

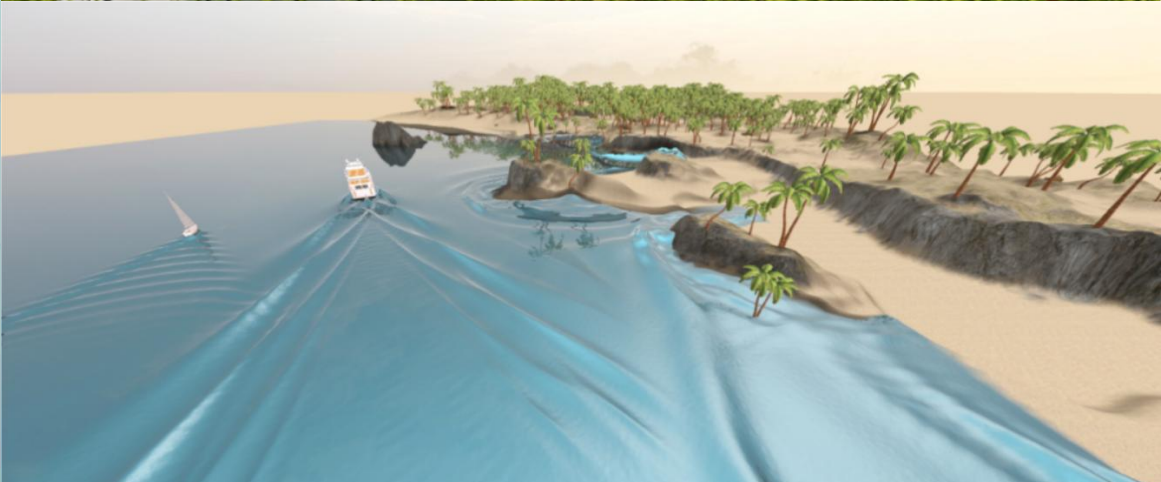


ASIAGRAPHICS

Asian Association for Computer Graphics
and Interactive Technology

Newsletter

Issue 7, August 2023



www.asiagraphics.org

Table of Content

New AG Officers.....	3
AG Conferences	5
CVM 2023	6
GMP 2023	7
PG 2023	8
AG Awards, Call for Nominations @ 2023.....	9
Bézier Award, Wenping Wang.....	11
Call for papers.....	12
CVM 2024.....	12
GMP 2024.....	14
EG 2024.....	16
AG Newsletter	18
18th -21th AG Webinar	19
AG Membership	28

New AG Officers

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Chair
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China



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Prof. Kun ZHOU, Zhejiang University, P. R. 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://iccv.org/>

Founder

- Shi-Min Hu (Tsinghua University, China)

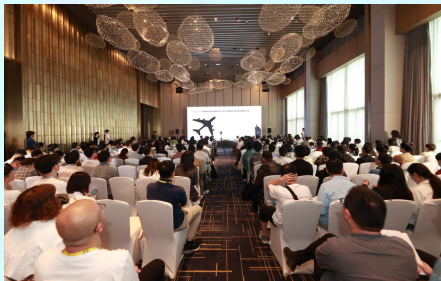
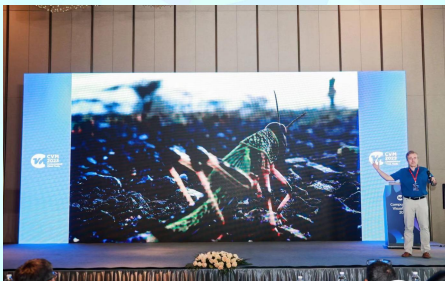
AG Conferences @ 2023

CVM 2023

- Website: <http://iccv.org/2023/>

The 11th international conference on Computational Visual Media (CVM 2023) was held on April 6 to April 8, 2023, in Shenzhen, China. It was organized by Shenzhen University. More than 350 participants attended the conference in Shenzhen.

The conference included 4 keynote speeches, 38 conference paper presentations in 10 sessions, one industrial session, and one poster session.



(By Ruizhen Hu, CVM 2023 Co-Chair, Shenzhen University, China)

AG Conferences @ 2023

GMP 2023

- Website: <https://gmpconf.github.io/GMP2023/index.html>

The 17th International Conference on Geometric Modeling and Processing (GMP 2023), was co-located in Genova with the Symposium on Solid and Physical Modeling (SPM), the SIAM conference on Computational Geometric Design, the Symposium on Geometry Processing (SGP), and Shape Modeling International (SMI) as part of the International Geometry Summit 2023.

