

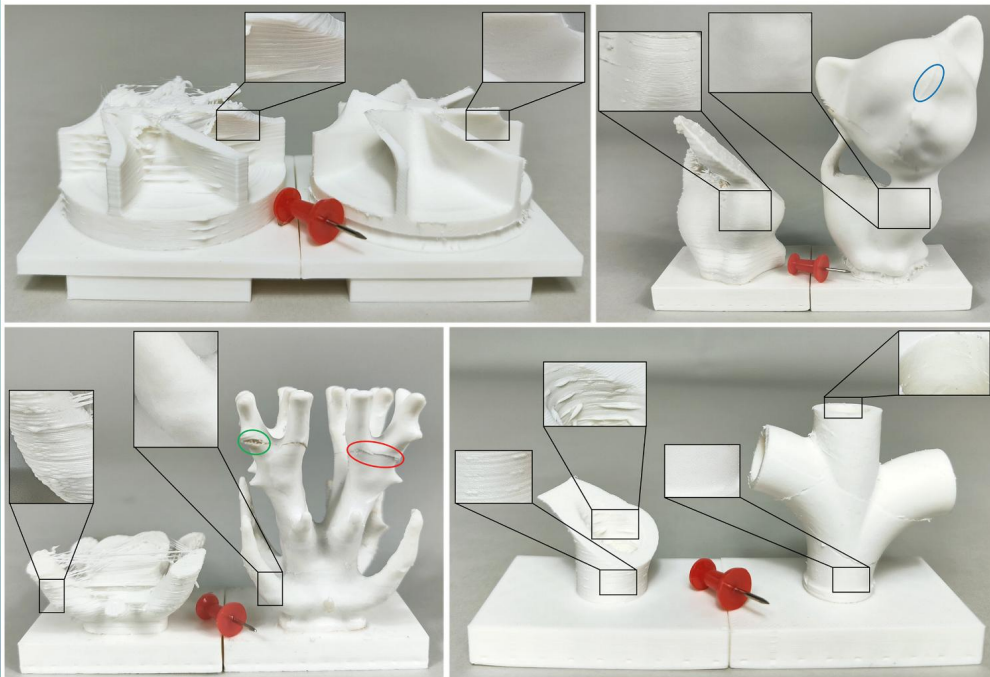
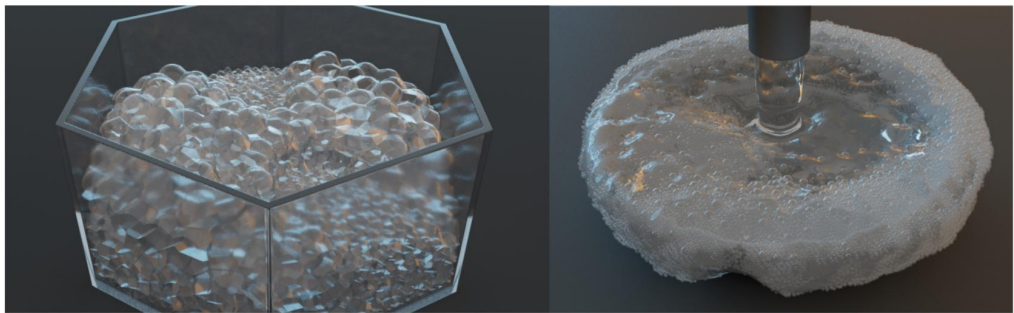


ASIAGRAPHICS

Asian Association for Computer Graphics
and Interactive Technology

Newsletter

Issue 10, March 2024



www.asiagraphics.org

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New Rotation of AG Executive Committee (EC) Members

