GraphiCon 2020

ITMO UNIVERSITY

INVITATION
to participate in the 30th Anniversary Graphicon-2020 International Conference

GraphiCon is the largest international conference in Russia and the CIS on computer graphics, image processing and machine vision, virtualization systems and virtual environments. The conference has been held annually since 1991. For many years, the GraphiCon conference organizers community has included such large educational and research organizations as Lomonosov Moscow State University, Keldysh Institute of Applied Mathematics (Russian Academy of Sciences), etc.

The mission of the GraphiCon international conference is to promote the development of computer graphics and related areas in Russia; popularization of these areas, improving the system of training specialists in the fields of computer graphics, image processing and machine vision; attracting talented students, graduate students, scientists and specialists; expanding the connections between academic science and industry.

By decision of the Conference Organizing Committee, **30th Anniversary Graphicon-2020 Conference**, will be held in St. Petersburg 22-25 September 2020. The organization responsible for holding the conference is ITMO University, with the support of the Keldysh Institute of Applied Mathematics (Russian Academy of Sciences).

Over **150 scientists**, university staff, graduate students, students, spokesmen of industrial and IT companies from many Russian cities, as well as from a number of countries near and far abroad, participate in the GraphiCon conference annually. Along with sectional presentations, the conference program includes plenary presentations as well as industrial presentations dedicated to the practice of using scientific achievements in industrial applications.

The topics of the conference GraphiCon-2020 include (but not limited with) the following areas:
- Intelligent Solutions in Computer Graphics
- Scientific Visualization and Visual Analytics
- Computer Vision
- Biomedical Image Processing and Analysis
- Digital Earth and Big Data
- Geometric Modelling Computer Graphics and Education
- Computer Graphics in Materials Science, Lighting Engineering and Design
- Design Automation (CAD), Training Software and Simulators
- Computational Optics and Optical Design
- Artificial Intelligence, Cognitive Technology and Robotics
- Architecture and Design of Computer Graphics and Machine Intelligence Systems
- Training of Highly Qualified Personnel in the Field of Computer Geometry and Graphics

The **GraphiCon Conference is a large scientific and discussion platform** for demonstrating research results, exchanging experience between different scientific schools, establishing new professional contacts between scientists and specialists in industrial enterprises. The conference is designed to help solving urgent problems of creating high-performance intelligent systems for processing and analyzing data, modeling, scientific visualization and visual analytics, management and decision-making in various fields of human activity, including industry (design automation, additive technologies, robotics, geoinformatics, etc.), scientific research, medicine, education, nature management and much more. The basis for the creation of such systems is the methods and algorithms of computer image analysis, visual analytics, 3D reconstruction, visual navigation and human-machine interaction, virtual and augmented reality, pattern recognition, and others.

Given the specifics of the conference and the large amount of illustrative material presented at it, the organizers traditionally make high demands on the print quality of the collection of its works. In addition, **the best reports of the conference will be published in scientific journals indexed in the international bibliographic databases Web of Science and Scopus**: "Programming", "Scientific Visualization", "Lighting Engineering", "Bulletin of the Tomsk Polytechnic University. Geo-Resource Engineering." The editors of these journals traditionally attend the conference and are directly involved in the selection of reports for publication.

Traditionally, the conference proceedings are published in two parts: the first is indexed in the **RSCI** bibliographic database, the second in the **Scopus** database. The best papers submitted in English will be recommended for publication in the second part of the collection by the Conference Program Committee based on the results of the review.

It is planned to pay special attention at the GraphiCon-2020 conference to youth science, which from the point of view of the organizers is an important condition for the development of the scientific potential. The competition program for students, graduate students and young scientists, as well as an exhibition and presentation of youth scientific and innovative projects, will be directly included in the conference program.

Conference format: mixed (direct participation, online participation using video conference).

Conference languages: English, Russian.

We invite you to take part in scientific sections, plenary meetings and industrial presentations of the 30th GraphiCon 2020 anniversary conference!

Contact Information
Conference website: graphicon.itmo.ru
Submission deadline: **15 July 2020**
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Chairman of the Organizing Committee
Dean of the Faculty of Software Engineering and
Computer Systems, associate professor   Pavel Kustarev