ASIAGRAPHICS

Asian Association for Computer Graphics and Interactive Technology

Newsletter

Issue 9, December 2023

www.asiagraphics.org

Table of Content
(Special Issue on 2023 Annual Report of AG)

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 @ 2023

Outstanding Technical Contributions Awardees

Ariel Shamir
Reichman University, Israel

Young Researcher Awardees

Peng-Shuai Wang
Peking University, 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://iccvm.org/

Founder

- Shi-Min Hu (Tsinghua University, China)

AG Conferences @ 2023

CVM 2023

- Website: http://iccvm.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)

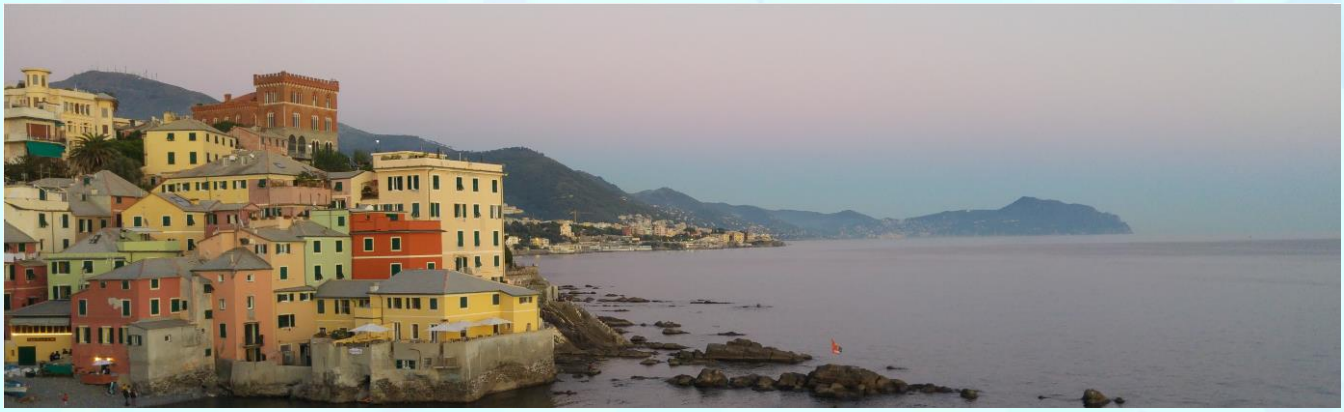
AG Conferences @ 2023

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) was held onsite in Daejeon, Korea from October 10 to 13, 2023.

There were 20 paper sessions and 3 keynote speeches. 56 full papers, 11 short papers, 14 posters, and 2 CGF papers were presented. The keynote speakers are Carol O'Sullivan from Trinity College Dublin, Niloy Mitra from University College London, and Maks Ovsjanikov from École Polytechnique.

(By Min H. Kim, PG2023 Program Co-Chair, KAIST, South Korea)

AG Conferences @ 2024

CVM 2024

- Date: April 10-12, 2024
- Venue: Wellington, New Zealand
- Website: http://iccvm.org/2024

GMP 2024

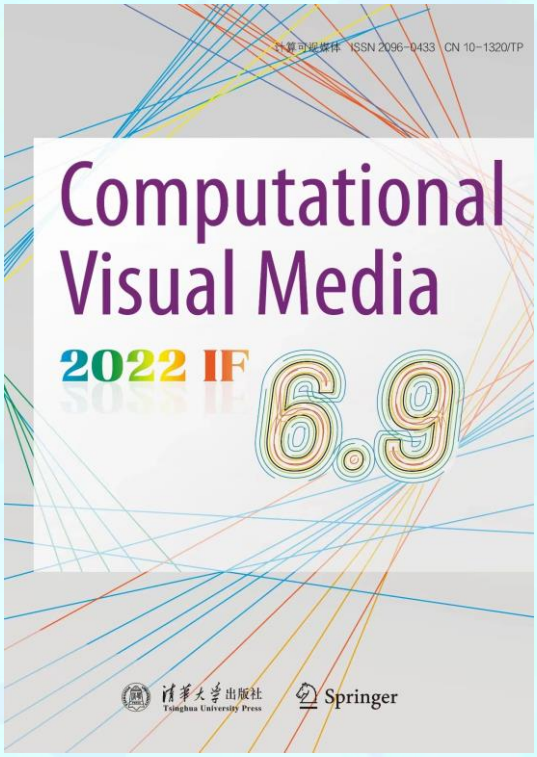
- Date: July 5-7, 2024
- Venue: Qingdao, China
- Website: https://irc.cs.sdu.edu.cn/gmp2024/index.html#/