In December 2023, the election of a 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, China
Ass. Prof. Angel X. CHANG, Simon Fraser University, Canada
Prof. Baoquan CHEN, Peking University, China
Prof. Bing-Yu CHEN, Taiwan University, Taiwan, China
Prof. Hung-Kuo CHU, National Tsinghua University, Taiwan, China
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
A. Prof. Junhui HOU, The University of Hong Kong, Hong Kong, China
Prof. Shi-Min HU, Tsinghua University, P. R. China
Prof. Takeo IGARASHI, The University of Tokyo, Japan
Prof. Min H. KIM, KAIST, South Korea
Prof. Young J. KIM, Ewha Womans University, South Korea
Prof. Yu-Kun LAI, Cardiff University, UK
Prof. Ming C. LIN, University of Maryland, USA
Prof. Ligang LIU, University of Science and Technology of China, China
Dr. Yang LIU, Microsoft Research Asia, China
Ass. Prof. Ziwei LIU, Nanyang Technological University, Singapore
Prof. Dani LISCHNSKI, Hebrew University of Jerusalem, Israel
Prof. Ariel SHAMIRE, Reichman University, Israel
A/Prof. Peng SONG, Singapore University of Technology and Design, Singapore
Prof. Wenping WANG, Texas A&M University, USA
Prof. Kun ZHOU, Zhejiang University, P. R. China
A. Prof. Stefanie ZOLLMANN, University of Otago, New Zealand

New 12 EC members

Mainland China:



Prof. Shi-Min Hu
Department of Computer Science and Technology
Tsinghua University
China

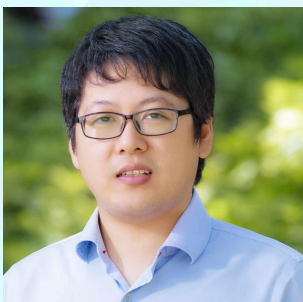


Prof. Baoquan CHEN
School of Electronics Engineering and Computer
Science
Peking University
China



Dr. Yang LIU
Internet Graphics Group
Microsoft Research Asia
China

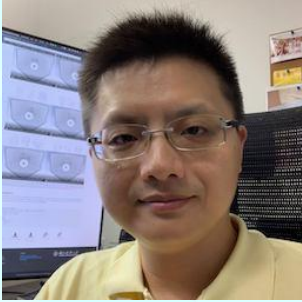
HK and Macau, China:



A. Prof. Junhui HOU
Department of Computer Science
The University of Hong Kong
Hong Kong, China

New 12 EC members

Taiwan, China:



Prof. Hung-Kuo CHU
Department of Computer Science
National Tsinghua University
Taiwan, China

Japan:



Prof. Takeo Igarashi
Department of Computer Science
The University of Tokyo
Japan

Korea:



Prof. Young J. Kim
Department of Computer Science and Engineering
Ewha Womans University
South Korea

Singapore:



Ass. Prof. Ziwei LIU
School of Computer Science and Engineering
Nanyang Technological University
Singapore

New 12 EC members

Israel:



Prof. Dani LISCHNSKI
School of Computer Science and Engineering
Hebrew University of Jerusalem
Israel

International:



Prof. Ming C. LIN
Department of Computer Science
University of Maryland
USA



Prof. Wenping WANG
Department of Computer Science and Engineering
Texas A&M University
USA



A. Prof. Stefanie ZOLLMANN
Department of Computer Science
University of Otago
New Zealand

AG Membership

AG Members

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.

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/Renewal, please go to :

<https://asiagraphics.wufoo.com/forms/asia-graphics-membership-registrationrenewal/>

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 25

Date: Tuesday, February 27, 2024

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

Chair: Prof. Ye Pan, Shanghai Jiao Tong University, China

Talk 1

Title: Placing and Animating Virtual Avatars in Dissimilar Environment

Speaker: Prof. Sung-Hee Lee, KAIST, Korea

Abstract: In this talk, we address the challenges of 3D telepresence and avatar-mediated augmented reality

telepresence in dissimilar indoor environments. Rapidly developing technologies have enabled geographically separated users to interact through virtual avatars, but maintaining the semantics of users' positions in diverse indoor spaces presents a significant challenge. To tackle this, we present novel methods for determining avatar positions and retargeting users' deictic motions in real-time. We conduct a user survey to understand preferred avatar placements and identify attributes such as interpersonal relation and spatial characteristics. Leveraging this data, we train a neural network to predict similarity between placements and develop a method to preserve semantic placement across different spaces. Additionally, we propose a neural network-based framework for real-time retargeting of users' deictic motions to avatars in dissimilar environments. Our framework translates sparse tracking signals of users' motions to natural avatar motions, accommodating various user sizes. We demonstrate the effectiveness of our methods through a prototype AR-based telepresence system and user evaluations.



