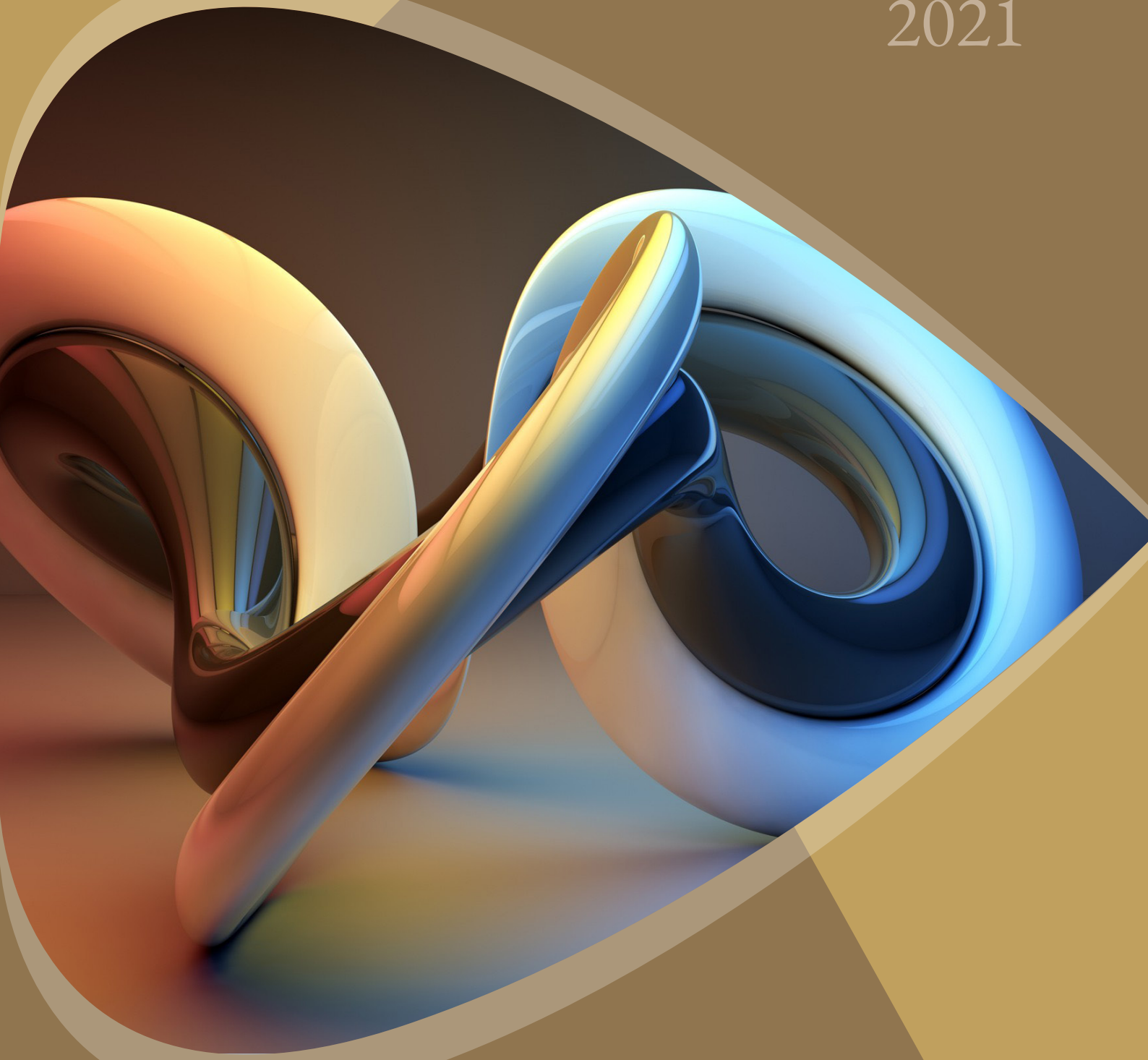
TENTATIVE PROGRAM

2021



8th International Conference and Expo on

Computer Graphics & Animation

September 24-25, 2021 | Vancouver, Canada

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PROGRAM @ GLANCE

Day 1 September 24, 2021	
Opening Ceremony	
Plenary & Keynote Speeches (09:00-11:30)	
Networking and Refreshments Break	
Group Photo	
Speaker Session I (11:30-13:00)	Computer Graphics | Computer Animation | Animation Industry
	Panel Discussion
Lunch Break	
Speaker Session II (13:00-16:00)	Modeling | Simulation | Rendering | GPU Technology
	Panel Discussion
Networking and Refreshments Break	
Speaker Session III (16:00-18:00)	Game Design & Development | Gamification and Social Game Mechanics | Artificial Intelligence in Computer Graphics
	Panel Discussion
Day 1 concludes.	
Day 2 September 25, 2021	
Opening Ceremony	
Plenary & Keynote Speeches (09:00-11:30)	
Networking and Refreshments Break	
Speaker Session I (11:30-13:00)	Computer Graphics Applications | Computer Vision & Pattern Recognition | Virtual, Augmented and Mixed Reality
	Panel Discussion
Lunch Break	
Speaker Session II (13:00-16:00)	Imaging and Image Processing | Visualization & 3D Printing | Human-Computer Interaction | 3D Web Technology
	Panel Discussion
Networking and Refreshments Break	
Speaker Session III (16:00-18:00)	Poster Presentations
	Best Poster Award Distribution
Day 2 concludes.	

WHAT YOU CAN EXPECT

























Glimpses of Computer Graphics & Animation Conferences



















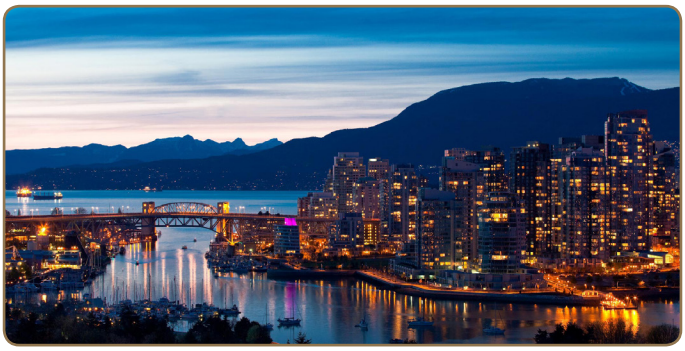
Plan Your Trip @ Vancouver











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