PG 2024

- Date: October 13-16, 2024
- Venue: Huangshan, China
- Website: https://pg2024.hsu.edu.cn/index.html

Journal of Computational Visual Media (CVMJ) @ 2023

Computational Visual Media (CVMJ) is a single-blinded, peer-reviewed, open access journal published by Tsinghua University Press and Springer. It publishes original, high-quality research papers and review articles on all aspects of 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 2023 is that it earned its second official Journal Impact Factor of **6.9**, ranking Q1 again in the category of COMPUTER SCIENCE, SOFTWARE ENGINEERING. CVMJ also ranked top among the journals related to Computer Graphics, surpassing ACM Transactions on Graphics and IEEE Transactions on Visualization and Computer. Despite its short history, CVMJ has been included in several indexing and database services, including SCIE, DBLP, EI Compendex, INSPEC and SCOPUS.

From 2024, CVMJ will be published every two months, resulting in 6 issues per year. We look forward to receiving further excellent papers in 2024!

https://www2.cloud.editorialmanager.com/cvmj/default2.aspx

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

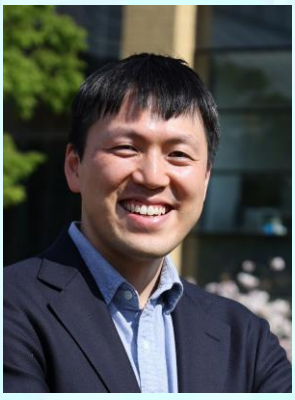
Nomination: if you want to nominate a speaker or provide feedback, please feel free to contact us or via asiagraphics.ag@gmail.com.

AG Webinars @ 2023

- **Session 18:** Tuesday, February 28, 2023
  - Speakers: Taku Komura, Libin Liu
  - Chair: Bin Wang


- **Session 19:** Tuesday, March 28, 2023
  - Speakers: Peng Song, Haisen Zhao
  - Chair: Lin Lu


- **Session 20:** Tuesday, April 25, 2023
  - Speakers: Yonghao Yue, Tao Du
  - Chair: Bo Ren

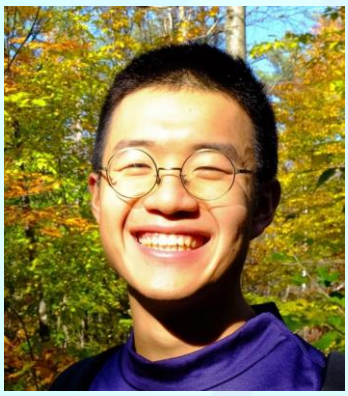



AG Webinars @ 2023

- **Session 21:** Thursday, June 29, 2023
  - Speakers: Mirela Ben Chen, Xiao-Ming Fu
  - Chair: Pengbo Bo

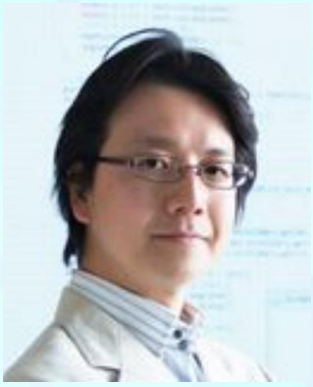

- **Session 22:** Friday, September 15, 2023
  - Speakers: Juyong Zhang, Shunsuke Saito
  - Chair: Tao Yu