AG Webinar Session 25

Talk 2

Title: Toward Immersive and Natural Interactions in Large-Scale Virtual Environments

Speaker: Prof. Miao Wang,
Beihang University, China

Abstract:

Immersiveness and interactivity are pivotal characteristics of virtual reality (VR).

In large-scale VR applications, users expect to be able to move freely and interact naturally within virtual environments that far exceed the physical constraints of actual spaces. However, discrepancies in scale and structure between the limited physical environment in which users are situated and the virtual reality scenes they inhabit, as well as among distributed multiple user physical environments, may lead to inconsistent semantics in spatial interactions, mismatched collaborative interaction contexts for multiple users, significantly diminishing both immersion and interaction efficiency. In this talk, I will introduce the endeavors of our group in developing natural interaction-oriented locomotion redirection methods and an open-source framework. Additionally, I will discuss our exploration of methods for contextual semantic associations with virtual objects within the scene, as well as our research on efficient collaborative interaction and roaming in blended virtual reality environments. These efforts are propelling us toward breaking free from the limitations of physical environment on immersive scene interaction.



AG Conferences @ 2024

CVM 2024



- Date: April 10-12, 2024
- Venue: Wellington, New Zealand
- Website: <http://iccvvm.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>

Call for Participation: CVM 2024

The 12th international conference on Computational Visual Media (CVM 2024) will be held on April 10-12, 2024 at Wellington, New Zealand.

Keynote speakers

- Reinhard Koch, Kiel University, Germany
- Peng-Shuai Wang, Peking University, China
- Ravi Ramamoorthi, University of California, San Diego, USA

Registration Categories

We offer a special Early-Bird price for the registration completed before (including) 6:59 PM UTC+8, March 1, 2024. We also offer discounts for active AsiaGraphics/CCF/CSIAM members or students.

All prices are in New Zealand Dollars (NZD)

Plan	Type	AsiaGraphics/CCF/CSIAM Member	Non AsiaGraphics/CCF/CSIAM Member
Early-Bird (on and before March 1)	Full	880 NZD	1100 NZD
	Student	450 NZD	570 NZD
Normal (after March 1)	Full	1060 NZD	1330 NZD
	Student	540 NZD	675 NZD

Official Invitation Letter

If you have registered for the conference and need an invitation letter (e.g., to support your visa application to come to New Zealand), please fill in the Delegate Information form and send it to cvm@tsinghua.edu.cn, providing your name, attendance type, nationality, passport number, date of birth, travel plan, and the paper title if you are going to present. Please note that such a letter can only be sent after you have completed the registration process, including payment.