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 2023 conference received 36 complete submissions, among which, 12 submissions have been accepted and published in a special issue of Computer-Aided Geometric Design (CAGD, Elsevier), while 2 submissions have been forwarded to the CAGD journal for a fast track review. The program of this conference included 2 keynote speech, 16 conference paper presentations. The keynote speakers are Keenan Crane and Daniele Panozzo.



(By Kai Xu, GMP 2023 Program Co-Chair, National University of Defense Technology, China)

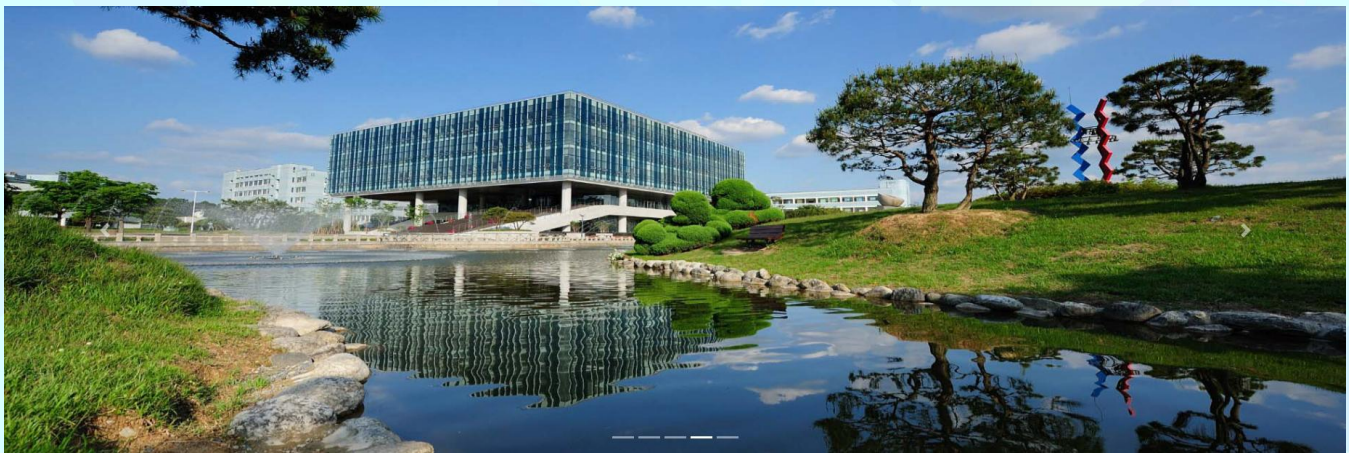
AG Conferences @ 2023

PG 2023

- Website: <https://pg2023.org/>

The 31st Pacific Conference on Computer Graphics and Applications, Pacific Graphics 2023, will be held at Daejeon Convention Center, Daejeon, South Korea on October 10th-13th, 2023 (no virtual, on-site only).

As a flagship conference of the AsiaGraphics Association, Pacific Graphics provides a premium forum for researchers, developers, practitioners in the Pacific Rim and around the world to present and discuss new problems, solutions, and technologies in computer graphics and related areas. All accepted journal track papers will be published in a special issue of Computer Graphics Forum (CGF), the journal of the Eurographics Association, in print and online in 2023.



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.

Call for Nominations: Asiagraphics Awards 2023

Starting in July 2017, Asiagraphics decided to establish the Asiagraphics Awards Program. The goal of the program is to recognize exceptional achievements in computer graphics and promote computer graphics research in Asia.

In 2023, Asiagraphics will present three awards:

- (1) Life-Time Achievement Award,
- (2) Outstanding Technical Contributions Award,
- (3) Young Researcher Award.

Please see <http://www.asiagraphics.org/awards/> for selection criteria.

Now Asiagraphics members can nominate candidates and the nomination forms of the three awards can be found in the attachments.

All nominations for the above three awards should be submitted by email to 'awards.asiagraphics@gmail.com' and include a one-page nomination letter describing the candidate's achievements in light of the mentioned criteria in the website as well as a sufficiently informative CV supporting the nomination by objective assessments. A list of endorsers is optional and not mandatory. Self-nominations are not accepted.

