



CONFERENCE VENUE

The conference will be held in the **International Diffusion Center** (Centro de Difusão Internacional - CDI), which is located in main campus of the University of São Paulo. With more than 500 hectares, the campus inside the University City, Butantã District, is a huge green area in the west bank of Pinheiros River. The main campus houses the central administration of the University and 23 of its institutes and several of its rich set of museums and art galleries, such as the [Museum of Contemporary Art](#), [Museum of Archaeology and Ethnology](#), and [Geosciences museum](#), and a [sport complex](#).

ABOUT SÃO PAULO

Capital of the most populous and wealthiest state in Brazil, São Paulo city is nicknamed Sampa and is the largest city in South America. It grew with the expansion of coffee production in 19th century and the industrialization in the early 20th century, which attracted millions of immigrant world widely and molded the modernist style of its main architectures. It is a cosmopolitan, melting pot city, home to the largest Arab, Italian, and Japanese diasporas, with ethnic communities in Mercado, Bixiga, and Liberdade Districts, respectively. Combined with huge domestic migration, it has become the most multicultural city in Brazil.

Nowadays, Sampa is the most important economic center of Brazil and has cultural, economic and political influence both nationally and internationally. It has several parks, green areas and many museums, such as Ibirapuera Park, [Latin American Memorial](#), [Pinacoteca](#), [Paulista Museum](#), [São Paulo Museum of Art](#), and the [Museum of the Portuguese Language](#), which offer a variety of leisure, knowledge, entertainment and gastronomy.

The metropolitan area of São Paulo is served by three airports that are also hub for other attractions of the country.

Touristic info about Sao Paulo :

<http://cidadedesaopaulo.com/v2/?lang=en>



HISTORY OF THE EVENT

| Conference | City/Country | Year |
|-------------|----------------------------|------|
| ICDG | Vancouver, Canada | 1978 |
| 2nd ICECGDG | Beijing, China | 1984 |
| 3th ICECGDG | Vienna, Austria | 1988 |
| 4th ICECGDG | Miami, USA | 1990 |
| 5th ICECGDG | Melbourne, Australia | 1992 |
| 6th ICECGDG | Tokyo, Japan | 1994 |
| 7th ICECGDG | Cracow, Poland | 1996 |
| 8th ICECGDG | Texas, USA | 1998 |
| 9th ICGG | Johannesburg, South Africa | 2000 |
| 10th ICGG | Kiev, Ukraine | 2002 |
| 11th ICGG | Guangzhou, China | 2004 |
| 12th ICGG | Salvador, Brazil | 2006 |
| 13th ICGG | Dresden, Germany | 2008 |
| 14th ICGG | Kyoto, Japan | 2010 |
| 15th ICGG | Montreal, Canada | 2012 |
| 16th ICGG | Innsbruck, Austria | 2014 |
| 17th ICGG | Beijing, China | 2016 |
| 18th ICGG | Milan, Italy | 2018 |

CONTACT

ICGG 2020 Secretariat

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SUPPORT:



The 19th International Conference on Geometry and Graphics (ICGG 2020)

Call for papers

São Paulo, Brazil
August 09-13, 2020

<http://icgg2020.pcc.usp.br>



International Conference on Geometry and Graphics (ICGG) is a biannual conference held and supported by the [International Society for Geometry and Graphics \(ISGG\)](#). It aims to provide a forum for presentation and discussion of both academic and industrial researches involving theoretical and applied, analogue and digital geometry and graphics, as well as their history and education, and other related fields.

The 19th International Conference on Geometry and Graphics (ICGG 2020) will be held at the [University of São Paulo \(USP\)](#) on August 9-13, 2020.

TOPICS OF INTEREST

The topics include but are not limited to:

Theoretical Graphics and Geometry: Theoretical Graphics; Geometry of Curves and Surfaces; Kinematic Geometry; Descriptive Geometry; Computer Aided Geometric Design.

Applied Geometry and Graphics: Theoretical Aspects of Geometry; Modeling of Objects; Phenomena and Processes; Application of Geometry in Arts, Sciences, Architecture, and Engineering; Geometric Aspects of Technical Art and Design; Computer Animation and Games; Graphic simulation in Urban and Territorial Studies; Aspects of Geometry and Graphics in Life Sciences.

Engineering Computer Graphics: Computer Aided Design and Drafting; Building Information Modeling; Computational Geometry; Geometric and Solid Modeling; Product Modeling; Image Synthesis; Pattern Recognition; Digital Image Processing; Graphics Standards; Scientific and Technical Visualization.

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

Geometry and Graphics in History: Concepts of Space and Geometry; Development of Geometry and Graphics; Treatises and manuals; Masters and Pioneers.

Besides the topics listed above, the conference is open for any contributions related to geometry and graphics. We cordially invite researchers and educators to present their recent results and experiences at our conference.

(in alphabetic order)

Program Committee

| | |
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| Ahmad Barari (Canada) | Leônidas de O. Brandão (Brazil) |
| André Kubagawa Sato (Brazil) | Liang-Yee Cheng (Brazil) |
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| Kenjiro Suzuki (Japan) | Tomohiro Tachi (Japan) |
| Krassimira Vlachkova (Bulgaria) | Vera Viana (Portugal) |
| Kunio Kondo (Japan) | Yasushi Yamaguchi (Japan) |
| Laszlo Voros (Hungary) | Zhendong Niu (China) |

Local Organizing Committee

| | |
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| Fabio Kenji Motezuki | Sergio Leal Ferreira |
| Fernando Akira Kurokawa | Zulind Luzmarina Freitas |

Executive chair: Liang-Yee Cheng

Prospective authors are invited to submit extended abstracts related to the topics of the conference. An extended abstract must be a maximum of 2 pages with 300 to 500 words including figures. The contributions will be selected through a peer-review process. After acceptance, authors can prepare and submit their final scientific contributions, that is, Full Papers or/and Posters. Only Extended Abstracts will be reviewed. However, the final contributions might be also reviewed, if necessary.

The final manuscript, which must be original and unpublished anywhere else, will be 6 to 12 pages long for Full Paper and 4 pages for Poster. All final manuscripts will be published in the conference proceedings. Selected papers will be invited to submit to the [Journal for Geometry and Graphics \(JGG\)](#). Submission of Posters as final contributions is encouraged in this edition. Authors can submit one or more than one contribution.

Extended Abstracts and Full Papers are submitted via Easy-Chair Conference System.

PRESENTATION AND PROCEEDINGS

Official conference language is English. Speakers have approximately 15 minutes to present and 5 more for discussion. Projectors for personal computers are available for presentation. For other equipment, please contact the ICGG 2020 Secretariat.

IMPORTANT DATES

| | |
|-----------------------------|---|
| January 13, 2020: | Submission of the Extended Abstracts |
| March 9, 2020: | Notification of Acceptance |
| March 30, 2020: | Submission of Revised Extended Abstracts |
| May 11, 2020: | Submission of the Final Contributions |
| Until May 31, 2020: | Early Registration (valid for publication) |
| Until June 30, 2020: | Registration (valid for publication) |
| After June 30, 2020: | Late Registration (not valid for publication) |
| June 22, 2020: | Deadline for cancellation request |
| August 9-13, 2020: | ICGG 2020 |

REGISTRATION FEES

| | Delegates | ISGG Members | Full Time Student | Accompanying person |
|---------------------------|-----------|--------------|-------------------|---------------------|
| Early Registration | USD 430 | USD 380 | USD 170 | USD 210 |
| Registration | USD 480 | USD 430 | USD 170 | USD 210 |
| Late Registration | USD 530 | USD 480 | USD 170 | USD 210 |