Computer Graphics & Animation 2020: Past Conference Report

Computer Graphics & Animation 2020 Conference invited academicians, experts, illustrators, craftsmen, diversion engineers and specialists around the world. It was an astounding 01 day occasion with 01 Keynote Speaker and prestigious speakers tending to the sessions with key issues and research highlighting; Animation, Rendering, Simulation and Modeling, Imaging and Image Processing, Virtual Reality, Mixed and Augmented Reality, Human-Computer Interaction, Visualization, Game Design and Development, 3D-Printing, Computer Vision and other Computer Graphics Applications.

Collaborators:
- Springer - Encyclopedia of Computer Graphics & Games (ECGG)

Encyclopedia of Computer Graphics and Games (ECGG) - an authoritative reference work covering the history, technologies, and trends of computer graphics and games catered to industry professionals and academic communities worldwide.

- The Institute for Education, Research, and Scholarships (IFERS)

Established in 2004, the Institute for Education, Research, and Scholarships (IFERS) is an award-winning California-based 501(c)(3) nonprofit public charity organization dedicated to improving society by providing resources to high achieving students, scientific researchers, community non-profits, and educational organizations for more than 12 years.

- International Game Developers Association (IGDA)

As an international organization IGDA is a global network of collaborative projects and communities comprised of individuals from all fields of game development - from programmers and producers to writers, artists, QA and localization. It brings together developers at key industry conferences, in over 90 Chapters and in Special Interest Groups (SIGs) to improve their lives and their craft.

Highlights from the gathering incorporated the Keynote Forum:

- *The Italian neo-pictorial movement* By: **Marco Milone**, Film Producer, Administrative Director, The Nemesis, Italy

All the above mentioned Honourable Guests and Keynote speakers gave their energetic and fruitful contributions and special thanks to Prof Kevin Taylor, Assistant Professor, California State University, Chico, USA, Mr. Isham Alzoub, University of Tehran, Iran and conference delegates with their remarkable contribution towards smooth functioning at Computer Graphics & Animation 2020 Conference.

For past conference website kindly follow this link: https://computergraphics-animation.conferenceseries.com/2020/

7th International Conference and Expo on Computer Graphics & Animation; September 25-26, 2020; Webinar

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