



ASIAGRAPHICS

Asian Association for Computer Graphics
and Interactive Technology

Newsletter

Issue 6, December 2022



www.asiagraphics.org

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New Rotation of AG Executive Committee (EC) Members

In March 2022, the election of new rotation of the Executive Committee (EC) members of Asiagraphics (AG) was conducted. According to the vote counting results by all AG members, the new EC members are as follows.

Prof. Hujun BAO, Zhejiang University, P. R. China
A/Prof. Angel X. CHANG, Simon Fraser University, Canada
Prof. Baoquan CHEN, Peking University, P. R. China
Prof. Bing-Yu CHEN, Taiwan University, Taiwan, China
Prof. Daniel COHEN-OR, Tel Aviv University, Israel
Prof. Yoshinori DOBASHI, Hokkaido University, Japan
Prof. Hongbo FU, City University of Hong Kong, Hong Kong, China
Prof. Xiangfeng David GU, State University of New York at Stony Brook, USA
Prof. Shi-Min HU, Tsinghua University, P. R. China
Prof. Min H. KIM, KAIST, Korea
Prof. Dr. Leif KOBELT, RWTH Aachen University, Germany
Prof. Yu-Kun LAI, Cardiff University, UK
Prof. Seungyong LEE, POSTECH, Pohang, South Korea
Prof. Ming C. LIN, University of Maryland, USA
Prof. Wen-Chieh LIN, National Chiao-Tung University, Taiwan, China
Prof. Ligang LIU, University of Science and Technology of China, P. R. China
A/Prof. Taehyun RHEE, Victoria University of Wellington, New Zealand
Prof. Ariel SHAMIRE, Reichman University, Israel
A/Prof. Peng SONG, Singapore University of Technology and Design, Singapore
Prof. Hiromasa SUZUKI, The University of Tokyo, Japan
Dr. Xin TONG, Microsoft Research Asia, Beijing, P. R. China
Prof. Wenping WANG, Texas A&M University Engineering, USA and The University of Hong Kong, Hong Kong, China
Prof. Jianmin ZHENG, Nanyang Technological University, Singapore
Prof. Kun ZHOU, Zhejiang University, P. R. China

AG Awards

Life-Time Achievement Award

This award will be given every second year to an exceptionally distinguished scientist in the area of Computer Graphics. The awardee should be a renowned personality who has made significant scientific contributions over a long period of their scientific career and who has also been instrumental in promoting the field as a scientific discipline by creating international visibility through the organization of conferences or journals.

Outstanding Technical Contributions Award

This award is to recognize an individual for an outstanding technical achievement in computer graphics, made in an Asiagraphics country, and will be given at most one per year.

Young Researcher Award

This award is to recognize young researchers early on in their career (not longer than 6 years after obtaining the PhD degree), who have made a recently, notable contribution to the field of computer graphics and interactive techniques, in an Asiagraphics country, and will be given at most one per year.

AG Awards @ 2022

Outstanding Technical Contributions Awardees



Kun Zhou
Zhejiang University, China

Young Researcher Awardees



Yifan "Evan" Peng
University of Hong Kong (HKU), China

AG Conferences

<http://www.asiagraphics.org/conferences-events/>

Pacific Conference on Computer Graphics and Applications (PG)

Web: <http://www.asiagraphics.org/pg/>

Steering Committee

- Seungyong Lee (POSTECH, Korea) [chair]
- Wenping Wang (University of Hong Kong, China) [Founding and Previous Chair]
- Hujun Bao (Zhejiang University, China)
- Robin Bing-Yu Chen (National Taiwan University, China)
- Shi-Min Hu (Tsinghua University, China)
- Myung-Soo Kim (Seoul National University, Korea)
- Leif Kobbelt (RWTH Aachen University, Germany)
- Tomoyuki Nishita (University of Tokyo, Japan)
- Hiromasa Suzuki (University of Tokyo, Japan)

International Conference on Geometric Modeling and Processing (GMP)

Web: <http://www.asiagraphics.org/gmp/>

Steering Committee

- Kai Hormann (Università della Svizzera italiana, Switzerland) [chair]
- Shi-Min Hu (Tsinghua University, China)
- Bert Jüttler (Johannes Kepler University Linz, Austria)
- Myung-Soo Kim (Seoul National University, Korea)
- Ligang Liu (University of Science and Technology of China)
- Kenji Shimada (Carnegie Mellon University, USA)
- Scott Schaefer (Texas A&M University, USA)
- Wenping Wang (The University of Hong Kong)

The Computational Visual Media Conference (CVM)

Web: <http://iccvvm.org/>

Founder

- Shi-Min Hu (Tsinghua University, China)

AG Conferences @ 2022

CVM 2022

- Website: <http://iccv.org/2022/>

The 10th international conference on Computational Visual Media (CVM 2022) was held on April 7 to April 9, 2022, in Beijing, China, with a combination of online and offline. It was organized by Tsinghua University. More than 100 participants attended the conference in Beijing, and more than 700 people joined online.

The conference included 3 keynote speeches, 34 conference paper presentations in 12 sessions, one industrial sessions, one poster session and one course on Jittor.



