2021 Awards on 8th International Conference and Expo on Computer Graphics & Animation

Research Contribution and Achievement

The academic & business conference acknowledges those participants and organizations that have remarkably added to the value to scientific communities. Awards provide an opportunity to the participants like outstanding researchers, exceptional graduates or early academicians and organizations to showcase their best research and projects to the world related to the conference theme. It also recognizes who have collectively made unique and significant contributions to the scientific community related to the conference theme. It also provide platform to professional networking with researchers of similar interest from others part of the world and also encourage the participants in taking active part in the International Science and Technology platform to enhance their skills and knowledgebase.

CALL FOR NOMINATIONS

Expert Level (Scientific Service Achievement Award)

The Achievement award is designed to recognize **sustained, exceptional performance and/or significant contributions of the individuals** who have made splendid contributions in **Computer Graphics & Animation**. **Scientific Service Achievement Award** is one of the most distinguished awards in the conference. The applicants should have minimum of **20+ years of experience** in the relative field including performance or project goals above and beyond normal performance expectations in public or private sector. The applicants are expected to have a highly committed passion and should take lead in researching the current trends and developments towards the related subjects. The applicants can be nominated through online.

Professional Level (The Research Contribution Award)

The Research Contribution Award aims to recognized renowned professional for their excellence in research in the area of **Computer Graphics & Animation** to the advancement of knowledge in their own fields with significant impact on public or private sector. The applicants should have 10+ years in area of computer graphics with their outstanding achievements. Part-time research experience would be counted as pro-rata. It is calculated starting from the date when you obtained the (first) degree entitling you to embark on a doctorate (either in the country in which the degree was obtained or in the country in which the researcher is recruited), even if a doctorate was never started or envisaged. The applicants can be nominated through online.

Scholar Level (The Upcoming Researcher Award)

Applicants must be upcoming scientist, researchers and experts who possess 10+ years of expertise in the area of **Computer Graphics & Animation**. The purpose of these awards is to inspire promising participants to expand their network by widely discussing their research advances and their outcome. Presentation includes 25-30 minutes of oral talk on the scientific research topics based on the theme of the conference along with 5 minutes panel discussions. The applicants can be nominated through online.

Women Scientist (The Women of Science Award)

Women in Science Award highlight major contributions by female scientists to the science and technology sector. Winners of the award are inspiring role models for future generations of women in science. Through this conference, a launch pad is provided **for Women Scientist** for presenting their research advances in the area of **Computer Graphics & Animation**. As a part of encouragement to women scientist's participants, awards and assistantship for women scholars in career development and research guidance through our collaborations will be given. We cordially invite women scholars and scientists from Universities/ Industries to who have **10+ years of research experience** to join the forum. The applicants can be nominated through online.

Outstanding Speaker in Computer Graphics & Animation 2021

The conference offers awards to the best **Outstanding Speaker** based on the scientific content and quality of presentation. The aim of the awards is to support research activities in the field of **Computer Graphics & Animation** research and to identify the marvellous work by the participants for presenting their projects, strategies, and schemes that have been implemented to improve long-term excellence in **Computer Graphics & Animation.** The applicants can be nominated through online.

Best Keynote Speaker in Computer Graphics & Animation 2021

This recognition celebrates the most inspiring and effective presentations that are delivered by impactful, confident

and engaging speakers. The Awards will be given to the speaker who has made significant contributions advances in their projects, strategies, and schemes and successfully implemented to improve long-term excellence in **Computer Graphics & Animation**. The deserving applicants can be nominated through online.

Best Poster Presentation in Computer Graphics & Animation 2021

In order to identify best poster presentation from the poster session, student poster competition is organized at Conference. Award should motivate participants to strive to realize their full potential which could in turn be beneficial to the field as whole. This award will be provided to participants like student and recent graduates to present their original real-time work and share their views and aspects related to the theme of the conference. All accepted abstracts will be presented at the poster sessions during the conference. The deserving applicants can be nominated through online.

Outstanding Masters/Ph.D./Post Doctorate thesis work Presentation in Computer Graphics & Animation 2021

The aim of this Award is to inspire, to identify the marvelous work and bring together the participants such as Master/ Ph.D./Post Doctorate and to in the area of **Computer Graphics & Animation.** The award is offered based upon an absolute standard excellence and all student presenters will be consider eligible for the award. The deserving applicants can be nominated through online.

Contact Person:
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