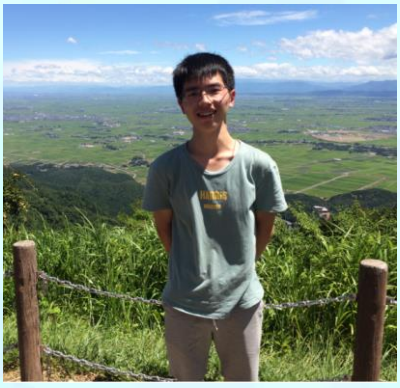

- **Session 23:** Tuesday, October 17, 2023
  - Speakers: Young J. Kim, Yijiang Huang
  - Chair: Ziqi Wang

AG Webinars @ 2023

- **Session 24:** Tuesday, November 21, 2023
  - Speakers: Jun Mitani, Qing Fang
  - Chair: Shi-Sheng Huang





Professor Shi-Min Hu (AG chair) is elected as fellows of CAS and IEEE

Shi-Min Hu is currently a professor with the Department of Computer Science and Technology, Tsinghua University, China. His research interests include Computer Graphics, Geometric Computing and Artificial Intelligence. He was elected as an Academician of Chinese Academy of Sciences and an IEEE Fellow in November of 2023.

Prof. Shi-Min Hu pioneered the concept of computational visual media. By deeply integrating geometry, computer graphics, image processing, and video processing, he put forward a new idea of visual media computing in line with cognition and geometric structure. The idea overcomes the limitations of signal/pixel-based processing in traditional theories and methods. Based on this idea, he proposed a series of efficient geometric processing and visual media processing methods. His work on Salient Region Detection (TPAMI 2015) has been regarded as a breakthrough for saliency detection. His works on visual media synthesis, such as Sketch2Photo (SIGGRAPH ASIA 2009), Write-A-Video (SIGGRAPH ASIA 2019), etc., are extremely influential and well recognized.

Professor Shi-Min Hu (AG chair) is elected as fellows of CAS and IEEE

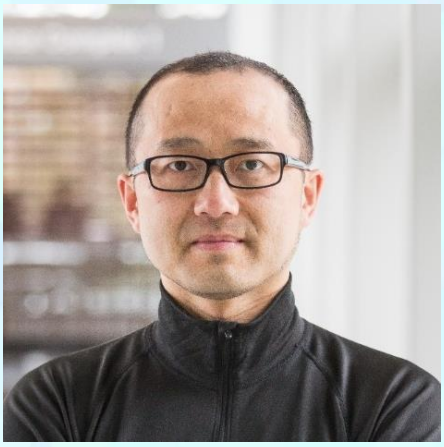
(cont'd...)

To support the effective and efficient learning of visual media, he proposed a series backbone networks for image (ExternalAttention, TPAMI 2023), point cloud (PCT, CVMJ 2021), mesh (SubdivNet, ACM TOG 2022). In 2020, he led his team to develop and open-sourced an innovative and widely-used deep learning framework, i.e., Jittor, which greatly improved the training and inference efficiency of deep neural networks while ensuring the flexibility in the use of the framework.

Prof. Shi-Min Hu has published over 100 articles in top-tier journals and conferences. All of his work has been cited 22800+ times in Google Scholar, with an H-index of 69. In addition to the enormous academic impact, his works also have seen great impact in industry and society. Some of his works have been successfully applied in the geometric reconstruction of flow plants and Tencent Street View, benefitting hundreds of companies and tens of millions of users every day.

Prof. Shi-Min Hu has also made extensive professional service to the community. He served as the Associate Editor-in-Chief of IEEE TVCG and serves as Associate Editor for many other journals, such as CAD, Computer & Graphics etc. He founded both the conference and journal of Computational Visual Media in 2012 and 2015, respectively, to promote the impact and development of visual media computing. He is now the Chair of Asiagraphics and the vice president of the council of China Computer Federation (CCF). He is also elected Director of the ACM SIGGRAPH Executive Committee.

Professor Hao (Richard) Zhang (AG EC member) is elected as fellows of IEEE



Hao (Richard) Zhang is a professor in the School of Computing Science at Simon Fraser University, Canada. He is a Fellow of the IEEE, holds a Distinguished University Professorship, and is an Amazon Scholar. Richard earned his Ph.D. from the University of Toronto, and MMath and BMath degrees from the University of Waterloo.