Call for Participation: CVM 2024

Day 1	Wednesday, April 10, 2024
09:00 - 09:20	Opening Session
09:20 - 10:20	Keynote Speech I (Prof. Reinhard Koch)
10:20 - 10:40	Tea Break
10:40 - 12:00	Paper Session 1: Content Generation and Editing
	<i>Bo Han, Yuheng Li, Yixuan Shen, Yi Ren</i> Dance2MIDI: Dance-driven Multi-Instruments Music Generation
	<i>Junhong Zhao, Bing Xue, Mengjie Zhang</i> SGformer: Boosting Transformers for Lighting Estimation from a Single Image
	<i>Guo-Wei Yang, Dong-Yu Chen, Tai-Jiang Mu, Shi-Min Hu</i> Sketch-2-4D: Sketch Driven Dynamic 3D Scene Generation
	<i>Akinobu Maejima, Seitaro Shinagawa, Hiroyuki Kubo, Takuya Funatomi, Tatsuo Yotsukura, Satoshi Nakamura, Yasuhiro Mukaigawa</i> Continual Few-shot Patch-based Learning for Anime-style Colorization
	<i>Yun Zhang, Yu-Kun Lai, Lang Nie, Fang-Lue Zhang, Lin Xu</i> RecStitchNet: Learning to Stitch Images with Rectangular Boundaries
12:00 - 13:20	Lunch
13:20 - 14:20	Paper Session 2: Crafting Reality
	<i>Kangrui Zhang, Han Yan, Jia-Ming Lu, Bo Ren</i> Rod-Bonded Discrete Element Method
	<i>Youxin Xing, Haowen Tan, Yanning Xu, Lu Wang</i> A Tiny Example-Based Procedural Model for Real-Time Glintry Appearance Rendering
	<i>Xiaokang Liu, Lin Lu, Lingxin Cao, Oliver Deussen, Changhe Tu</i> Auxetic Dihedral Escher Tessellations
14:25 - 15:25	Paper Session 3: Interactions
	<i>Zhaofeng Xuan, Dayan Wu, Wanqian Zhang, Qinghang Su, Bo Li, Weiping Wang</i> Central Similarity Consistency Hashing for Asymmetric Image Retrieval
	<i>Sen-Zhe Xu, Jia-Hong Liu, Song-Hai Zhang, Ming Rong, Ge Yu</i> Efficiently Bypassing Obstacles to Reach Specified Locations: A Curvature Gain-Based Redirected Walking Strategy
	<i>Xueyang Qin, Lishuang Li, Jingyao Tang, Fei Hao, Meiling Ge, Guangyao Pang</i> Multi-task Visual Semantic Embedding Network for Image-text Retrieval
15:25 - 15:45	Tea Break
15:45 - 17:00	Poster Session 1: Geometry and Rendering
	<i>Zhangyang Xiong, Dong Du, Yushuang Wu, Jingqi Dong, Di Kang, Linchao Bao, Xiaoguang Han</i> PIFu for the Real World: A Self-supervised Framework to Reconstruct Dressed Human from Single-view Images
	<i>Pengfei Xu, Banhuai Ruan, Youyi Zheng, Hui Huang</i> Sketchformer++: A Hierarchical Transformer Architecture for Vector Sketch Representation
	<i>Yuzhou Ji, Xin Tan, He Zhu, Wuyi Liu, Jiachen Xu, Yuan Xie, Lizhuang Ma</i> Leveraging Panoptic Prior for 3D Zero-shot Semantic Understanding within Language Embedded Radiance Fields
	<i>Tong Xu, Ruhao Wang, Fei Luo, Chunxia Xiao</i> Multi-Scale Implicit Surfaces Reconstruction for Outdoor Scenes
	<i>Rongsen Chen, Junhong Zhao, Fang-Lue Zhang, Andrew Chalmers, Taehyun Rhee</i> Neural Radiance Fields for Dynamic View Synthesis using Local Temporal Priors
	<i>Gaoyang Zhang, Xinguo Liu</i> Point Cloud Segmentation with Guided Sampling and Continuous Interpolation
	<i>Sheldon Fung, Wei Pan, Xiao Liu, John Yearwood, Fang-Lue Zhang, Richard Dazeley, Xuequan Lu</i> TopFormer: Topology-Aware Transformer for Point Cloud Registration
	<i>Jingyu Xiang, Xuanxiang Lin, Ke Chen, Kui Jia</i> Adversarial Geometric Transformations of Point Clouds for Physical Attack
	<i>Haobo Qin, Yinchang Zhou, Chao Liu, Xiaopeng Zhang, Zhanglin Cheng, Jianwei Guo</i> SARNet: Semantic Augmented Registration of Large-Scale Urban Point Clouds
	<i>Haoyu Qin, Haonan Zhang, Jie Guo, Ming Yang, Wenyang Bai, Yanwen Guo</i> FASSET: Frame Supersampling and Extrapolation using Implicit Neural Representations of Rendering Contents
	<i>Liping Wu, Bin Cheng, Wentao Chao, JunLi Zhao, Fuqing Duan</i> MatTrans: Material Reflectance Property Estimation of Complex Objects with Transformer

