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Tentative Program

4th International Conference and Expo on

Computer Graphics & Animation

September 25-26, 2017 Berlin, Germany

Theme: "Shaping the Future with Innovations in Graphics & Animation"



For Available Speaker Slots

computergraphics@conferenceseries.net

19+ Interactive Sessions

15+ Keynote Lectures

75+ Plenary Lectures

15+ Workshops

Conference Secretariat

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http://computergraphics-animation.conferenceseries.com/

Program at A Glance

Day 1

Reception/Registration	08.00-09.00	
	Time	General Session
Least of 3 Keynote/Plenary Talks	09.00-09.15	Inaugural Address
	09.15-09.45	Keynote/Plenary Talk 1
	09.45-10.15	Keynote/Plenary Talk 2
	10.15-10.45	Keynote/Plenary Talk 3
Panel Discussions/Group Photo		
Coffee/Tea Break 10.45-11.00 (Networking)		
11.00-12.40	Computer Graphics, Computer Graphics Applications	
Lunch Break 12.40-13.30		
13.30-15.30	Computer Animation, Animation Industry	
Coffee/Tea Break 15.30-15.45 (Networking)		
15.45-17.25	Modeling, Simulation and Rendering	

Day 2

Time	Session 1	Session 2
09.00-10.40	Keynote Forum	Game Design & Development
Coffee/Tea Break 10.40-10.55 (Networking)		
10.55-12.35	Gamification and Social Game Mechanics	Computer Vision & Pattern Recognition
Lunch Break 12.35-13.25		
13.25-15.05	Virtual, Augmented and Mixed Reality	Imaging and Image Processing
Coffee/Tea Break 15.05-15.20 (Networking)		
15.20-17.00	Visualization & 3D Printing	Human-Computer Interaction, 3D Web Technology
Awards & Closing Ceremony		

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

Glimpses of Computer Graphics Conferences

























Glimpses of Computer Graphics Conferences

























Major Scientific Sessions

- Computer Graphics
- Computer Graphics Applications
- Computer Animation
- Animation Industry
- Modeling
- Simulation
- Game Design & Development
- Gamification and Social Game Mechanics
- Computer Vision & Pattern Recognition
- Virtual, Augmented and Mixed Reality
- Imaging and Image Processing
- Rendering
- Visualization & 3D Printing
- Human-Computer Interaction
- 3D Web Technology

Best Poster Award



- You will be given about 5-7 minutes to present your poster including questions and answers. Judges may pose questions during the evaluation of the poster
- Judges will even evaluate the student's enthusiasm towards their study, interest and knowledge in the area of their research
- The winners will be announced at the closing ceremony of the conference. The decision of the winner will be withdrawn if the winner/winners is/are not present at the time of announcement
- Apart from the judging time you may also be present at the poster to share your research with interested delegates



Young Researchers Forum

- Present your research through oral presentations
- Learn about career development and the latest research tools and technologies in your field
- This forum will give pertinent and timely information to those who conduct research and those who use and benefit from research
- Develop a foundation for collaboration among young researchers
- The forum will provide an opportunity for collegial interaction with other young investigators and established senior investigators across the globe
- Interact and share ideas with both peers and mentors

General Queries
computergraphics@conferenceseries.net

Conference Venue

Berlin, Germany

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Best Tourist Destinations in Berlin, Germany


7 Great Day Trips from Berlin


10 Top Tourist Attractions in Berlin

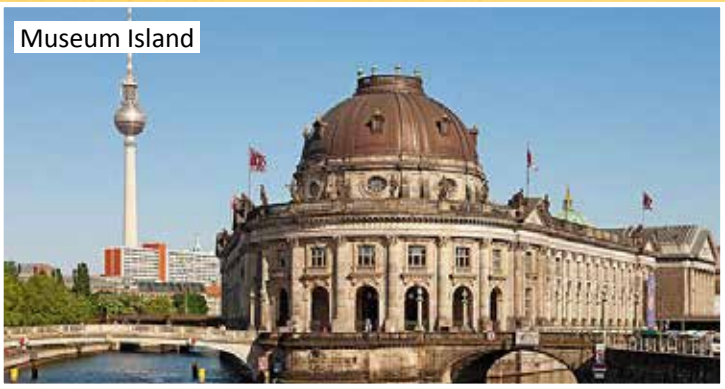

Brandenburg Gate



Check Point Charlie


Holocaust Memorial


Memorial Church


Museum Island


Potsdamer Platz


Reichstag


Tiergarten

About Berlin

Berlin is the capital of Germany, and one of the 16 states of Germany with a population of 3.5 million people and is Germany's largest city. It is the second most populous city proper and the seventh most populous urban area in the European Union. Located in north-eastern Germany on the banks of Rivers Spree and Havel, it is the centre of the Berlin-Brandenburg Metropolitan Region, which has about six million residents from over 180 nations. Due to its location in the European Plain, Berlin is influenced by a temperate seasonal climate. Around one-third of the city's area is composed of forests, parks, gardens, rivers and lakes.

