The 8th edition of the **International Conference on Computer Graphics, Visualization, Computer Vision and Image Processing** (part of the IADIS Multi Conference on Computer Science and Information Systems) was held in Lisbon, Portugal, during **17-19 July, 2014**.

This conference was organized by the International Association for Development of the Information Society (IADIS).

The CGVCVIP conference tried to address the research issues in the closely related areas of Computer Graphics, Visualization, Computer Vision and Image Processing. Submissions were accepted under the following 5 main topics: Computer Graphics, Visualization, Computer Vision, Image Processing and Other Related Topics.



In 2014, this conference was published jointly with International Conference on Interfaces and Human Computer Interaction 2014 and International Game Entertainment Conference on and Technologies 2014. In total, these events received 188 submissions from more than 31 countries. Each submission was blindly reviewed by an average of five independent reviewers, to ensure that accepted submissions were of a high standard. Consequently only 28 full papers were approved which meant an acceptance rate of 15%. A few more papers were accepted as short papers, reflection paper, posters and doctoral paper.

Extended versions of the best papers were selected to be published in:

the IADIS International Journal on Computer Science and Information Systems (IJCSIS). ISSN 1646-3692.



In addition to the presentation of full papers, short papers, reflection papers, posters and a doctoral consortium, the conference also included one keynote presentation given by Professor Joaquim Jorge, Full Professor, Department of Computer Science and Engineering, IST - Técnico Lisboa, Portugal.

Keynote Presentation:

HAVING FUN WITH SURFACES: ADDING NEW TOUCH AND MORE DIMENSIONS TO GRAPHICAL INTERFACES

by Professor Joaquim Jorge, Full Professor, Department of Computer Science and Engineering, IST – Técnico Lisboa, Portugal

The Computer Graphics, Visualization, Computer Vision and Image Processing 2014 Conference Proceedings was published in hard copy (ISBN: 978-989-8533-22-7) by IADIS Press.



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