(By Tai-Jiang Mu, CVM 2022 Organizing Co-Chair, Tsinghua University, China)

AG Conferences @ 2022

GMP 2022

- Website: <https://indico.oist.jp/event/13/>

The 16th International Conference on Geometric Modeling and Processing (GMP 2022), was held online on May 11, 2022, organized by the Okinawa Institute of Science and Technology Graduate University (OIST).

As trends and methodologies in geometry continue to evolve, GMP continues to provide a premier venue for sharing work that advances cutting-edge, creative and rigorous techniques for geometric modeling and processing. The GMP 2022 conference received 52 complete submissions, among which, 14 submissions have been accepted and published in a special issue of Computer-Aided Geometric Design (CAGD, Elsevier), while 7 submissions have been forwarded to the CAGD journal for a fast track review.

Due to the global pandemic, GMP 2022 was organized as a teleconference. The program of this conference included a keynote speech, 14 conference paper presentations in 3 sessions. The keynote speaker is George Allen, the chief scientist of Ntopology company.



(By Weiwei Xu, GMP2022 Program Co-Chair, Zhejiang University, China)

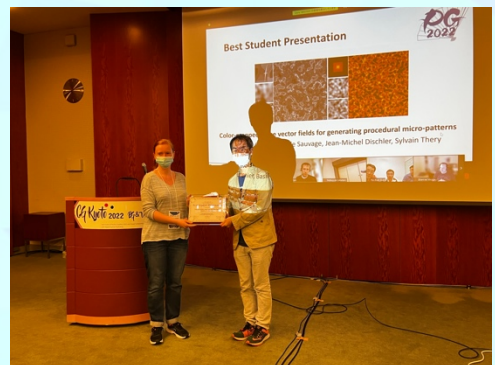
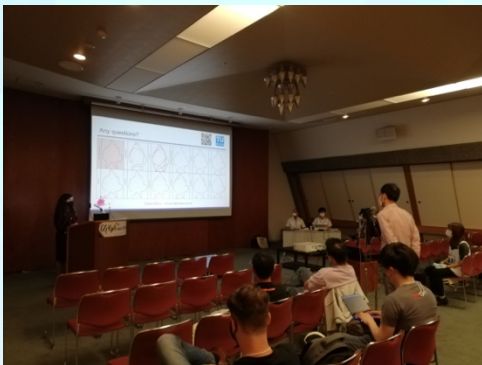
AG Conferences @ 2022

PG 2022

- Website: <https://pg2022.org/>

The 30th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2022) was held onsite & online hybrid in Kyoto, Japan from October 5 to 8, 2022.

There were 16 paper presentation sessions and 3 keynote speeches. In the paper presentation, 56 full papers, 9 short papers, 3 short papers, 1 work-in-progress paper and 2 invited TVCG papers are presented in a single track. The keynote speakers are Hao Li from Mohamed Bin Zayed University of Artificial Intelligence, Rana Hanocka from The University of Chicago, and Mirela Ben-Chen from Technion - Israel Institute of Technology.



(By Nobuyuki Umetani, PG2022 Program Co-Chair, The University of Tokyo, Japan)

AG Conferences @ 2023

CVM 2023

CVM 2023

Computational Visual Media Conference
April 6-8, 2023
Shenzhen, China



- Date: April 6-8, 2023
- Venue: Shenzhen University, Shenzhen, China
- Website: <http://iccvm.org/2023>

GMP 2023



- Date: July 6-7, 2023
- Venue: Genoa, Italy
- Website: <https://gmpconf.github.io/GMP2023/index.html>

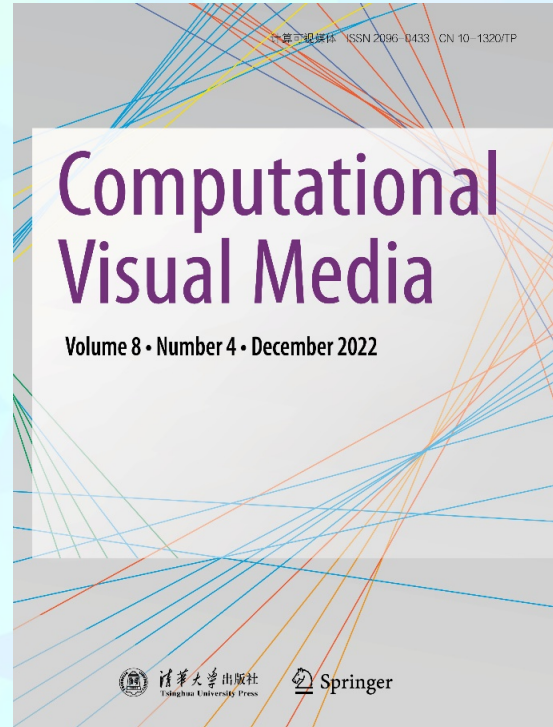
PG 2023



- Date: October 10-13, 2023
- Venue: Daejeon, Korea
- Website: coming soon

Journal of Computational Visual Media (CVMJ) @ 2022

Computational Visual Media (CVMJ) is a single-blinded peer-reviewed open access journal published quarterly by Tsinghua University Press and Springer. It publishes original high-quality research papers and significant review articles on novel ideas, methods, and systems relevant to visual media. Prof. Shi-Min Hu from Tsinghua University is the Editor-in-Chief, and Prof. Ming C. Lin from University of Maryland at College Park and Prof. Ralph R. Martin from Cardiff University are the Associate Editors-in-Chiefs.



