# **Tentative Program 2022**



9th International Conference and Expo on

# Computer Graphics & Animation

November 25-26, 2022 | Vancouver, Canada

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#### Program @ glance

Day 1 November 25, 2022	
Opening Ceremony	
Plenary & Keynote Speeches (09:00-11:30)	
Networking and Refreshments Break	
	Group Photo
Speaker Session I	Computer Graphics   Computer Animation   Animation Industry
(11:30-13:00)	Panel Discussion
Lunch Break	
SpeakerSession II	Modeling Simulation Rendering GPUTechnology
(13:00-16:00)	Panel Discussion
Networking and Refreshments Break	
SpeakerSessionIII (16:00-18:00)	Game Design & Development   Gamification and Social Game Mechanics   Artificial
	Intelligence in Computer Graphics
	Panel Discussion
	Day 1 concludes.
Day 2 November 26, 2022	
Opening Ceremony	
Plenary & Keynote Speeches (09:00-11:30)	
Networking and Refreshments Break	
SpeakerSession I (11:30-13:00)	Computer Graphics Applications   Computer Vision & Pattern Recognition   Virtua
	Augmented and Mixed Reality
	Panel Discussion
Lunch Break	
SpeakerSessionII (13:00-16:00)	Imagingand Image Processing   Visualization & 3D Printing   Human-Computer
	Interaction   3D Web Technology
	Panel Discussion
Networking and Refreshments Break	
Speaker Session III	Poster Presentations
(16:00-18:00)	BestPoster Award Distribution
	Day 2 concludes.

## WHAT YOU CAN EXPECT

























# Glimpses of Computer Graphics & Animation Conferences







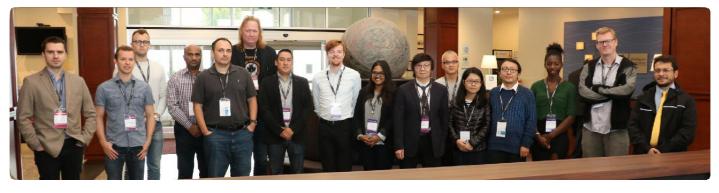












## Plan Your Trip @ Vancouver











### Contact Us

#### **For Queries**

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