His research is in computer graphics and visual computing with special interests in geometric modeling, shape analysis, 3D vision, geometric deep learning, as well as computational design and fabrication. Awards won by Richard include a Canadian Human-Computer Communications Society Achievement Award in Computer Graphics (2022), a Google Faculty Award (2019), a National Science Foundation of China Overseas Outstanding Young Researcher Award (2015), an NSERC Discovery Accelerator Supplement Award (2014), a Best Dataset Award from ChinaGraph (2020), as well as faculty grants/gifts from Adobe, Autodesk, Google, and Huawei. He and his students have won the CVPR 2020 Best Student Paper Award and Best Paper Awards at SGP 2008 and CAD/Graphics 2017.

The First Test-of-Time Award of SIGGRAPH Asia (1)

Cost-effective Printing of 3D Objective with Skin-Frame Structures

SIGGRAPH ASIA 2013

Weiming Wang, Tuanfeng Y. Wang, Zhouwang Yang, **Ligang Liu***, Weihua Tong, Jiansong Deng, Falai Chen and Xiuping Liu

Abstract: 3D printers have become popular in recent years and enable fabrication of custom objects for home users. However, the cost of the material used in printing remains high. In this paper, we present an automatic solution to design a skin-frame structure for the purpose of reducing the material cost in printing a given 3D object. The frame structure is designed by an optimization scheme which significantly reduces material volume and is guaranteed to be physically stable, geometrically approximate, and printable. Furthermore, the number of struts is minimized by solving an l0 sparsity optimization. We formulate it as a multi-objective programming problem and an iterative extension of the preemptive algorithm is developed to find a compromise solution. We demonstrate the applicability and practicability of our solution by printing various objects using both powder-type and extrusion-type 3D printers. Our method is shown to be more cost-effective than previous works.

*** Ligang Liu: The Secretary of AG**

The First Test-of-Time Award of SIGGRAPH Asia (2)

Real-time 3D reconstruction at scale using voxel hashing

SIGGRAPH ASIA 2013

Matthias Nießner, Michael Zollhöfer, Shahram Izadi,
Marc Stamminger

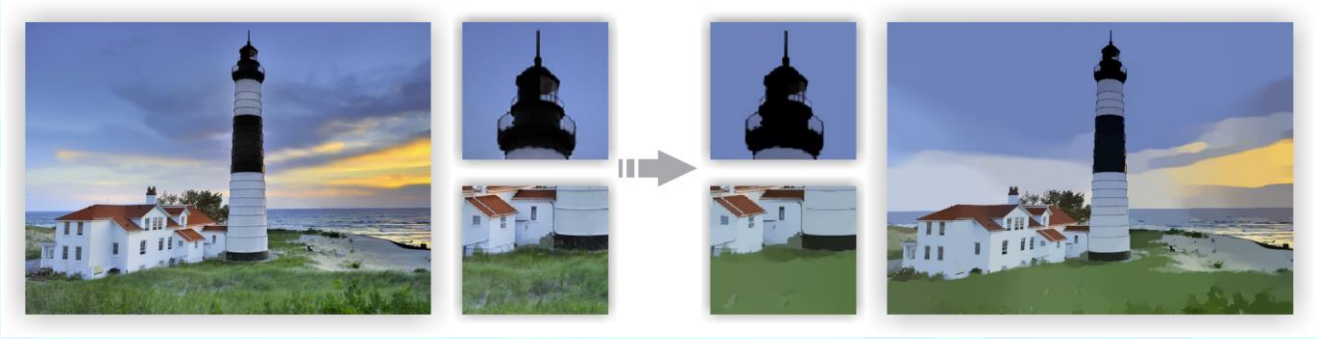
Abstract: Online 3D reconstruction is gaining newfound interest due to the availability of real-time consumer depth cameras. The basic problem takes live overlapping depth maps as input and incrementally fuses these into a single 3D model. This is challenging particularly when real-time performance is desired without trading quality or scale. We contribute an online system for large and fine scale volumetric reconstruction based on a memory and speed efficient data structure. Our system uses a simple spatial hashing scheme that compresses space, and allows for real-time access and updates of implicit surface data, without the need for a regular or hierarchical grid data structure. Surface data is only stored densely where measurements are observed. Additionally, data can be streamed efficiently in or out of the hash table, allowing for further scalability during sensor motion. We show interactive reconstructions of a variety of scenes, reconstructing both fine-grained details and large scale environments. We illustrate how all parts of our pipeline from depth map pre-processing, camera pose estimation, depth map fusion, and surface rendering are performed at real-time rates on commodity graphics hardware. We conclude with a comparison to current state-of-the-art online systems, illustrating improved performance and reconstruction quality.