Call for Participation: CVM 2024

Day 2	Thursday, April 11, 2024
09:00 - 10:00	Keynote Speech II (Prof. Peng-Shuai Wang)
10:00 - 10:20	Tea Break
10:20 - 12:20	Joint Workshop on Applications of Visual Media in the New Era
12:20 - 13:20	Lunch
13:20 - 15:00	Paper Session 4: Point Cloud
	<i>Weijia Wang, Xiao Liu, Hailing Zhou, Lei Wei, Zhigang Deng, Manzur Murshed, Xuequan Lu</i> Noise4Denoise: Leveraging Noise for Unsupervised Point Cloud Denoising
	<i>Shuxian Cai, Yuanyan Ye, Juan Cao, Zhonggui Chen</i> FACE: Feature-Preserving CAD Model Surface Reconstruction
	<i>Junjie Gao, Qiujie Dong, Ruian Wang, Shuangmin Chen, Shiqing Xin, Changhe Tu, Wenping Wang</i> OAFORMER: Robust and Efficient Point Cloud Registration using Overlapping Attention in Transformer
	<i>Qun-Ce Xu, Yong-Liang Yang, Bailin Deng</i> Point Cloud Denoising Using a Generalized Error Metric
	<i>Boyuan Tan, Hongxing Qin, Xiaoxi Zhang, Yiqun Wang, Tao Xiang, Baoquan Chen</i> Using Multi-level Consistency Learning for Partial-to-Partial Point Cloud Registration (invited TVCG paper)
15:00 - 15:20	Tea Break
15:20 - 16:20	Paper Session 5: Human and Face
	<i>Xu Wang, Pengkun Wang, Yudong Zhang, Binwu Wang</i> Face Anti-spoofing with Unknown Attacks: A Comprehensive Feature Extraction and Representation Perspective
	<i>Yongwei Nie, Meihua Zhao, Qing Zhang, Ping Li, Jian Zhu, Hongmin Cai</i> Make Static Person Walk Again via Separating Pose Action From Shape
	<i>Mingyuan Shen, Qun-Ce Xu, Tai-Jiang Mu</i> Disentangling Head NeRF for 3D Facial Animation
16:20 - 17:35	Poster Session 2: Interactions and Visual Content Generation
	<i>Jiancheng Huang, Yifan Liu, Linxiao Shi, Jin Qin, Shifeng Chen</i> BK-Editor: Body-Keeping Text-Conditioned Real Image Editing
	<i>Er-Xia Luo, Khang Yeu Tang, Sen-Zhe Xu, Qiang Tong, Song-Hai Zhang</i> Walking Telescope: Exploring the Zooming Effect in Expanding Detection Threshold Range for Translation Gain
	<i>Huabin Yang, Zhongjian Zhang, Yan Wang, Deyu Guan, Kangshuai Guo, Yu Chang, Yanru Zhang</i> A U-Shaped Spatio-Temporal Transformer as Solver for Motion Capture
	<i>Yunchi Zhang, Rao Fu, Ling-Xiao Zhang, Jie Yang, Fang-Lue Zhang, Yu-Kun Lai, Lin Gao</i> ROSAN:Rotation-Robust Scale-Sensitive Structure-Aware Network for Fine-grained 3D Shape Retrieval
	<i>Zero-shot Real Facial Attribute Separation and Transfer at Novel Views</i> Zero-shot Real Facial Attribute Separation and Transfer at Novel Views
	<i>Yiting Wang, Shen Chen, Taiping Yao, Lizhuang Ma, Zhizhong Zhang, Xin Tan</i> Explore and Enhance the Generalization of Anomaly DeepFake Detection
	<i>Baoyun Peng, Min Liu, Zhaoning Zhang, Kai Xu, Dongsheng Li</i> Deep Tiny Network for Recognition-Oriented Face Image Quality Assessment
	<i>Yongwei Nie, Rong Pan, Qing Zhang, Xuemiao Xu, Guiqing Li, Hongmin Cai</i> Face Expression Recognition via Product-Cross Dual Attention and Neutral-Aware Anchor Loss
	<i>Yuanbin Ding, Kehan Zhu, Ping Wei, Yu Lin, Ruxin Wang</i> Deformable CNN With Position Encoding For Arbitrary-Scale Super-Resolution
	<i>Xiaonan Fang, Song-Hai Zhang</i> Single-Video Temporal Consistency Enhancement With Rolling Guidance
	<i>Pengfei Xu, Weiran Shi, Xin Hu, Hongbo Fu, Hui Huang</i> GTLAYOUT: Learning General Trees for Structured Grid Layout Generation
	<i>Yiyu Fu, Baoquan Zhao, Chenlei Lv, Guanghui Yue, Ruomei Wang, Fan Zhou</i> Improved Text-Driven Human Motion Generation via Out-of-Distribution Detection and Rectification
18:00 - 20:00	Conference Banquet

