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| | Soggetti | Application software |
| | | Computer systems |
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| | | Information theory |
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| | | Computer and Information Systems Applications |
| | | Computer System Implementation |
| | | Computer Communication Networks |
| | | Data Structures and Information Theory |
| | | Coding and Information Theory |
| | | Theory of Computation |
| | | Programari d'aplicació |
| | | Sistemes informàtics |
| | | Xarxes d'ordinadors |
| | | Estructures de dades (Informàtica) |
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| **Nota di contenuto** | Detection and Recognition -- Image Analysis and Processing; Image Restoration and Enhancement; Image Attention and Perception -- Reconstruction; Rendering and Animation -- Synthesis and Generation -- Visual Analytics and Modeling; Graphics and AR/VR -- Medical Imaging and Robotics -- Theoretical Analysis; Image Analysis and Visualization in Advanced Medical Imaging Technology -- Empowering Novel Geometric Algebra for Graphics and Engineering. |
| **Sommario/riassunto** | This 4-volume set of LNCS 14495-14498 constitutes the proceedings of the 40th Computer Graphics International Conference, CGI 2023, held in Shanghai, China, August 28 – September 1, 2023. The 149 papers in this set were carefully reviewed and selected from 385 submissions. They are organized in topical sections as follows: Detection and Recognition; Image Analysis and Processing; Image Restoration and Enhancement; Image Attention and Perception; Reconstruction; Rendering and Animation; Synthesis and Generation; Visual Analytics and Modeling; Graphics and AR/VR; Medical Imaging and Robotics; Theoretical Analysis; Image Analysis and Visualization in Advanced Medical Imaging Technology; Empowering Novel Geometric Algebra for Graphics and Engineering. |