The First Test-of-Time Award of SIGGRAPH Asia (3)

Image Smoothing via L0 Gradient Minimization

SIGGRAPH ASIA 2011

Li Xu, Cewu Lu, Yi Xu, Jiaya Jia



Abstract: We present a new image editing method, particularly effective for sharpening major edges by increasing the steepness of transition while eliminating a manageable degree of low-amplitude structures. The seemingly contradictive effect is achieved in an optimization framework making use of L0 gradient minimization, which can globally control how many non-zero gradients are resulted in to approximate prominent structure in a sparsity-control manner. Unlike other edge-preserving smoothing approaches, our method does not depend on local features, but instead globally locates important edges. It, as a fundamental tool, finds many applications and is particularly beneficial to edge extraction, clip-art JPEG artifact removal, and non-photorealistic effect generation.

The First Test-of-Time Award of SIGGRAPH Asia (4)

A Hybrid Iterative Solver for Robustly Capturing Coulomb Friction in Hair Dynamics

SIGGRAPH ASIA 2011

Gilles Daviet, Florence Bertails-Descoubes, Laurence Boissieux

Abstract: Dry friction between hair fibers plays a major role in the collective hair dynamic behavior as it accounts for typical nonsmooth features such as stick-slip instabilities. However, due the challenges posed by the modeling of nonsmooth friction, previous mechanical models for hair either neglect friction or use an approximate smooth friction model, thus losing important visual features. In this paper we present a new generic robust solver for capturing Coulomb friction in large assemblies of tightly packed fibers such as hair. Our method is based on an iterative algorithm where each single contact problem is efficiently and robustly solved by introducing a hybrid strategy that combines a new zero-finding formulation of (exact) Coulomb friction together with an analytical solver as a fail-safe. Our global solver turns out to be very robust and highly scalable as it can handle up to a few thousand densely packed fibers subject to tens of thousands frictional contacts at a reasonable computational cost. It can be conveniently combined to any fiber model with various rest shapes, from smooth to curly.

AG Newsletters @ 2023

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 2023.

Issue 7
Aug. 18, 2023

Issue 8
Oct. 30, 2023

Issue 9
Dec. 31, 2023

http://www.asiagraphics.org/newsletter/

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 Papers: Pacific Graphics 2024

The 31th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2024) will be held in Huangshan (Yellow Mountain), China on October 13-16, 2024. Pacific Graphics is an annual flagship conference of the Asiagraphics Association. As a highly successful conference series, 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.

We welcome original unpublished submissions in all areas of computer graphics and its applications. The topics include (but are not limited to) modeling, rendering, animation, imaging, visualization, human-computer interaction, and graphics systems. Papers should be submitted through the SRM system. Each submission should be 7-12 pages in length for the regular papers or 4-6 pages for the short papers, and will be reviewed by an international program committee for technical quality, novelty, significance, and clarity. All of the accepted papers will be archived in the EG digital libraries and all regular papers will be published in a special issue of Computer Graphics Forum.

https://pg2024.hsu.edu.cn/

Call for Papers: Pacific Graphics 2024

(cont'd...)

In addition, the conference will also include poster and work-in-progress sessions. The poster and work-in-progress papers should be no more than 2 pages. The submission will be reviewed by the committee members and need to be anonymized.

As a premier forum for exchanging recent research ideas and practical achievements – Pacific Graphics is of exceptional value for students, academics and industry researchers.

