

THE ORGANIZER



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AFGS 2021

The 13th Asian Forum on Graphic Science (Webinar)

About the Conference

The AFGS is an international conference on graphics participated mainly by Asian countries, but not confined to the Asian region. This 13th conference aims to provide a platform for experts and scholars to exchange and discuss in the fields of geometry and graphics, computer graphics, industrial applications and research, graphics education and other related fields. Renowned scholars from Serbian, Poland, Japan, South Korea and China are invited to give lecture and about 60 technical paper presentations will be delivered in this 2-day conference. Welcome experts and scholars from all over the world to attend the conference. For more event details: <https://afgs2021.com/>

Webinar

6 – 7 Dec 2021
(Mon – Tue)

Time

Day 1: 09:00 – 17:00, Day 2: 09:30 – 19:00
(HK Time, GMT+8)

Lang: English

6hr (Day 1) / 7hr (Day 2)
CPD Hours are recommended

Enjoy HK\$200
Early Bird
Discount Offer by
31 Oct 2021

IN COOPERATION WITH



SPONSORS



REGISTER NOW!



<https://bit.ly/3hBcqNI>

INVITED LECTURERS

Biljana Jović (Serbian)

Associate professor, University of Belgrade

Title

Bio – Feel – Geometry (Biophilia – Biodesign)



Małgorzata Łuszczak (Poland)

Title

GAME LAB project



Hiroataka Suzuki (Japan)

Associate Professor, Kobe University

Title

Establishment of the Graphics Literacy Education and Research Center in the School of Engineering, Kobe University, Japan



Kunio Kondo (Japan)

*Emeritus Professor School of Media Science,
Tokyo University of Technology
President of Asia Digital Art and Design*

Title

Content Production Technology Research and Education for CG animation and Game



Nobuyoshi Yabuki (Japan)

Professor, Osaka University

Title

Development of 3D As-Is BIM Models from Digital Images for Digital Twins and Smart Cities



Inhan Kim (Korea)

Professor, Kyung Hee University

Title

To be Advised



Guangbin Wang (China)

Professor, Tongji University

Title

To be Advised



 **AFGS
2021**

<https://afgs2021.com/>

**6 – 7 Dec 2021
Webinar**

TOPICS

Theoretical Graphics and Geometry

- Theoretical Graphics
- Geometry of Curves and Surfaces
- Kinematic Geometry
- Descriptive Geometry
- Computer Aided Geometric Design
- Computational Geometry

Applied Graphics and Geometry for Art, Architecture and Engineering

- Modeling of Objects, Application of Geometry in Arts and Architectures
- Application of Geometry in Arts and Architectures
- Geometric Aspects of Technical Art and Design
- Graphic simulation in Urban and Territorial Studies
- Building Information Modelling
- Digital Twin
- Mixed reality and visualization in engineering
- Aspects of Geometry and Graphics in Life Sciences
- Computer Aided Design and Drafting
- Product Modeling
- Graphics Standards

Computer Graphics

- Computer Animation and Game Technology
- Geometric and Solid Modeling
- Image Synthesis
- Pattern Recognition
- Digital Image Processing
- Scientific and Technical Visualization
- AI-enabled Computer Graphics

Graphics Education

- Education of Descriptive Geometry and Graphics
- Education Technology Research
- Multimedia Educational Software Development
- E-learning
- Educational System
- Educational Software Development Tool
- MOOCs and Emerging Classics

PROGRAMME

DAY 1 6th December 2021 (Monday)

Time: (HK Time, GMT+8) Schedule

09:00 – 09:30	Opening Ceremony		
09:30 – 10:00	Invited Lecture (IL1)		
10:20 – 10:50	Invited Lecture (IL2)		
10:50 – 12:30	Full Paper Session (FS1) Theoretical Graphics and Geometry	Full Paper Session (FS2) Applied Graphics and Geometry for Art, Science and Engineering	Organized Full Paper Session Game Lab Challenge Workshop and Virtual Gallery
14:00 – 15:00	Invited Lecture IL3 & IL4		
15:20 – 17:00	Full Paper Session (FS3) Applied Graphics and Geometry for Art, Science and Engineering	Full Paper Session (FS4) Applied Graphics and Geometry for Art, Science and Engineering	Organized Full Paper Session Game Lab Challenge Workshop and Virtual Gallery

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DAY 2 7th December 2021 (Tuesday)

Time: (HK Time, GMT+8) Schedule

09:30 – 10:00	Invited Lecture (IL5)	
10:20 – 12:30	Full Paper Session (FS5) Computer Graphics	Full Paper Session (FS6) Graphics Education
14:00 – 15:00	Invited Lecture (IL6)	
15:20 – 17:00	Full Paper Session 7 Graphics Education	Full Paper Session 8 Applied Graphics and Geometry for Art, Science and Engineering
17:10 – 18:40	Closing Ceremony	

REGISTRATION FEE

Category	Fee
Full Registration (Member)	Early Bird*: HK\$700 / Standard: HK\$900
Full Registration (Non-member)	Early Bird*: HK\$800 / Standard: HK\$1,000
One Day Pass (Member) [#]	Early Bird*: HK\$500 / Standard: HK\$700
One Day Pass (Non-member) [#]	Early Bird*: HK\$600 / Standard: HK\$800
Full-time Student	Free of Charge

* Early-bird discount offer until 31 Oct 2021 # Not Available for authors

FOR ENQUIRIES

Please feel free to contact
Mr. Sampson SIU / Ms. Yan CHAN
at +852 3502 4983 / Email: secretariat@afgs2021.com

6hr (Day 1) / 7hr (Day 2) CPD Hours are recommended

Full Registration or
1 Day Pass Registration



<https://bit.ly/3hBcqNI>