Call for Participation: CVM 2024

Day 3	Friday, April 12, 2024
09:00 - 10:00	Keynote Speech III (Prof. Ravi Ramamoorthi)
10:00 - 10:20	Tea Break
10:20 - 11:20	Paper Session 6: NeRF
	<i>Keyang Ye, Hongzhi Wu, Xin Tong, Kun Zhou</i> A Real-time Method for Inserting Virtual Objects into Neural Radiance Fields
	<i>Kuo Xu, Jie Li, Zhenqiang Li, Yangjie Cao</i> SG-NeRF: Sparse-Input Generalized Neural Radiance Fields for Novel View Synthesis
	<i>Yu-Jie Yuan, Xinyang Han, Yue He, Fang-Lue Zhang, Lin Gao</i> MuNeRF: Robust Makeup Transfer in Neural Radiance Fields (invited TVCG paper)
11:20 - 12:20	Poster Session 3: Understanding and Stylization
	<i>Xiao Cui, Nan Li, Chi Zhang, Qian Zhang, Wei Feng, Liang Wan</i> Silhouette-based 6D Object Pose Estimation
	<i>Xuechun Wang, Wentao Chao, Fuqing Duan</i> Robust Light Field Depth Estimation over Occluded and Specular Regions
	<i>Tianran Hao, Ying Tao, Meng Li, Xiao Ma, Peng Dong, Lisha Cui, Pei Lv, Mingliang Xu</i> Foreground and Background Separate Adaptive Equilibrium Gradients Loss for Long-Tail Object Detection
	<i>Yue He, Lan Chen, Yu-Jie Yuan, Fang-Lue Zhang, Shu-Yu Chen, Lin Gao</i> Multi-Level Patch Transformer for Style Transfer with Single Reference Image
	<i>Zheng-Jun Du, Jia-Wei Zhou, Zi-Xun Xia, Bing-Feng Seng, Kun Xu</i> Palette-based Content-Aware Image Recoloring
	<i>Wuqin Liu, Minxuan Lin, Haibin Huang, Chongyang Ma, Weiming Dong</i> FreeStyler: A Free-Form Stylization Method via Multimodal Vector Quantization
	<i>Yaru Zhang, Xiao-Yu Zhang, Haichao Shi</i> Denoised Dual-level Contrastive Network for Weakly-supervised Temporal Sentence Grounding
	<i>Wei Zhang, Yuan Xie, Zhizhong Zhang, Xin Tan</i> Isolation and Integration: A Strong Pre-trained Model-Based Paradigm for Class-Incremental Learning
	<i>Feifei Xu, Yingchen Zhou, Zheng Zhong, Guangzhen Li</i> Object Category-Based Visual Dialog for Effective Question Generation
	<i>Zichuan Zhao, Tianhang Tang, Jie Chen, Xuelei Shi, Yiguang Liu</i> AST: An Attention-guided Segment Transformer for Drone-based Cross-view Geo-localization
	<i>Yitong Lin, Yiguang Liu</i> Improved YOLOv5 Algorithm for Small Object Detection in Drone Images
12:20 - 13:20	Lunch
13:20 - 15:00	Paper Session 7: Visual Media Understanding
	<i>Yongchi Ma, Xiao Ma, Tianran Hao, Lisha Cui, Shaohui Jin, Pei Lv</i> Knowledge Distillation via Hierarchical Matching for Small Object Detection
	<i>Zhongyu Yang, Chen Shen, Wei Shao, Tengfei Xing, Runbo Hu, Pengfei Xu, Hua Chai, Ruini Xue</i> LDTR: Transformer-based Lane Detection with Chain-anchor Representation
	<i>Dong Wang, Qi Wang, Weidong Min, Di Gai, Qing Han, Longfei Li, Yuhan Geng</i> SAM-driven MAE Pre-training and Background-aware Meta-learning for Unsupervised Vehicle Re-identification
	<i>Jiaao Li, Yixiang Huang, Ming Wu, Bin Zhang, Xu Ji, Chuang Zhang</i> CLIP-SP: Vision-language Model with Adaptive Prompting for Scene Parsing
	<i>Canbin Li, Yiguang Liu</i> Multi-Scale Depth Guidance Transformer for Monocular Depth Estimation
15:00 - 15:20	Tea Break
15:20 - 16:20	Paper Session 8: Mesh and Modelling
	<i>Yi-Bo Kou, Yi-Fei Feng, Li-Yong Shen, Xin Li, Chun-Ming Yuan</i> Adaptive Spline Surface Fitting with Arbitrary Topological Control Mesh
	<i>Zeyu Huang, Sisi Dai, Kai Xu, Hao Zhang, Hui Huang, Ruizhen Hu</i> DINA: Deformable Interaction Analogy
	<i>Long Ma, Ying He, Jianmin Zheng, Yuanfeng Zhou, Shiqing Xin, Caimin Zhang, Wenping Wang</i> Computing Smooth and Integrable Cross Fields via Iterative Singularity Adjustment
16:20 - 16:40	Closing Session