Exciting news for CVMJ in 2022 is that it earned its first official impact factor of **4.127**, ranking Q1 in COMPUTER SCIENCE, SOFTWARE ENGINEERING. CVMJ also ranked right after ACM Transactions on Graphics and IEEE Transactions on Visualization and Computer Graphics in the journals on Computer Graphics. Despite its short history, CVMJ has been included in several indexing and database services, including SCIE, DBLP, EI Compendex, INSPEC and SCOPUS.

We look forward to receiving further excellent papers in 2023!

Overview of CVMJ Publication in 2022

A total of 38 papers were published in the 4 issues in 2022, including 7 Review articles and 31 Research articles, which are regularly submitted or recommended by the CVM conference (one of the three international conference hosted by AG).

The 7 Review articles introduce advances and challenges for visual attention mechanism, Transformer, deep image synthesis, indoor scene 3D reconstruction from RGBD, light field salient object detection, rendering of homogeneous participating media and glinty appearance rendering.

The remaining 31 research articles spare a wide range over segmentation and understanding of point cloud, image-based 3D reconstruction, quadrilateral self-supporting surfaces, indoor 3D object detection, depth estimation, colorization, image interpolation, image inpainting, collage synthesis, non-photorealistic rendering, visual backbone networks, visual odometry, etc.

Highly Cited Papers and Hot Papers

Since CVMJ was included in the Web of Science, 5 papers have been selected as highly cited papers, among which one paper is selected as the hot cited paper.

- Zhang et al., Progressive edge-sensing dynamic scene deblurring. Computational Visual Media 2022, Vol. 8, No. 3, 495-508
- Guo et al., Attention mechanisms in computer vision: A survey. Computational Visual Media 2022, Vol. 8, No. 3, 331-368
- Guo et al., PCT: Point cloud transformer. Computational Visual Media 2021, Vol. 7, No. 2, 187-199 (**hot paper**)
- Zhou et al., RGB-D salient object detection: A survey. Computational Visual Media 2021, Vol. 7, No. 1, 37-69
- Borji et al., Salient object detection: A survey. Computational Visual Media 2019, Vol. 5, No. 2, 117-150

AG Webinar

Mission: The AG webinar (held monthly) aims to showcase exciting research results, inspire and motivate new research, and create a regular recurring opportunity for the Asiagraphics community to meet and exchange ideas.

Format: In each AG webinar we will have 1.5 hours live session with 1-2 talks followed by Q&A, which will be held on Tuesday evening (Asian time) near the end of each month. Audiences can watch the live talks and raise questions on Youtube or Bilibili during and right after the talks. Then the session chair will help paraphrase the questions to the speakers.

Playback videos: All AG webinar talks will be recorded and shared on both Youtube and Bilibili.

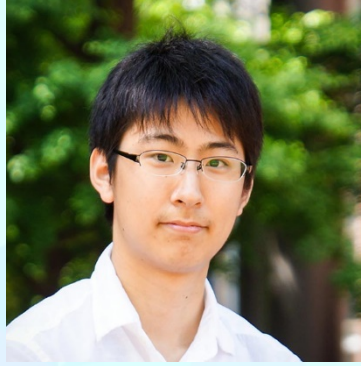
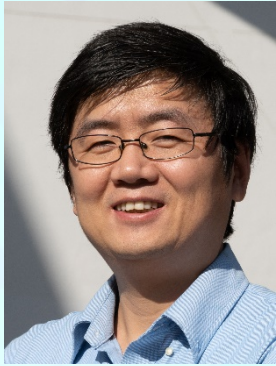
Working Team:

- [Ligang Liu](#) (team chair)
- [Xiao-Ming Fu](#) (secretory)
- [Yuki Koyama](#)
- [Minhyuk Sung](#)

Nomination: if you want to nominate a speaker or provide feedback, please feel free to contact us or via asiagraphics.ag@gmail.com.

AG Webinars @ 2022

- **Session 6:** Tuesday, January 18, 2022
 - Speakers: Hongbo Fu, Yuki Koyama
 - Chair: Ying He



- **Session 7:** Tuesday, February 22, 2022
 - Speakers: Weiwei Xu, Minhyuk Sung
 - Chair: Yuki Koyama



- **Session 8:** Tuesday, March 29, 2022
 - Speakers: Pedro Sander, Tuanfeng Y. Wang
 - Chair: Xianzhi Li



AG Webinars @ 2022

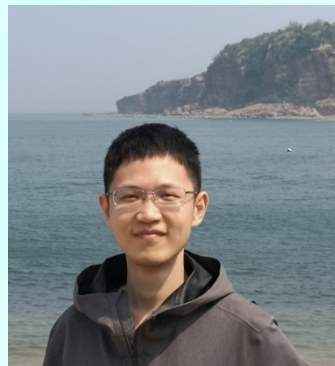
- **Session 9:** Tuesday, April 26, 2022
 - Speakers: Peter Wonka, Caigui Jiang
 - Chair: Yu-Kun Lai