IMPORTANT DATES

Regular papers: Early May, 2024

Short papers, work-in-progress papers, and posters: Early June, 2024

ORGANIZATION

Conference Co-chairs

Jan Bender, RWTH Aachen University, Germany

Ligang Liu, University of Science and Technology of China

Denis Zorin, New York University, USA

Program Co-chairs

Renjie Chen, University of Science and Technology of China

Tobias Ritschel, University College London, UK

Emily Whiting, Boston University, USA

Organization Co-chairs

Xiao-Ming Fu, University of Science and Technology of China

Jianwei Hu, Huangshan University, China

Call for Papers: Symposium on Solid and Physical Modeling (SPM) 2024

Description

The Symposium on Solid and Physical Modeling (SPM) is an international conference series organized annually with the support of the Solid Modeling Association (SMA). SPM'24 will be hosted at Concordia University, July 8-10, 2024. 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 2024 Pierre Bézier Prize for contributions to solid, shape, and physical modeling.

Scope

Topics of interest include, but are not limited to:

- 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

https://spmconf.github.io/SPM2024/

Call for Papers: Symposium on Solid and Physical Modeling (SPM) 2024

(cont'd...)

- 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

Paper Submissions

Accepted full-length papers will be published in the journal of Computer-Aided Design (Elsevier) after a rigorous two-stage double-blind review process. Papers should be formatted according to the style guidelines for Computer-Aided Design and should not exceed 12 pages, including figures and references. We strongly recommend using the LaTeX template to format your paper, but we also accept papers formatted by MS Word according to the style guidelines for Computer-Aided Design (Elsevier). The file must be submitted in PDF format using the EasyChair website.

Important Dates

- **Abstract and full paper: February 3, 2024**
- **First review notification: March 20, 2024**
- **Revised papers due: April 17, 2024**
- **Final notification: May 5, 2024**
- **Camera ready papers: May 19, 2024**
- **Conference: July 8-10, 2024**

Call for Papers: Shape Modeling International (SMI 2024)

Shape Modeling International (SMI 2024) 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'2024 will take place from July 12th to 14th, in Detroit, Michigan, USA. 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 SMI 2024 website.

IMPORTANT DATES SMI 2024 (23:59 UTC/GMT)
Abstract submission: **March 25, 2024**
Full paper submission: **March 29, 2024**
First review notification: **May 6, 2024**
Revised papers: **May 20, 2024**
Second review notification: **June 10, 2024**
Camera ready full papers due: **June 24, 2024**
Conference: **July 12-14, 2024**

https://smiconf.github.io/2024/

Call for Papers: Shape Modeling International (SMI 2024)

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
Raphaelle Chaine	Liris, France
Jing Hua	Wayne State University, Michigan, USA

SMI TECHNICAL PAPERS CHAIRS

Georges-Pierre Bonneau	University Of Grenoble-Alpes, France
Tao Ju	Washington University In St Luis, Missouri, USA
Zichun Zhong	Wayne State University, Michigan, USA

SMI COMMUNICATION CHAIRS

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

https://smiconf.github.io/2024/

Call for Papers: The Symposium on Geometry Processing (SGP 2024)

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
- Geometric representations for machine learning
- Geometry compression
- Geometric deep learning
- Geometry processing applications
- Interactive techniques
- Meshing and remeshing
- Multiresolution modeling
- Multimodal shape processing
- Processing of massive geometric datasets
- Simulation and animation
- …

https://sgp2024.github.io/

Call for Papers: The Symposium on Geometry Processing (SGP 2024)

WHERE

The SGP will be located at the Massachusetts Institute of Technology, Cambridge, MA, USA.

