

## 2021 Conference Announcement on 8<sup>th</sup> International Conference and Expo on Computer Graphics & Animation

[Computer Graphics & Animation 2021](#) is distinguished with the attendance of Organizing Committee Members and Editorial Board Members of supporting Journals, Scientists, young and brilliant researchers, business delegates and talented research student communities representing from developed and under developing countries, who made this conference rewarding and fecund. Conference the theme is *"Innovate the immersive environments with Computer Graphics and Animation"* offering a unique opportunity for investigators across the globe to meet, network, and perceive new scientific innovations.

The conference was initiated with the Honorable presence of the Keynote forum and Speakers forum with poster presentation.

ConferenceSeries LLC Ltd is glad to announce [8<sup>th</sup> International Conference Expo on Computer Graphics & Animation](#) which is scheduled to be held during September 24-25, 2021 as virtual event. Computer Graphics & Animation 2021 anticipates participants across the globe with thought-provoking Keynote talks, Oral, Young Researcher Forum and ePoster presentations with Exhibition. The attending delegates include business, start-ups and research industries. It will offer a unique opportunity for investigators from all over the world to meet, network, and perceive new scientific interactions around the theme: **"Innovate the immersive environments with Computer Graphics and Animation"**.

Supporting associations are [Springer - Encyclopedia of Computer Graphics and Games \(ECGG\)](#), [Institute for Education, Research, and Scholarships \(IFERS\)](#) and [International Game Developers Association \(IGDA\)](#).

This conference is going to cover the entire field related to Computer Graphics, Computer Animation, Animation Industry, Modeling, Simulation, GPU Technology, Game Design & Development, Gamification and Social Game Mechanics, Artificial Intelligence in Computer Graphics, Computer Graphics Applications, Computer Vision & Pattern Recognition, Virtual, Augmented and Mixed Reality, Imaging and Image Processing, Rendering, Visualization & 3D Printing, Human-Computer Interaction, 3D Web Technology and CGI Companies applications.

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