Call for Papers: Pacific Graphics 2024

We are delighted to announce that the 32nd Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2024) will take place from 13th to 16th October 2024 at the breathtaking Huangshan (Yellow Mountain), China. Pacific Graphics is an annual flagship conference of the Asia Graphics 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. Pacific Graphics 2024 will have two integrated paper tracks: Journal (Computer Graphics Forum) and Conference:

1. **Journal Papers** containing high-quality original and unpublished results are solicited for the journal track, and will be published in a special issue of Computer Graphics Forum (CGF), the journal of the Eurographics Association, in print and online in 2024.
2. **Conference Papers** are expected to present novel research advancing computer graphics and applications. However, the evidence supporting these advances might not be as comprehensive as expected for Journal Papers. Papers accepted to this track will be published in the PG2024 proceedings in the EG digital library.



Call for Papers: Pacific Graphics 2024

(cont'd...)

All papers should be submitted through the SRM system. Each paper is recommended to be 7-12 pages in length. At submission time, authors can indicate if their submission should be considered for the Journal track only or for both tracks. The review process, deadline, and committee are the same for both tracks. Each paper receives reviews from the committee and external tertiary reviewers. Authors will have opportunities to address reviewers' concerns in a rebuttal period after the first cycle of reviewing before decisions are made.

Timeline (All times are AoE):

Abstract due	May 31
Paper submission	June 7
Rebuttal Period	July 15 to July 19
Decision Notification	July 29
Final Revision	Aug 12
Final Acceptance Notification	Aug 19
Camera Ready Submission	August 29

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: 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 29, 2024**

Full paper submission: **April 2, 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**

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
Raphaëlle 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

Welcome to SMI 2024

SHAPE MODELING INTERNATIONAL 2024

Detroit, Michigan, USA, July 12-14, 2024

Website: <https://smiconf.github.io/2024/>



SMI 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 sought in all areas of shape modeling and its applications.