IMPORTANT DATES (23:59 UTC/GMT)

Abstract submission: **April 5, 2024**
Paper submission: **April 10, 2024**
Notification of acceptance: **May 24, 2024**
Revised version due: **June 3, 2024**
Camera ready due: **June 14, 2024**
Graduate School: **June 22-23, 2024**
Conference: **June 24–26, 2024**

CONFERENCE CO-CHAIRS

Justin Solomon, MIT
Mina Konaković Luković, MIT

TECHNICAL PROGRAM CO-CHAIRS

Ruizhen Hu, Shenzhen University
Sylvain Lefebvre, INRIA

GRADUATE SCHOOL CO-CHAIRS

Silvia Sellán, University of Toronto
Edward Chien, Boston University

Awards Committee

Marc Alexa, Technische Universität Berlin
Daniele Panozzo, New York University

https://sgp2024.github.io/

Call for Papers: Graphics Interface (GI 2024)

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

In 2024, GI is celebrating its 50th anniversary! The GI 2024 program will cover 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 15, 2023, 11:59 pm AoE
Author Notification: Monday, January 22, 2024
Camera-ready Due: Monday, February 5, 2024

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Technical Program Chairs

Mayra Barrera Machuca, Dalhousie University, Canada
Brandon Haworth, University of Victoria, Canada
Joseph Malloch, Dalhousie University, Canada

WHEN AND WHERE

GI 2024 will be in Halifax, Nova Scotia, Canada, between June 3 and June 6, 2024.

https://graphicsinterface.org/conference/2024/

Call for Papers: Computer Graphics International (CGI 2024)

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, and have been held last year in Shanghai, China (2023). This year, CGI 2024 is organized by MIRALab – CUI, University of Geneva, Switzerland, and supported by the Computer Graphics Society (CGS). The Visual Computer is the official journal of the Computer Graphics Society.

TOPIC

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

http://www.cgs-network.org/cgi24/

Call for Papers: Computer Graphics International (CGI 2024)

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

- Visual Computer
  - Submission Deadline: February 10, 2024
  - Preliminary Notification to Authors: March 23, 2024
  - Deadline to Receive Revised Papers From Authors: April 27, 2024
  - Final Notification of Revised Papers: May 10, 2024
- CGI Proceedings book papers, CAVW journal, VRIH journal
  - Submission Deadline: May 2, 2024
  - Notification of Acceptance: June 5, 2024
  - Revised final paper: June 20, 2024

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WHEN AND WHERE

CGI 2024 will take place from July 1 to July 5, 2024, and take place in Geneva, Switzerland.

Call for Papers: SIGGRAPH 2024

Like last year's conference, SIGGRAPH 2024 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 2024 Conference Proceedings.
Journal Papers: Papers demonstrating novel, well validated, and comprehensively described ideas. Papers accepted to this track will be published in the SIGGRAPH 2024 issue of ACM Transactions on Graphics (TOG).

Key Submission Deadlines (*All deadlines are 22:00 UTC/GMT unless otherwise noted***)**
Tuesday, 23 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, 24 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, 25 January: Deadline for uploading all materials IF you used MD5 checksums. No new or changed material may be uploaded.

https://s2024.siggraph.org/submit-to-siggraph/

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

Since the foundation of AG, we have offered zero membership fees. To make the association financially more sustainable and continuously provide quality service to our members, we decided to charge the annual membership fee starting in 2024.

The AG Executive Committee approved the following membership rates (subject to annual review):

- Professional Member: HKD 360$ per year
- Student Member: HKD 120$ per year

At the end of the year of N, the AG members will be reminded to renew their membership by 1 January, the year of N+1. After their successful renewal, their membership will remain "active" till 1 January, the year of N+2. Otherwise, their membership will become "inactive". Inactive AG members can reactivate their membership by paying the membership fees.

AG Membership

Rights and Interests

We appeal to your support by joining the AG Association as members. AG membership is open to all people interested in computer graphics, interactive technology, and related fields.

Active AG members will enjoy various benefits, including but not limited to:

1. Registration discounts for AG conferences (i.e., CVM, GMP, and PG)
2. Voting for AG officers
3. Networking opportunities
4. Eligible for future recognition of AG senior members and fellows (to be introduced in the near future)

How to join

For AG membership registration, please go to : https://asiagraphics.wufoo.com/forms/asia-graphics-membership-registrationrenewal/

ASIAGRAPHICS

Asian Association for Computer Graphics and Interactive Technology

Join AG Membership Now !

Website:

www.asiagraphics.org

Contact us at:

asiagraphics.ag@gmail.com