

2nd International Conference on Computer Graphics, Animation & Signal Processing (CGASP 2024)

November 29 - 30, 2024, Virtual Conference

<https://cgasp2024.org/index>

SCOPE:

2nd International Conference on Computer Graphics, Animation & Signal Processing (CGASP 2024) Computer graphics and animation have become a key technology in determining future research and development activities in many academic and industrial branches. The aim of the conference is to provide a platform to the researchers and practitioners from both academia as well as industry to meet and share cutting-edge development in the fields. The conference focuses on specific challenges in Computer Graphics, Animation and Signal, Image Processing. Topics of interest include (but not limited to):

Topics of interest

Computer Graphics

- AI techniques, Computer Aided Design
- Compression for Graphics, Vision, Stereoscopy, Holography for Computer Graphics, 3D Displays & 3D TV
- Mobile & WEB Graphics, Applications
- Computer Art, 3-D object Extraction
- Computer Graphics Modeling, Rendering
- Graphical models, Model Validation
- HCI/ User interfaces

Animation

- Algorithms & Techniques
- Behavioral , Human Figure, Character Animation
- Computer Animation, Systems, Languages
- Mobile Control Kinematics
- Plausible Motion Simulation
- Robotics

Visualization

- Computer Games
- Graph and Network Visualization
- Graphics User Interface
- Information Visualization
- Media immersion
- Real-Time Simulation
- Visualization Software
- Visualization, Virtual Reality and Augmented Reality

Signal & Image Processing

- Applied Digital Signal Processing
- Coding and Transmission
- Computer Graphics and Image Processing
- Computer Vision and Visualization
- Digital Image Processing and Application
- Digital Signal Processing in Communications
- Emerging Technologies in Digital Signal Processing
- Information Forensics and Security
- Machine Learning for Signal Processing
- Multimedia Signal Processing
- Pattern recognition

Paper Submission

Authors are invited to submit papers through the conference [Submission System](#) by **November 02, 2024**. Submissions must be original and should not have been published previously or be under consideration for publication while being evaluated for ndis conference. nde proceedings of nde conference will be published by [International Journal of Computer Science, Engineering and Information Technology \(IJCSEIT\)](#) series (Confirmed).

Selected papers from CGASP 2024, after further revisions, will be published in the special issue of the following journals

- [The International Journal of Multimedia & Its Applications \(IJMA\)](#)
- [International Journal of Computer Graphics & Animation \(IJCGA\)](#)
- [Informatics Engineering, an International Journal \(IEIJ\)](#)
- [International Journal of Game Theory and Technology \(IJGTT\)](#)
- [Advances in Vision Computing: An International Journal \(AVC\)](#)

Important Date:

- **Submission Deadline : November 02, 2024**
- Authors Notification : November 22, 2024
- Registration & Camera-Ready Paper Due : November 26, 2024

Contact Us

Here's where you can reach us : cgasp@cgasp2024.org or cgaspconf@gmail.com