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Preface

Welcome to the Lecture Notes in Computer Science (LNCS) proceedings of the 38th Computer Graphics International conference (CGI 2021). CGI is one of the oldest international conferences in computer graphics in the world. It is the official conference of the Computer Graphics Society (CGS), a long-standing international computer graphics organization. The CGI conference has been held annually in many different countries across the world and gained a reputation as one of the key conferences for researchers and practitioners to share their achievements and discover the latest advances in computer graphics. As with CGI 2020, this year, CGI 2021 was held fully virtual due to the ongoing COVID-19 pandemic. It was organized online by the MIRALab of the University of Geneva.

This CGI 2021 LNCS proceedings is composed of 53 papers. We accepted 18 papers that were reviewed highly in the CGI TVC track from over 100 submissions, and we received 64 papers for the LNCS track, accepting an additional 35 full papers. To ensure the high quality of the publication, each paper was reviewed by at least three experts in the field and the authors of accepted papers were asked to revise the paper according to the review comments prior to publication.

The proceedings also feature papers from the ENGAGE 2021 Workshop, which focused specifically on important aspects of geometric algebra including surface construction, robotics, encryption, qubits, and expression optimization. The workshop has been part of CGI conference since 2016.

We would like to express our deepest gratitude to all the Program Committee members and external reviewers who have provided timely and high quality reviews. We would also like to thank all the authors for contributing to the conference by submitting their work.

September 2021

Nadia Magnenat Thalmann
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