- **Session 10:** Tuesday, May 31, 2022
 - Speakers: Ariel Shamir, Lingjie Liu
 - Chair: Tuanfeng Y. Wang



- **Session 11:** Tuesday, Jun 28, 2022
 - Speakers: Yoshinori Dobashi, Bo Ren
 - Chair: Xiaopei Liu

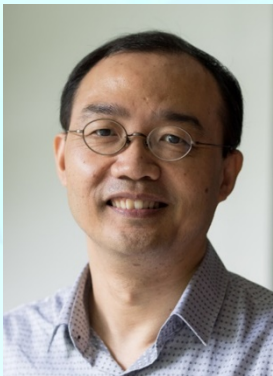


AG Webinars @ 2022

- **Session 12:** Sunday, July 31, 2022
 - Speakers: Xin Tong, Seung-hwan Baek
 - Chair: Qilin Sun



- **Session 13:** Tuesday, August 30, 2022
 - Speakers: Jianmin Zheng, Yiyi Liao
 - Chair: Juyong Zhang



- **Session 14:** Tuesday, September 27, 2022
 - Speakers: Yuki Endo, Yu-Kun Lai
 - Chair: Lin Gao

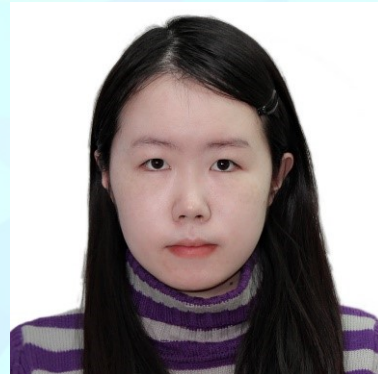


AG Webinars @ 2022

- **Session 15:** Tuesday, October 25, 2022
 - Speakers: Xuejin Chen, Yifan (Evan) Peng
 - Chair: Fanglue Zhang



- **Session 16:** Wednesday, November 30, 2022
 - Speakers: Dani Lischinski, Ran Yi
 - Chair: Xuejin Chen



- **Session 17:** Friday, December 23, 2022
 - Speakers: Taehyun James (TJ) Rhee, Ye Pan
 - Chair: Ran Yi



AG Newsletters @ 2022

Goal: The goal of AG Newsletters is to provide latest news on computer graphics and relevant fields (such as VR/AR, 3D vision, fabrication, HCI, visualization, metaverse, etc.) to and help distribute and advertise useful information for all AG members.

Format: We will make and release one issue of AG Newsletters per 1 or 2 months, depending on the contents during the year. Each issue will be sent to all AG members via email at the end of the months.

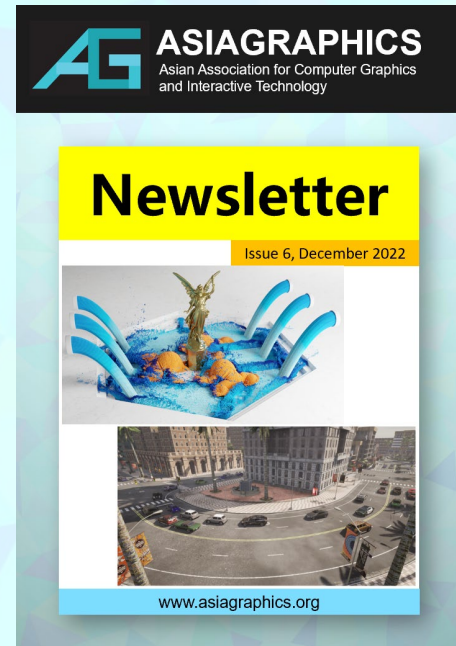
Issues: We have released 3 issues in 2022.



Issue 4
Mar. 28, 2022



Issue 5
Sep. 1, 2022



Issue 6
Dec. 31, 2022

AG Newsletters

Call for contents: For any AG member who wants to share information or make advertisement in future issues of AG newsletters, please send the relevant item documents to us via the AG official email: asiagraphics.ag@gmail.com.

The items can be, but not limited to, as follows:

- reports on recent graphics related events (such as conferences, workshops, seminars, competition, etc.)
- breaking works/products/news;
- call for papers (CFP) of conferences, workshops, or special issues of journals, etc.
- advertisements and/or broadcasting news for future events, such as workshops, conferences, seminars, industrial news, etc.
- recruitment of faculty, staff, postdocs, or RA of universities, research labs, etc.
- other relevant stuff.

Call for Contents

AG Membership

AG Members

In order to fulfil its purpose, AG shall act either directly or through its members or through groupings created by its members either on a subject or national basis.

Please see the details in the constitution of AG at:

<http://www.asiagraphics.org/constitution/>

Membership Fee

The AG membership fee is currently 0\$. The membership fee for 2023 and later years will be announced later.