The deadline for nominations is **August 30, 2023**.

Wenping Wang - 2023 Pierre Bézier Award

The 2023 SMA Bézier Award is awarded to Professor Wenping Wang in recognition of his outstanding contributions in geometric modeling and computing and his innovative impact in applied geometry.



Wenping Wang is professor in the Department of Computer Science and Engineering at Texas A&M University since 2020. He has been Chair Professor (2015-2020) and Head (2012-2017) in the Department of Computer Science at The University of Hong Kong. His research interests span several areas in computer aided geometric design, robotics, computer graphics and geometric modelling with over 300 technical publications.

Wenping Wang has made most fundamental research contributions in several areas of geometric modelling and computing. Exemplary we mention his contributions to B-spline curve fitting, architectural geometry, centroidal Voronoi tessellation for mesh generation and intersection of quadric surfaces.

Wenping Wang is an IEEE Fellow (2017) and an ACM Fellow (2021). He received the John Gregory Award (2017) for his contributions in geometric computing and the Asiagraphics Outstanding Technical Contributions Award (2021).

Call for Papers: Computational Visual Media Conference (CVM 2024)

With the rapid progress in recent technologies, large-scale visual data can be found on the Internet, bringing significant opportunities for novel processing of visual information, as well as commercial applications. Systematically managing such data, finding patterns in it, understanding them, efficiently processing them, and making best use of them present great challenges. The Computational Visual Media Conference series, of which this is the 12th conference, will provide a forum for exchanging recent research ideas and practical achievements in all areas and applications of Visual Media.

The Computational Visual Media Conference 2024 will be run in plenary sessions (no parallel tracks) on the dates April 10-12, 2024, and will be hosted by Victoria University of Wellington.

Conference Topics

Topics of interest include, but are not limited to:

- Animation and physical simulation
- Cognition of visual media
- Content security of visual media
- Editing and composition of visual media
- Enhancement and re-rendering of visual media
- Geometric computing for image and video
- Geometry modeling and processing
- Image and video retrieval
- Interactive editing of visual media
- Machine Learning for visual media
- Recognition and understanding of visual media
- Rendering
- Social Networks and social media
- Visualization and visual analytics

Call for Papers: Computational Visual Media Conference (CVM 2024)

(cont'd...)

Information for Authors

Full papers in English containing original and unpublished results are solicited. The length of a paper should not exceed 14 pages. The paper should be submitted in pdf format, and each submission are allowed to upload a supplementary file within 50M.

Important Dates (All deadlines are at 23:59 GMT.)

Abstract due: **October 9, 2023.**

Full papers due: **October 12, 2023.**

Acceptance notification: **November 27, 2023.**

Conference days: **April 10-12, 2024.**

Proceedings and Special Journal issues

Submitted papers will be reviewed by the program committee and papers of high quality will be accepted as full papers or poster papers. All accepted full papers will be published in journals (after a revision round), including IEEE Transactions on Visualization and Computer Graphics , Graphical Models (Elsevier), Journal of Computer Science and Technology (Springer), and Computational Visual Media (Springer).

Call for Papers: International Conference on Geometric Modeling and Processing (GMP 2024)

Geometric Modeling and Processing (GMP) 2024 will be located in Qingdao, China. 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.

In addition to the accepted conference papers, GMP invites the authors of selected papers from **Computer Aided Geometric Design** and **IEEE Transactions on Visualization and Computer Graphics** that match the conference topics to present their work.



Call for Papers: International Conference on Geometric Modeling and Processing (GMP 2024)

(cont'd...)

For Industry

- B-spline theories
- NURBS
- T-splines
- Boolean operation
- Surface-surface intersection
- Additive manufacturing
- CNC path planning
- CAD/CAE/CAM

Game & Entertainment

- Subdivision surfaces
- Discrete representation (points/meshes)
- Image based modeling
- Processing for rendering: Nanite
- Differentiable rendering

For Visual Appearance

- NeRF
- Neural representation
- Neural fields
- Volumetric representation
- 3D AIGC

IMPORTANT DATES

Nov 30, 2023: paper submission

Feb 1, 2024: notification

June 6-8, 2024: conference dates

Call for Papers: EUROGRAPHICS 2024

The EUROGRAPHICS 2024 Full Papers Program will showcase innovative research in Computer Graphics and related areas. We invite submissions of new ideas and encourage all forms of research creativity and originality. Eurographics 2024 will be hosted in Limassol, Cyprus on April 22nd-26th, 2024.