Berlin is a world city of culture, politics, media, and science. Its economy is based on high-tech firms and the service sector, encompassing a diverse range of creative industries, research facilities, media corporations, and convention venues. Berlin serves as a continental hub for air and rail traffic and has a highly complex public transportation network. The metropolis is a popular tourist destination. Significant industries include Graphics, Animation, Game Art, Gamer hub and Media & Film Festivals.

Berlin you have one of the world's greatest film festivals, the Berlin International Film Festival, the International Leipzig Festival for Documentary and Animated Film, the Festival of Animated Film Stuttgart and the Bitfilm Festival.



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801st Conference

3rd International Conference on

Computer Graphics & Animation

November 07-09, 2016 Las Vegas, USA

Scientific Program

Day 1 November 07, 2016

Registrations

Riviera

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Opening Ceremony

Keynote Forum

Introduction

Title: Why the VR you see now is not the real VR
Michael Zyda, USC GamePipe Laboratory, USA

Refreshment Break

Title: Playful and artistic smart material interfaces
Anton Nijholt, University of Twente, Netherlands

Title: From the world's first computer art to Star Trek's Holodeck
Newton Lee, ACM Computers in Entertainment, USA

Session: Computer Graphics and Animation

Session Chair: Matthew Johnson, University of South Alabama, USA
Session Co-chair: Lauren Carr, Montclair State University, USA

Session Introduction

Title: Engaging students while encouraging focus, and time management in the computer arts classroom
Matthew Johnson, University of South Alabama, USA

Lunch Break

Title: The synthesis of 3D software in fine art
Lauren Carr, Montclair State University, USA
Title: Enhancing the dimensional accuracy of a low-cost 3D printer
Paolo Minetola, Polytechnic University of Turin, Italy
Title: Cyber performances, technical and artistic collaboration across Internet
Jiri Navrátil, CESNET, Czech Republic
Title: Crowd simulation: Overview and applications.
Leonel Antonio Toledo Díaz, Monterrey Institute of Technology and Higher Education, Mexico

Refreshment Break

Title: Designing backwards: Rethinking complex issues in animation
Farley J Chery, Worcester Polytechnic Institute, USA
Title: The most important steps and secrets in character creation
Dmitry Gaborak, Insomniac Games, USA

Panel Discussion

Day 2 November 08, 2016

Riviera

Keynote Forum

Title: The future of media
Susan Johnston, New Media Film Festival, USA

Refreshment Break

Title: Support Human-computer interaction to enhance computational engineering design
Timoleon Kipouros, Cambridge University, UK

Session: Computer Graphics and Animation

Session Chair: Boaventura I A G, Sao Paulo State University, Brazil
Session Co-Chair: Ramazan S Aygun, University of Alabama in Huntsville, USA

Session Introduction

Title: Query-by-Gaming: Interactive spatio-temporal querying and retrieval using gaming controller
Ramazan S Aygun, University of Alabama in Huntsville, USA
Title: Texture recognition using a multi-scale local mapped pattern
Boaventura I A G, Sao Paulo State University, Brazil

Lunch Break

Title: Preserving the collective memory and re-creating identity through animation
Inma Carpe, VIA University College, Denmark
Title: Sketch-to-Box: A new character modelling technique
Ismail Khalid Kazmi, Bournemouth University, UK
Title: From print design to virtual reality
Linh Dao, University of Texas at Arlington, USA

Refreshment Break

Title: Scanned human body model realistic pose deformation
Shuaiyin Zhu, The Hong Kong Polytechnic University, Hong Kong
Title: A part-detection based and CRFs embedded deep neural network for human parsing
Yanghong Zhou, The Hong Kong Polytechnic University, Hong Kong

Poster Presentations

CGA-01	**Title: Machine learning in videogames** **Esteban Gil Martínez,** Monterrey Institute of Technology and Higher Education, México
CGA-02	**Title: Use of sprites for 3D enviroments and actor´s simulation** **Yamile Zahoul,** Monterrey Institute of Technology and Higher Education, México
CGA-03	**Title: Virtual Reality as a means for storytelling in animation and its practical uses in therapeutic medicine** **Marlene Palafox Bello,** Monterrey Institute of Technology and Higher Education, México

Day 3 November 09, 2016

Riviera

Session: Computer Graphics and Animation

Title: Nested Cages
Leonardo Sacht, Federal University of Santa Catarina, Brazil
Title: On some possibilities of studing characteristics of periodic signals based on cluster analysis
V Znak, The Institute of Computational Mathematics and Mathematical Geophysics, Russia
Title: Image based rendering - A walkthrough
Vishal Verma, MLN College, India

Refreshment Break

Title: Representing 3D binary objects by means of relative chain codes
Hermilo Sánchez-Cruz, Autonomous University of Aguascalientes, México
Title: Web design for school management system in Ethiopia
Yonas Abebaw, PLC company, Ethiopia