How to join

Please follow the easy steps below to complete your membership registration:

1. Follow the following link, which can also be found at the AG website, to go to the application page:
<https://asiagraphics.wufoo.com/forms/asia-graphics-membership-registration/>
2. Fill in the required information specified on the page:
 - a. Name and Gender
 - b. Occupation: student, teacher, engineer, designer, etc.
 - c. Email address and other (optional) contact information
 - d. Affiliation

AG Membership

Rights and Interests

We appeal to your support by joining the AG Association as members.

The following information is for your ease of reference.

1. AG membership is open to all people interested in computer graphics, interactive technology, and related fields;
2. Members enjoy discounts in registration fees for the conferences (including PG, GMP, CVM) organized or sponsored by AG;
3. The membership fee is waived in 2022. The annual fee in the future will be determined by the Executive Committee of AG;
4. All members have the same voting right, including electing executives and being elected to be executives;
5. There is no separate category of student membership. Student members have the same voting right as the other members;
6. The numbers of executives from different regions or countries are roughly proportional to the number of members from the regions or countries;
7. All AG members will be invited to nominate and elect the Executive Committee members of AG in online elections.

Call for Papers: International Conference on Computer-Aided Design and Computer Graphics (CAD/Graphics 2023)

We welcome you to participate in CAD/Graphics 2023 which will be held in Shanghai, China, Aug. 19-21, 2023. CAD/Graphics is a biannual international conference since 1989, which is affiliated with the Chinese Computer Federation (CCF). It provides an ideal forum for international researchers and developers to exchange new ideas on computer-aided design, computer graphics and visualization to explore new ideas and trends.

CAD/Graphics 2023 welcomes original work in theory and applications of computer graphics and CAD. Topics to be covered in this conference include, but are not limited to, the following:

TOPICS

- 3D Printing and Computational Fabrication
- 3D Vision
- Bio-CAD and Nano-CAD
- Computational Photography
- Computer Animation
- Computer Graphics Systems and Hardware
- Deep Learning for Graphics
- Design Computing and Arts
- Geometric Computing for Robotics
- Geometry Processing
- Geometric, Solid and Heterogeneous Modeling
- Image and Video Processing
- Image based Modeling and Rendering
- Integration of CAD/CAE/CAM
- Interactive Techniques
- Rendering
- Virtual Reality and Augmented Reality
- Visualization



Call for Papers: The International Geometry Summit (IGS 2023)



The International Geometry Summit 2023 (IGS'23) will be held during July 4-7, 2023 and co-locate in a joint event the major conferences in applied geometry:

- SMI'23 - Shape Modeling International 2023
- SPM'23 - Symposium on Physical and Solid Modeling 2023
- GMP'23 - Geometric Modeling and Processing 2023
- GD'23 - SIAM Conference on Computational Geometric Design 2023
- SGP'23 - EG Symposium on Geometry Processing 2023

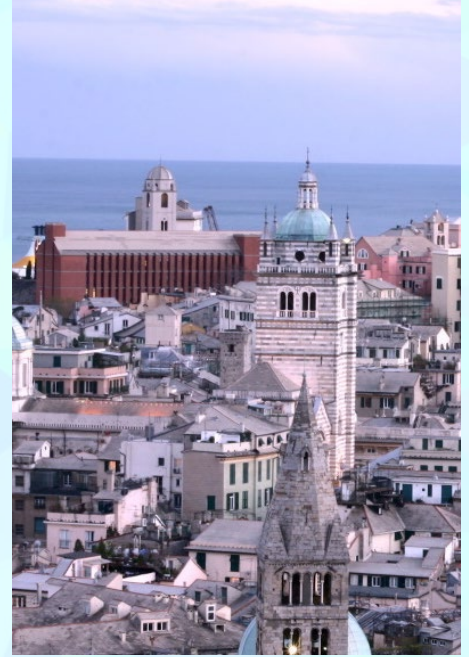
After the long pandemic period, the summit will offer to the scientific community the opportunity to meet again in person, combining the programmes of the five co-located conferences into one-week-long get-together with researchers and experts in the fields.

The summit's conferences will join forces to showcase the breadth and the impact of applied geometry in the scientific context as well as in today's world.

Looking forward to welcoming you to Genoa at the Geometry Summit in July, 2023!

Call for Papers: Shape Modeling International (SMI 2023)

Shape Modeling International (SMI 2023) provides an international forum for the dissemination of new mathematical theories and computational techniques for modeling, simulating and processing digital representations of shapes and their properties to a community of researchers, developers, students, and practitioners across a wide range of fields. Conference proceedings will be published in a Special Issue of Computer & Graphics Journal, Elsevier. Papers presenting original research are being sought in all areas of shape modeling and its applications.



SMI 2023 will be held in Genova, July 4-6, 2023, as part of the International Geometry Summit, together with SGP, SPM, GMP and GD. SMI also participates in the Replicability Stamp Initiative, an additional recognition for authors who are willing to go one step further, and in addition to publishing the paper, provide a complete open-source implementation. For more details, check the SMI2023 website.