Accepted full papers will be presented at EUROGRAPHICS 2024 and published in a special issue of the Eurographics journal Computer Graphics Forum; the submissions will undergo a double-blind two-step review process. We encourage submissions from all areas related to computer graphics, including but not limited to rendering, modeling, animation, simulation, AI / deep learning for graphics, image processing, computational imaging, computational fabrication, display technology, human-computer interaction, virtual and augmented reality. Eurographics Full Papers will be published in the EG Digital Library.

Submission Details

Electronic submission of all papers is mandatory and will be conducted using the Submission and Review Management (SRMv2). Papers must be written in English, must be anonymized, and must be formatted according to the Eurographics Computer Graphics Forum guidelines. The publication guidelines and LaTeX templates are available on SRMv2. Accepted papers must be presented orally in English at Eurographics 2024. Review of full papers is based on a double-blind reviewing approach, so please be sure to remove all personal data (such as authors, affiliations, etc.) from your submission. References to your own work should be made in the third person to maintain anonymity. Reviewers are asked to keep confidential all materials sent to them for evaluation.

Call for Papers: EUROGRAPHICS 2024

(cont'd...)

There is no maximum length imposed on papers. However, papers should only be as long as they need to be, but not longer. Reviewers might rank submissions perceived as being either repetitive or unnecessarily long lower than they would score concisely written papers.

Authors of accepted papers will present a very short summary or a teaser during a fast-forward session. This presentation will be around 25 seconds and can be augmented by slides. To ensure a smooth organization, they will be asked to prepare a short video of the slides for this purpose, in two versions: one with the spoken text and one without. Details will be sent to accepted paper authors.

Timeline

All following deadlines are at 23:59 UTC.

Sep. 28, 2023 : Preliminary abstract due (required for any further submission)

Oct 5, 2023 : Full paper due

Nov. 30, 2023 : Reviews released

Dec. 7, 2023 : Rebuttal due

Dec. 22, 2023 : Notification for conditional acceptance or rejection

Feb. 1, 2024 : Revised version due

Feb. 15, 2024 : Final notification

Feb. 29, 2024 : Camera-ready version

Note that a full paper can only be submitted if an abstract has been submitted by the abstract deadline.

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 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 Huya 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 Webinar Session 21

Date: Thursday, June 29, 2023

Time: 11:00am UTC/GMT | 07:00pm (Beijing, Singapore) | 08:00pm (Seoul, Tokyo)

Chair: Pengbo Bo, Harbin Institute of Technology, Weihai, China

Talk 1

Title: From Curved to Flat and Back Again: Mesh Processing for Fabrication

Speaker: Prof. Mirela Ben Chen
Technion-Israel Institute of Technology,
Israel

Abstract: Assume that for a craft project you were given a task: create a (doubly) curved surface. What are your options? With applications varying from art to health care to architecture, making shapes is a fundamental problem. In this talk we will explore the challenges of creating curved shapes from different materials, and describe the math and practice of a few solutions. We will additionally consider the limitations of existing approaches, and discuss a few open problems.



AG Webinar Session 21

Talk 2

Title: Piecewise Developable Approximations for Triangular Meshes

Speaker: Prof. Xiao-Ming Fu
University of Science and Technology of China, China

Abstract:

Shape modeling is fundamental for many computer graphics, engineering, and architecture applications. In manufacturing-related applications, modeling a shape with developable surfaces provides an opportunity to reduce manufacturing and construction costs because only flat pieces of material need to be folded, bent, or rolled. Since most shapes are not globally developable, we discuss how to automatically model shapes with piecewise developable patches. In this talk, I will introduce our latest progress in piecewise developable approximations of triangular meshes.



