

Preface

These proceedings contain the papers accepted for the main program at the 30th International Conference on Computer Graphics and Machine Vision (GraphiCon 2020). Similarly, to the previous editions, GraphiCon 2020 features a peer-reviewing process in which every paper was reviewed in a rigorous but constructive way by 67 PC members of the Program Committee, supported by EasyChair. This year 187 papers were submitted to the conference and the authors represented 5 countries. Due to the difficult epidemiological situation, the conference was held in a mixed format: one part of the participants presented their results offline, another part: using Zoom video conference remotely. The strict reviewing policies resulted in the acceptance of 75% to this volume. This translates into an acceptance of 83 regular research papers and in an addition 58 papers were accepted as short papers. Established researchers and industry representatives were invited for keynote presentations at GraphiCon 2020. We are grateful to the keynote speakers for their insightful talks. The conference was financially supported by RFBR grant project No. 20-07-22052. We would like to express our gratitude to various people who made GraphiCon 2020 possible, and to the members of the Technical Program Committee for their valuable work in evaluating the submitted papers.

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