tea Break**
	15:45 - 17:30	Virtual, Augmented and Mixed Reality, Visualization



Day 3/ November 09, 2016

	Time	Session
Morning	09:00 - 10:00	3D Printing
	10:00 - 10:15	**Coffee/Tea Break**
	10:15 - 13:00	Human-computer interaction
	13:00 - 13:15	Poster
	13:15 - 13:30	**Closing Ceremony**
	13:30 - 14:00	**Lunch Break**

Speaker Slots Available

NOTE: Program Shedule is subject to change with final allotment of the speaker slots

Important Dates:

Abstract Submission Dead line:
July 29, 2016

Early bird registration:
August 05, 2016



Venue

Las Vegas is the most populous city in Nevada, the seat of Clark County, and an Internationally renowned major resort city for gambling, shopping and fine dining. Las Vegas, which bills itself as The Entertainment Capital of the World, is famous for the number of casino resorts and associated entertainment. A growing retirement and family city, it is the 31st most populous city in the United States.

The major attractions in Las Vegas are the casinos and the hotels. The most famous hotel casinos are located on Las Vegas Boulevard on the portion of that road known as the Las Vegas Strip. These larger casinos are located outside of the city. Many of these hotels are massive, providing thousands of rooms, with their large adjoining casino areas. There are many hotel casinos in the city's downtown area as well, which was the focal point of the city's gaming industry in its early days. Several large hotels and casinos are also located somewhat off the Strip, as well as in the county around the city.

Some of the most notable casinos involved in downtown gaming are on the Fremont Street Experience which was granted variances to allow bars to be closer together, similar to the Gaslamp Quarter of San Diego.

Computer Graphics 2016 welcomes you to the exciting city of Las Vegas!!



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