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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**

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

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Email: computergraphics@conferenceseries.net


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

# Program at A Glance

## Day 1

| | | |
|---|---|---|
| Morning Sessions | Reception/Registration | 08.00-09.00 |
| | Time | General Session |
| | 09.00-09.15 | Inaugural Address |
| | 09.15-09.45 | Keynote/Plenary Talk 1 |
| Least of 3 Keynote/Plenary Talks | 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 |
| | | |
| Evening Sessions | **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 |
|---|---|---|---|
| Morning Sessions | 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 |
| | | | |
| Evening Sessions | **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















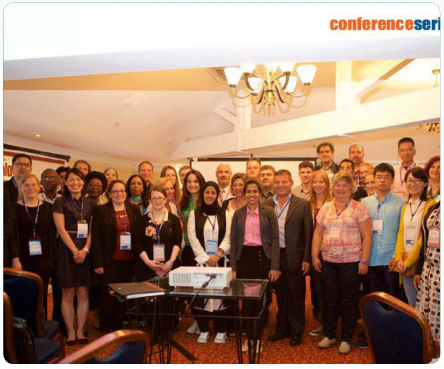















# Major Scientific Sessions

- 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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**America: Conference Series LLC**
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# Best Tourist Destinations in Berlin, Germany









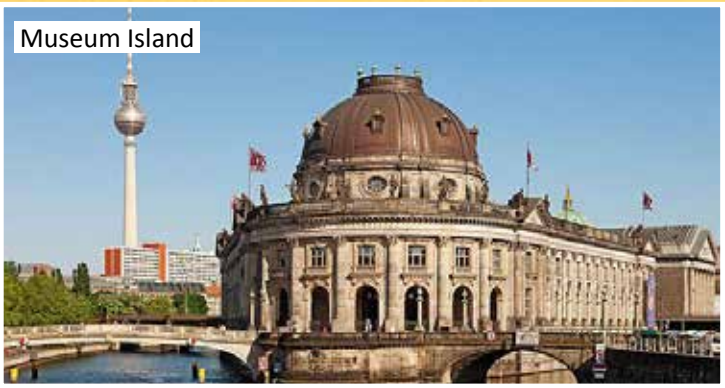





















# About Berlin

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**<br>**Esteban Gil Martínez,** Monterrey Institute of Technology and Higher Education, México |
| CGA-02 | **Title: Use of sprites for 3D enviroments and actor´s simulation**<br>**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**<br>**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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