AG Webinar Session 20

Date: Tuesday, April 25, 2023

Time: 11:00am UTC/GMT | 07:00pm (Beijing, Singapore) | 08:00pm (Seoul, Tokyo)

Chair: Bo Ren, Nankai University, China

Talk 1

Title: Simulating Complex Flows for Foods and Painterly Drawings

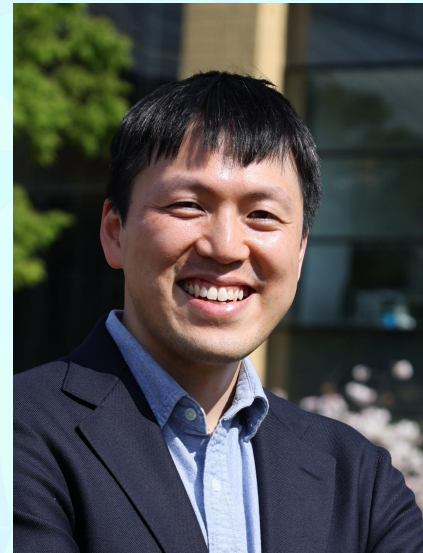
Speaker: Prof. Yonghao Yue

Aoyama Gakuin University (AGU), Japan

Abstract: I would like to share

some of our work for simulating fluid-like

foods, e.g., creams and sauces, as well as for mimicking artistic painterly drawings. We will start from discussing the elasto-viscoplastic Herschel-Bulkley model for modeling our daily fluid-like foods, their simulations using the material point method, and how to model their mixtures. Then, moving on to the topic of non-photo realistic rendering, we consider how to mimic the brushstroke styles seen in painterly drawings through the modeling and learning of the flows of the strokes.

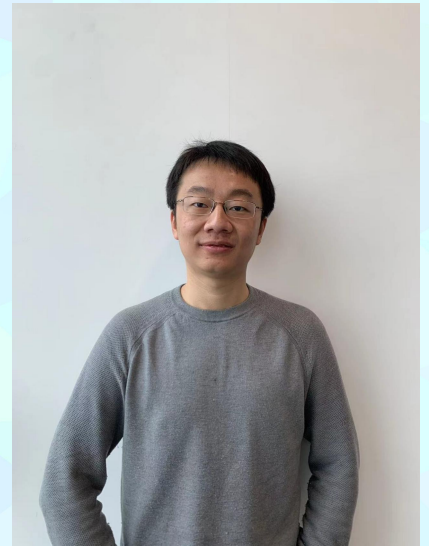


AG Webinar Session 20

Talk 2

Title: Computational Design of Physical Systems with Solid-Fluid Coupling

Speaker: Prof. Tao Du
Tsinghua University, China



Abstract:

Physical systems with solid-fluid coupling are widespread in nature and have inspired various engineering designs and applications. Designing such systems with extreme performances is challenging due to their intricate dynamics. This talk will present our recent work on modeling, simulating, and optimizing physical systems with fluid-solid interaction by drawing inspiration from physics simulation, machine learning, and numerical optimization. We demonstrate our computational methods in designing multiple solid-fluid systems, including microfluidic devices, soft underwater robots, and aerial vehicles.

AG Webinar Session 19

Date: Tuesday, March 28, 2023

Time: 11:00am UTC/GMT | 07:00pm (Beijing, Singapore) | 08:00pm (Seoul, Tokyo)

Chair: Lin Lu, Shandong University, China

Talk 1

Title: Computational Design of Geometric Puzzles

Speaker: Prof. Peng Song
Singapore University of Technology and Design, Singapore



Abstract:

Geometric puzzles are nontrivial geometric problems that challenge our ingenuity. The task of solving these puzzles is to put together the puzzle pieces to form a meaningful 3D shape. Traditionally, the design of a new geometric puzzle requires hours or even days of mental work of skilled professional. With the recent advance of digital fabrication, there is an interest and need to design personalized geometric puzzles for general users such as puzzle enthusiasts, collectors, and players. To address this challenge, researchers in computer graphics have developed computational techniques for designing a variety of geometric puzzles. In this talk, I will review state-of-the-art works on computational design of geometric puzzles, and introduce our recent works in this topic. In particular, I will focus on a specific class of geometric puzzles called interlocking puzzles, and formulate the design of interlocking puzzles as an assembly-aware shape decomposition problem. I will introduce computational approaches to design two different kinds of interlocking puzzles, and show how these approaches enable the design of interlocking puzzles that cannot be achieved by the previous methods.