IMPORTANT DATES SMI 2023 (23:59 UTC/GMT)

Abstract submission: **March 13, 2023**

Full paper submission: **March 20, 2023**

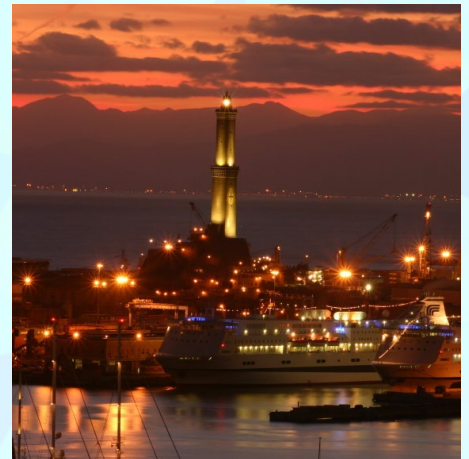
First review notification: **April 20, 2023**

Revised papers: **May 8, 2023**

Second review notification: **May 22, 2023**

Camera ready full papers due: **June 5, 2023**

Conference: **July 4-6, 2023**



Call for Papers: Shape Modeling International (SMI 2023)

SUBMISSION: Papers should present previously unpublished, original results that are not simultaneously submitted elsewhere. The SMI conference will use a double-blind review process. Consequently, all submissions must be anonymous. All papers should be submitted using the easychair website.



Submissions should be formatted according to the style guidelines for the Computers & Graphics Journal and should not exceed 12 pages, including figures and references. We strongly recommend using the LaTeX template to format your paper. We also accept papers formatted by MS Word according to the style guidelines for Computers & Graphics. The file must be exported to a pdf file for the first round of submission. For format details, please refer to the Computers & Graphics Journal Guide for Authors.

SMI CONFERENCE CHAIRS

Hui Huang	Shenzhen University, China
Giuseppe Patanè	CNR-IMATI, Genova, Italy
Jorg Peters	University of Florida, USA

SMI TECHNICAL PAPERS CHAIRS

Georges-Pierre Bonneau	University of Grenoble-Alpes, France
Ligang Liu	University of Science and Technology of China
Michela Mortara	CNR-IMATI, Genova, Italy

SMI COMMUNICATION CHAIRS

Ergun Akleman	Texas A&M University, USA
Silvia Biasotti	CNR-IMATI, Genova, Italy
Yang Liu	Microsoft Research Asia, Beijing, China

Call for Papers: Symposium on Solid and Physical Modeling (SPM 2023)

The Symposium on Solid and Physical Modeling (SPM) is an international conference series organised annually with the support of the Solid Modeling Association (SMA). The conference aims at all aspects of geometric and physical modeling, and their application in design, analysis and manufacturing, as well as in biomedical, geophysical, digital entertainment, and other areas. The conference serves also as a ceremony for awarding the 2023 Pierre Bézier Prize for contributions to solid, shape, and physical modeling.

CO-LOCATED EVENTS

SPM'23 will be co-located in Genova with the Geometric Modeling and Processing (GMP), the SIAM Conference on Computational Geometric Design (SIAM-GD), the Shape Modeling International (SMI) and the Eurographics Symposium on Geometry Processing (SGP) as part of the 3rd Geometry Summit in 2023.

WHEN AND WHERE

SPM'23 will take place from July 5th to 7th, in Genova, Italy.

SPM'23 will be part of International Geometry Summit that will be held in Genoa from July 3rd to July 7th.

Call for Papers: Symposium on Solid and Physical Modeling (SPM 2023)

TOPICS

- 3D fabrication/printing/manufacturing technologies
- Anisotropic/heterogeneous/composite materials
- Applied algebraic and differential geometry
- Applied computational geometry and topology
- Conceptual, collaborative, and distributed design
- Computational fabrication
- Curve, surface, and manifold modeling
- Dimensioning and tolerancing
- Feature modeling, recognition, and understanding
- Geometric algorithms
- Geometric and topological representations
- Geometric constraint solving and parametric modeling
- Geometric interpolation and smoothing
- Geometry generation and processing
- Geometry compression and transmission
- Isogeometric analysis
- Meshing and mesh optimization
- Multi-resolution modeling
- Numerical analysis of geometric algorithms
- Physically-based modeling and simulation
- Product data exchange, standards, and interoperability
- Reverse engineering/reconstruction of surfaces/solids
- Robustness and validity of geometric computations
- Shape modeling, synthesis and analysis

IMPORTANT DATES (23:59 UTC/GMT)

Abstract for full papers: **February 3, 2023**

Full paper submission: **February 10, 2023**

First review notification: **March 20, 2023**

Revised papers due: **April 17, 2023**

Final notification: **May 5, 2023**

Camera ready papers: **May 19, 2023**

Conference: **July 5-7, 2023**

Call for Papers: International Conference on Geometric Modeling and Processing (GMP 2023)



GMP is an annual international conference series on geometric modeling, simulation, and computing. The modeling and processing of geometric data is fundamental to many computer applications, including computer graphics, computer vision, CAD/CAM, medical imaging, engineering analysis, robotics, additive manufacturing, and scientific computing. The GMP conference series provides researchers and practitioners with a forum for exchanging new ideas, discussing new applications, and presenting new solutions. The organizers of GMP 2023 invite submissions of full-length papers on topics including, but not limited, to:

- Mathematical foundations of computer-aided geometric design
- Computational geometry algorithms and analyses
- Multi-resolution and heterogeneous modeling
- 3D printing and computational manufacturing
- Geometric feature modeling and recognition
- Geometric learning/data-driven approaches
- Representation of curves and surfaces
- Discrete differential geometry
- Isogeometric analysis
- Shape optimization
- Material modeling

Call for Papers: International Conference on Geometric Modeling and Processing (GMP 2023)

IMPORTANT DATES

Dec 15, 2022: abstract submission (23:59:59 UTC)

Dec 22, 2022: paper submission (23:59:59 UTC)

Feb 13, 2023: first review cycle notification

Mar 10, 2023: revised paper submission (23:59:59 UTC)

Mar 31, 2023: second review cycle notification

Apr 14, 2023: final paper submission

Jul 6-7, 2023: conference dates

CONFERENCE CO-CHAIRS

Enrico Puppo (University of Genova, Italy)

Luiz Velho (Instituto Nacional de Matemática Pura e Aplicada, Brazil)

Kun Zhou (Zhejiang University, China)

PROGRAM CO-CHAIRS

Marcel Campen (University of Osnabrück, Germany)

Teseo Schneider (University of Victoria, Canada)

Kevin K. Xu (National University of Defense Technology, China)

WHEN AND WHERE

GMP 2023 will take place from July 5 to 7, 2023, and be co-located in Genova with SPM, SIAM-GD, SGP, and SMI as part of the International Geometry Summit 2023.

Call for Papers: SIAM Conference on Computational Geometric Design (GD 2023)

SIAM's conference on computational geometric design is motivated by the overlapping industrial and academic interest in geometry. Encouragement of industrial, government and academic collaboration is a major objective of this conference. This conference provides an opportunity for industrial and government engineers and scientists to communicate their needs and for academic researchers to exhibit their current research. Graduate students, whether trying to decide between academic and nonacademic careers or looking for real world applications for their research, should attend this conference.

IMPORTANT DATES

Submission system/form opens: April 7, 2023

Abstract submission deadline: April 7 - May 5, 2023

Acceptance notification: May 19, 2023

Full paper submission: Sept. 1 - Nov. 15, 2023

First review notification: January 31, 2024

Revised papers due: March 15, 2024

Final notification: April 30, 2024

WHERE

GD 2023 will be co-located in Genova with SMI, SPM, GMP and SGP as part of the International Geometry Summit 2023.

Call for Papers: The Symposium on Geometry Processing (SGP 2023)

The Symposium on Geometry Processing (SGP) is the premier venue for disseminating new research ideas and cutting-edge results in geometry processing. In this research area, concepts from mathematics, computer science, and engineering are studied and applied to offer new insights and design efficient algorithms for acquisition, modeling, analysis, manipulation, simulation and other types of processing of 3D models and shape collections. Continuing a successful tradition from previous years, SGP will also offer a Graduate School, targeted at students and researchers new to the field. Courses will be taught by leading experts and complemented by interactive demonstrations to provide in-depth knowledge of recent and fundamental aspects of geometry processing.

TOPICS

- Acquisition and reconstruction
- Analysis and fabrication for 3D printing
- Architectural geometry
- Discrete differential geometry
- Exploration of shape collections
- Geometry and topology representations
- Geometry compression
- Geometric deep learning
- Geometry processing applications
- Interactive techniques
- Meshing and remeshing
- Multiresolution modeling
- Multimodal shape processing
- Processing of massive geometric datasets
- Geometric representations for machine learning

Call for Papers: The Symposium on Geometry Processing (SGP 2023)

WHERE

SGP 2023 will be co-located in Genova with SMI, SPM, GMP and SIAM-GD as part of the International Geometry Summit 2023.

IMPORTANT DATES (23:59 UTC/GMT)

Abstract submission: **April 7, 2023**

Paper submission: **April 12, 2023**

Notification of acceptance: **May 31, 2023**

Revised version due: **June 9, 2023**

Camera ready due: **June 20, 2023**

Graduate School: **July 1-2, 2023**

Conference: **July 3–7, 2023**

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Call for Papers: GRAPHICS INTERFACE (GI 2023)

Graphics Interface is the only conference for computer graphics and human computer interaction.

The GI 2023 program covers technical and fundamental contributions in both graphics and HCI. We seek submissions covering all aspects of graphics, HCI, and visualization. All paper submissions are rigorously peer reviewed by at least three members of the international program committee.

With graphics and HCI having equal weights in the conference, Graphics Interface offers a unique venue for a meeting of minds working on computer graphics and interactive techniques. Browse the proceedings archive. Graphics Interface is sponsored by the Canadian Human-Computer Communications Society, a non-profit organization dedicated to advancing research and education in the fields of computer graphics, visualization and human-computer interaction.