Conference Committees

Conference Chairs

Hui Huang

Shenzhen University, China

Raphaëlle Chaine

University of Lyon, France

Jing Hua

Wayne State University, USA

TECHNICAL PAPERS CHAIRS

Georges-Pierre Bonneau

University of Grenoble-Alpes, France

Tao Ju

Washington University in St Louis, USA

Zichun Zhong

Wayne State University, USA

COMMUNICATION CHAIRS

Ergun Akleman

Texas A&M University, USA

Silvia Biasotti

CNR-IMATI, Italy

Yang Liu

Microsoft Research Asia, China

CALL FOR PAPERS

List of topics (not restrictive)

Curves and surfaces	Shape transformation and deformation
Implicit surfaces	Behaviour and animation models
Triangle and polygonal meshes	Computational topology
Parametric and procedural models	Learning techniques for shape modeling
Acquisition and reconstruction	Geometric deep learning
Compression and streaming	Digital fabrication and 3D printing
Healing and resampling	Simulation
Segmentation	3D Digital Twins
Medial and skeletal representations	Interactive modeling, design and editing
Correspondence and registration	Sketching and 3D input modalities
Feature extraction and classification	AR/VR environments
Shape analysis and synthesis	Semantics of shapes
3D retrieval	Shape modeling applications (product design, biomedicine, GIS, geoscience, art, education and training, cultural heritage, gaming, and others)
Shape statistics	
Exploration of shape collections	

Paper 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*.

IMPORTANT DATES

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 due	June 24, 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
- ...

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



Symposium on Solid and Physical Modeling (SPM) 2024

July 8 - 10, 2024

Concordia University, Montreal, QC, Canada

— Call for CAD Journal Presentation-only Papers—

Symposium on Solid and Physical Modeling (SPM) 2024

July 8 - 10, 2024

Concordia University, Montreal, QC, Canada

Description

We invite authors of [Elsevier - Computer-Aided Design \(JCAD\)](#) papers (excluding evolved papers, survey papers, or communication items) to present their work at the Symposium on Solid and Physical Modeling 2024 (SPM'24), the flagship conferences of the Solid Modeling Association (SMA).

You will submit your paper as a “CAD Journal Presentation-only” paper with no further review. By doing this, your research can reach a much broader audience in a timely fashion and receive more feedback.

Accepted submissions will make oral presentations at the conference and be listed in the final program but will not appear in conference proceedings. To be eligible for presentation at SPM'24, your paper must have been published in JCAD between March 1, 2023, and March 1, 2024.

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.

Paper Submissions

Please submit only the abstract of the original paper and the complete DOI through the [EasyChair website](#). After logging into the EasyChair system, please select the “SPM2024-CAD Journal Presentation-only Track” for your submission.

Important Dates

- Submission deadline: April 18, 2024
- Acceptance notification: April 26, 2024
- Conference: July 8-10, 2024

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 of Asiagraphics Awards in 2024

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 2024, Asiagraphics will present two awards:

- (1) Outstanding Technical Contributions Award,
- (2) Young Researcher Award.

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

Now Asiagraphics members can nominate candidates. Self-nominations are not accepted.

All nominations for the above two awards should be submitted by email to awards.asiagraphics@gmail.com by **June 30, 2024** with supporting material including:

1. The nomination form, which can be found at:

<http://www.asiagraphics.org/wp-content/uploads/2024/03/YoungResearcherAward-nomination-form.docx>

[http://www.asiagraphics.org/wp-content/uploads/2024/03/OutstandingTechnicalContributions](http://www.asiagraphics.org/wp-content/uploads/2024/03/OutstandingTechnicalContributionsAward-nomination-form.docx)

[Award-nomination-form.docx](http://www.asiagraphics.org/wp-content/uploads/2024/03/OutstandingTechnicalContributionsAward-nomination-form.docx)

2. Three endorsement letters;
3. A sufficiently informative CV supporting the nomination by objective assessments.

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



ASIAGRAPHICS

Asian Association for Computer Graphics
and Interactive Technology

Join **AG**
Membership
Now!

Website:

www.asiagraphics.org

Contact us at:

asiagraphics.ag@gmail.com