AG Webinar Session 19

Talk 2

Title: Efficient Design and Fabrication for Complex Geometries

Speaker: Prof. Haisen Zhao
Shandong University, China

Abstract:

This talk will introduce my research on computer graphics for intelligent manufacturing, intending to produce intelligent computational tools for the new industrial revolution. I have worked on the following topics: 1) to improve the iterative efficiency of geometric design and manufacturing, we introduced a compact representation based on a domain-specific language, together with a multi-objective optimization method for material usage, time cost, fabrication precision, and geometric designs. (2) To improve complex geometries' manufacturing efficiency and quality, we proposed a decomposition method based on set-cover theory for setup planning problems in CNC machining. Besides, we presented a novel space-filling curve achieving global continuity and low-curvature properties used in additive and subtractive manufacturing. (3) To precisely control the physical properties of geometric microstructures, we proposed a tightly coupled optimization method between physical properties and geometric structures. Finally, a brief introduction to future works will be given.



AG Webinar Session 18

Date: Tuesday, February 28, 2023

Time: 11:00am UTC/GMT | 07:00pm (Beijing, Singapore) |
08:00pm (Seoul, Tokyo)

Chair: Bin Wang, Beijing Institute for General Artificial
Intelligence, China

Talk 1

Title: Periodic Autoencoder for Character Animation
and Isotropic ARAP energy using Cauchy-Green invariants

Speaker: Prof. Taku Komura,
The University of Hong Kong, China



Abstract:

In this talk, I will present our recent works about virtual avatars and physically-based animation.

First, I will talk about the Periodic Autoencoder (PAE), which can learn periodic features from large unstructured motion datasets in an unsupervised manner. The character movements are decomposed into multiple latent channels that capture the non-linear periodicity of different body segments while progressing forward in time. Our method extracts a multi-dimensional phase space from full-body motion data, which effectively clusters animations and produces a manifold in which computed feature distances provide a better similarity measure than in the original motion space to achieve better temporal and spatial alignment. We demonstrate that the learned periodic embedding can significantly help to improve neural motion synthesis in a number of tasks, including diverse locomotion skills, style-based movements, dance motion synthesis from music, synthesis of dribbling motions in football, and motion query for matching poses within large animation databases.

Next, I will present a novel isotropic ARAP energy formulation based on Cauchy Green invariants. It has been believed that an explicit formulation of isotropic ARAP energy using Cauchy-Green is not possible due to a rotation-polluted trace term. Our analysis reveals the relationship between the CG invariants and the trace term to be a polynomial where the roots equate to the trace term, and where the derivatives also give rise to closed-form expressions of the Hessian to guarantee positive semi-definiteness for a fast and concise Newton-type implicit {time} integration. A consequence of this analysis is a novel analytical formulation to compute rotations and singular values of deformation-gradient tensors without explicit/numerical factorization which is significant, resulting in up-to 3.5 times speedup and benefits energy function evaluation for reducing solver time.

AG Webinar Session 18

Talk 2

Title: Co-speech gesture synthesis and generative motion controllers

Speaker: Prof. Libin Liu
Peking University, China

Abstract:

Generating realistic human behaviors is a fundamental problem in computer animation and also one of the most demanding techniques in many emerging fields such as digital humans and metaverse. There has been tremendous progress in this area in the past years, partially thanks to the rapid advancement in deep learning and reinforcement learning. In this talk, I will briefly introduce two of our recent works on this topic, both published in SIGGRAPH Asia 2022. In the first work, we present a novel co-speech gesture synthesis framework that achieves convincing results on both rhythm and semantics. We devise an explicit rhythm-based generation scheme to ensure the temporal coherence between the vocalization and gestures. We also develop a disentanglement mechanism that builds correspondence between the speech and motion at different levels of features to achieve semantics-aware gesture generation. In the second work, we propose ControlVAE, a VAE-based generative control policy for physically simulated characters and robots. With a model-based reinforcement learning scheme, the policy effectively embeds a large variety of motion skills into a rich and versatile latent space, which allows efficient learning of downstream tasks such as interactive control of the character's action and response to unexpected perturbations.



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.



ASIAGRAPHICS

Asian Association for Computer Graphics
and Interactive Technology

Join **AG**
Membership
Now!

Website:

www.asiagraphics.org

Contact us at:

asiagraphics.ag@gmail.com