IMPORTANT DATES (First submission/review cycle)

Paper Deadline: Friday, December 16, 2022, 11:59 pm AoE

Papers assigned to IPC: Tuesday, December 20, 2021

Expert reviews due: Friday, January 13, 2023

Author Notification: Wednesday, January 18, 2023

General Chair

Miguel Nacenta, University of Victoria, Canada

Technical Program Chairs

Charles Perin, University of Victoria, Canada

KangKang Yin, Simon Fraser University

WHEN AND WHERE

GI 2023 will be in Victoria, British Columbia, Canada, between May 30 and June 2, 2023.

Call for Papers. COMPUTER GRAPHICS INTERNATIONAL (CGI 2023)



CGI is one of the oldest annual international conferences on Computer Graphics in the world. Researchers are invited to share their experiences and novel achievements in various fields of Computer Graphics and Virtual Reality. Previous recent CGI conferences have been held in Sydney, Australia (2014), Strasbourg, France (2015), Heraklion, Greece (2016), Yokohama, Japan (2017), Bintan, Indonesia (2018), and Calgary in Canada (2019). CGI has been virtual between 2020 and 2022 due to the COVID pandemic.

TOPIC

- Rendering Techniques
- Metaverse (VR/MR/XR)
- Physically Based Modeling
- Machine Learning for Computer Graphics
- Data Compression for Graphics
- Image Based Rendering and Modeling
- Computer Animation
- Shape Analysis and Image Retrieval
- Digital Cultural Heritage
- Image Processing and Analysis
- Global Illumination
- Digital Humans
- Stylized Rendering
- Geometry Processing and Analysis
- Shape and Surface Modeling
- Computer Vision for Computer Graphics
- Scientific Visualization
- Computational Geometry
- Computational Photography
- Visual Analytics
- Volume Rendering
- Computational Fabrication
- 3D Reconstruction
- Graphical Human-Computer Interaction
- Sketch-based Modelling
- Texture

Call for Papers: COMPUTER GRAPHICS INTERNATIONAL (CGI 2023)

IMPORTANT DATES (23:59 GMT time on the date stated)

- Visual Computer
 - Submission Deadline: March 10, 2023
 - Preliminary Notification to Authors: April 22, 2023
 - Deadline to Receive Revised Papers From Authors: May 18, 2023
 - Final Notification of Revised Papers: June 15, 2023
- CGI Proceedings book papers, CAVW journal, VRIH journal
 - Submission Deadline: June 12, 2023
 - Notification of Acceptance: July 13, 2023
 - Camera-Ready: August 5, 2023

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WHEN AND WHERE

CGI 2023 will take place from August 28 to September 1, 2023, and take place in Shanghai, China.

Call for Papers: IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2023)

The IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR) is the premier international event for the presentation of research results in the broad areas of virtual, augmented, and mixed reality (VR/AR/MR). Since 1993, IEEE VR has presented groundbreaking research and accomplishments by virtual reality pioneers: scientists, engineers, designers, and artists, paving the way for the future. Soon, IEEE VR expanded its scope to also include augmented, mixed, and other forms of mediated reality. Similarly, the IEEE Symposium on 3D User Interfaces (3DUI), which started as a workshop at IEEE VR in 2004, has become the premier venue for 3D user interfaces and 3D interaction in virtual environments. In 2018, VR and 3DUI were merged into the IEEE Conference on Virtual Reality and 3D User Interfaces, with the short name IEEE VR. In 2020, VR was the first major IEEE conference to be held entirely online and in a virtual environment.

IMPORTANT DATES (23:59:59 AoE)

October 7, 2022: Abstracts due (REQUIRED)

October 14, 2022: Submissions due

December 16, 2022: Notification of first review cycle results

January 13, 2023: Revised submissions due for TVCG accepted papers

January 20, 2023: Revised submissions due for conference accepted papers

January 27, 2023: Final notifications

February 3, 2023: Camera-ready material due

WHEN AND WHERE

IEEE VR 2023, the 30th IEEE Conference on Virtual Reality and 3D User Interfaces will be held from March 25th through March 29th, 2023 at the Pudong Shangri-La Hotel in Shanghai, China.

Call for Papers: SIGGRAPH 2023

Like last year's conference, SIGGRAPH 2023 Technical Papers will consist of two integrated papers tracks: Journal and Conference. You can select which track you would like your work to be considered for in the online submission form.

Conference Papers: Papers presenting novel ideas but can be less complete or have less extensive validation. Papers accepted to this track will be published in the SIGGRAPH 2023 Conference Proceedings.

Journal Papers: Papers demonstrating novel, well validated, and comprehensively described ideas. Papers accepted to this track will be published in the SIGGRAPH 2023 issue of ACM Transactions on Graphics (TOG).

Key Submission Deadlines (*All deadlines are 22:00 UTC/GMT unless otherwise noted*)

Tuesday, 24 January: Deadline for creating the submission form with the title, complete list of co-authors, and each co-author's specification of conflicts of interest. You cannot make changes to the list of authors after this deadline.

Wednesday, 25 January: Deadline for the complete submission, including either the actual PDF paper or an MD5 checksum (which will be required in lieu of the actual files starting at some point on this day), as well as any supplemental material.

Thursday, 26 January: Deadline for uploading all materials IF you used MD5 checksums. No new or changed material may be uploaded.



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