Young Scientist Awards for Computer Graphics & Animation 2020

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The Computer Graphics Conference is an academic and business opportunities for next generation technologies and strategies from the world of Computer Graphics, Computer Animation, Game Design & Development, GPU Technology, Virtual Reality, Computer Vision, Human-computer Interaction and CGI Companies an opportunity to explore and discover the latest trends and research technology implementation of Computer Graphics field in driving forward your knowledge & business in 2020 and beyond. We cordially invite all the participants who are interested in sharing their knowledge and research in the arena of the history, technologies, and trends of computer graphics, animation and games catered to industry professionals and academic communities worldwide.

Prestigious Award for Young Research’s at Computer Graphics & Animation 2020- Exploring Computer Graphics & Animation field

Computer Graphics & Animation Conference Committee is intended to honour prestigious award for talented Young researchers, scientists, Young Investigators, Post-Graduate students, Post-doctoral fellows, Trainees, Junior faculty in recognition of their outstanding contribution towards the conference theme. The Young Scientist Awards make every effort in providing a strong professional development opportunity for early career academicians by meeting experts to exchange and share their experiences on all aspects of Computer Graphics.


Benefits:

- Young Scientist Award recognition certificate and memento to the winners
- Our conferences provide best Platform for your research through oral presentations.
- Learn about career improvement with all the latest technologies by networking.
- Young Scientists will get appropriate and timely information by this Forum.
- Platform for collaboration among young researchers for better development.
- Provide an opportunity for research interaction and established senior investigators across the globe in the field.
- Share the ideas with both eminent researchers and mentors.
- It’s a great privilege for young researchers to learn about the research areas for expanding their research knowledge.

Eligibility:

- Young Investigators, Post-Graduate students, Post-doctoral fellows, Trainees, Junior faculty with a minimum of 5 years of research experience
- Presentation must be into scientific sessions of the conference.
- Each Young Researcher / Young Scientist can submit only one paper (as first author or co-author).
- Age limit- Under 35yrs
- All submissions must be in English.

Computer Graphics & Animation 2020 provides best platform to expand your network, where you can meet
scientists, CEO, directors, eminent professors and
developer from around the world. It’s your time to grab
the opportunity to join Computer Graphics & Animation
2020 for promoting your research article and to facilitate
prestigious award in all categories. In this fame, we look
forward for your contribution and astonishing dedication
to make our Computer Graphics & Animation 2020 more
successful.

The prize winning papers will be considered for
publication in the international journals once the paper is
subjected to standard review procedures.

How to Apply:

Candidates applying for the Young Researcher Award
should send their resume, and a letter of
recommendation (from a research adviser for students
or a senior faculty member) to computergraphics@eventqueries.com along with the
online application form below.

Online Submission URL:
https://computergraphics-
animation.conferenceseries.com/young-researchers-
forum.php%20

Contact:
Ivan Hayes | Program Director
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