These printed proceedings contain the papers presented at CGI 2000, the 18th Computer Graphics International Conference of the Computer Graphics Society. CGI 2000 was held at the University of Geneva, Switzerland, from June 19th to June 24, 2000, and was the third CGI congress to be held in Switzerland. Previous CGI conferences were held in Canada (1999), Germany (1998), Belgium (1997), Korea (1996), the United Kingdom (1995 and 1989), Australia (1994), Switzerland (1993 and 1988), Japan (1992 and 1983-1987), the USA (1991) and Singapore (1990). The next conference, CGI 2001, is planned in Hong Kong.

Nine papers in these proceedings are based on invited papers. Authors from 17 countries submitted 92 papers to the CGI 2000 conference. Our reviewing process involved 75 peer reviewers. Based on this process, 30 papers were accepted.

Three tutorials on June 19 and 20 have been organized. The traditional Computer Animation Film Festival has presented the best films of the year on Thursday evening.

The names of the cooperating societies, the sponsoring and supporting partners, as well as the committee members have been included in this volume. We gratefully acknowledge the support and help of these organizations and individuals.

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