

CASA 2022



www.casa2022.org

2022 35th International Conference on Computer Animation and Social Agents

July 5-7, 2022 | Nanjing, China



CASA is the oldest international conference on computer animation and social agents in the world. It was founded in Geneva in 1988 under the name of Computer Animation (CA). The 35th International Conference on Computer Animation and Social Agents (CASA 2022) will be held on July 5-7, 2022 in Nanjing, China.

Submission Method

Papers for publication must be submitted in full paper electronically via:
<http://www.easychair.org/conferences/?conf=casa2022>

(Select Track workshop 1: AniNex: The 4th workshop on Next Generation Computer Animation Techniques)

- Submission documents must be anonymous (they do not contain author names).

Key Dates:

Paper submission deadline:

8 May, 2022

Notification of acceptance:

30 May, 2022

CONTACT

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CASA2022 WORKSHOP

AniNex: The 4th workshop on Next Generation Computer Animation Techniques

The 4th AniNex workshop will be collocated with the 35th International Conference on Computer Animation and Social Agents (CASA 2022). High quality papers will be recommended to be published in the journal **Computer Animation and Virtual Worlds (SCI & SCIE) of Wiley**, or a special issue of **Graphics & Visual Computing of Elsevier**. Graphics & Visual Computing is an open access journal (as a sister journal for Computers & Graphics) where the journal has kindly agreed to waive the open access fee for this special issue. Other accepted papers will be included in the conference proceeding of CASA 2022.

The AniNex workshop aims to disseminate state of the art research related to all perspectives on computer animation, including interdisciplinary approaches. It will provide special focus on advanced physics-based animation, such as multi-phase fluids, and novel machine learning solutions for computer generated imagery.

Topics of interest include (but are not limited to):

Advanced physics-based animation techniques and dynamics

- Fluid simulation
- Deformation modelling and collision handling
- Modelling of natural environments
- GPU based modelling and simulation
- Advanced rendering techniques

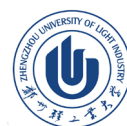
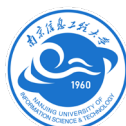
Machine learning applications in computer graphics

- Machine learning in computer vision and computer graphics
- Machine learning in motion data retrieval and analysis
- Machine learning in facial expression and emotion modelling
- Natural language processing and its usage in computer animation
- Other advanced computer animation techniques

For more info about Workshop, please visit:

<http://www.casa2022.org/workshop1.html>

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