Networking & Closing Ceremony

Lunch Break

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613th Conference

Scientific Program

Proceedings of

2nd Global Summit and Expo on

MULTIMEDIA & APPLICATIONS

August 15-16, 2016 London, UK



Hosting Organization: Conference Series LLC

2360 Corporate Circle., Suite 400 Henderson, NV 89074-7722, USA

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Scientific Program

Day 1 August 15, 2016

Registrations

Madison

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Opening Ceremony

Keynote Forum

Introduction

Title: Digital fonts and reading

Ching Y Suen, Concordia University, Canada

Title: Art and multimedia

Yoichiro Kawaguchi, University of Tokyo, Japan

Networking and Refreshments:

Title: Animation: The reality of emotion

Jamie Denham, Sliced Bread Animation, UK

Session: Imaging and Image processing | Multimedia in Computer Games | Mobile Multimedia | Multimedia Tools and Applications | Multimedia Signal Processing

Session Introduction

Session Chair: Vijayan K Asari, University of Dayton, USA

Session Co-Chair: Margrit Gelautz, Vienna University of Technology, Austria

Title: Dynamic simulation and effects in animation and computer game

David Xu, Regent University, USA

Title: Algorithms for 3D film content generation and post-processing

Margrit Gelautz, Vienna University of Technology, Austria

Lunch:

Title: On the fast impulsive noise removal in color digital images

Bogdan Smolka, Silesian University of Technology, Poland

Title: Flow as you've never seen it

Robert S Laramee, Swansea University, UK

Title: Real-time correction of panoramic images using hyperbolic Möbius transformations

Leonardo Sacht, Federal University of Santa Catarina, Brazil

Title: Homographic p-norms: Metrics of homographic image transformation

Changsoo Je, Sogang University, Korea

Title: The complexity model of communication with computer images

Toshie Takahashi, Waseda University, Japan

Title: Gradient domain image denoising

Xiaobo Zhang, Xianyang Normal University, China

Networking and Refreshments

Title: Approximation of feature pyramids in the transform domain for object detection

Mohamed A Naiel, Concordia University, Canada

Title: Efficient video compression techniques

Ahmad A Mazhar, Saudi Electronic University College of Computing and Informatics, KSA

Title: Fuzzy PID control method for outer loop voltage of bidirectional DC-DC Converter

Guangya Liu, Hubei University of Technology, China

Panel Discussion

Day 2 August 16, 2016

Madison

Keynote Forum

Introduction

Title: A nonlinear manifold learning strategy for robust face recognition

Vijayan K Asari, University of Dayton, USA

Title: Visual analytics for big video data

Robert S Laramee, Swansea University, UK

Networking and Refreshments

Session: **Computer Vision | Multimedia Health Computation and its Applications | Multimedia Systems and Applications | Human-Computer Interaction | Multimedia Content Analysis**

Session Introduction

Session Chair: Ghyslain Gagnon, Ecole de Technologie Supérieure, Canada
Session Co-Chair: Changsoo Je, Sogang University, Korea

Title: Robust multiple-instance learning ensembles using random subspace instance selection
Ghyslain Gagnon, Ecole de Technologie Supérieure, Canada
Title: Automatic object recognition and tracking in complex environmental conditions
Vijayan K Asari, University of Dayton, USA
Title: Cultural comparison for the action of looking at a mobile phone display focusing on independent/interdependent self
Takashi Nakamura, Niigata University, Japan
Title: Complex event detection via bank based multimedia representation
Changyu Liu, South China Agricultural University, China

Lunch

Title: Fast motion estimation for HEVC on graphics processing unit (GPU)
Dongkyu Lee, Kwangwoon University, Korea
Title: BrightHearts - the development and evaluation of an application for training children in the use of biofeedback assisted relaxation for the management of pain and anxiety
Angie Morrow, Kids Rehab- The Children's Hospital at Westmead, Australia
Title: Mobile network computer should be the terminal of mobile communication network in multimedia age
Zhaoming Guo, Beijing Institute of Technology, China
Title: The global performance evaluation for local descriptors
Xintao Ding and Yonglong Luo, Anhui Normal University, China

Networking and Refreshments

Title: Visualization techniques for crowd simulation
Leonel Antonio Toledo Díaz, Instituto Teconologico de Estudios Superiores de Monterrey, México
Title: Approach for microposts retrieval in microblogging platforms based on Semantic Web technologies and social network analysis
El Habib Nfaoui, Sidi Mohamed Ben Abdellah University, Morocco
Title: A cognitive multimedia environment and its importance: A conceptual model for effective learning and development
Yolanda Mafikeni, Hartland Training & Development Centre, South Africa

Panel Discussion

Award Ceremony & Certificate Distribution

Bookmark Your Dates

3rd Global Summit and Expo on

Multimedia & Applications

July 20-21, 2017 Lisbon, Portugal

Website: www.multimedia.global-summit.com

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