



## CALL FOR PAPERS—— CGI 2023

COMPUTER GRAPHICS INTERNATIONAL, CGI 2023, Shanghai, Aug. 28- Sept. 01, 2023

<http://www.cgs-network.org/cgi23/>

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.

This year, CGI 2023 is organized by Shanghai Jiao Tong University and University of Sydney, and supported by the Computer Graphics Society (CGS), CGI 2023 will (hopefully) be held as a hybrid event - allowing both onsite and online participation - in Shanghai. The Visual Computer is the official journal of the Computer Graphics Society.

You are invited to submit your full paper to CGI 2023. As in previous years, CGI 2023 papers can be submitted either on **March 10** for possible publication in **the Visual Computer journal**, or **June 12** for possible publication in the **CAVW Journal**, **VRIH journal** and **CGI Conference Proceedings** (LNCS, Springer) .

**For the paper submissions for the Visual Computer Journal Publication**, you will be able to edit your submission up to the paper submission deadline (**GMT 23:59, 10 March 2023**).

The main topics of the CGI 2023 conference include (but not limited to)

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

## Submission Guidelines:

### 1. Submission via EasyChair System (open for submissions from Jan.01 2023):

<https://easychair.org/conferences/?conf=cgi2023>

### 2. Submission timelines

#### 2.1 Paper submissions for Visual Computer Journal:

Submission deadline: March 10, 2023, GMT 23:59

Preliminary notification: April 22, 2023

Deadline to Receive Revised Papers from Authors: May 18, 2023

Final Notification of Revised Papers: June 15, 2023

#### 2.2 Submissions for CAVW Journal, VRIH Journal, and CGI LNCS Proceedings:

Submission deadline: June 12, 2023, GMT 23:59

Paper notification: July 13, 2023

Camera-ready Version: August 5, 2023

For all papers calls, paper submissions will consist of 8-12 pages. A template for the full paper submission is available at Microsoft Word ([http://www.cgs-network.org/cgi18/wp-content/uploads/2018/01/CGI2018\\_Word.zip](http://www.cgs-network.org/cgi18/wp-content/uploads/2018/01/CGI2018_Word.zip)) and Latex([http://www.cgs-network.org/cgi18/wp-content/uploads/2018/01/CGI2018\\_latex.zip](http://www.cgs-network.org/cgi18/wp-content/uploads/2018/01/CGI2018_latex.zip) ). Papers should be submitted in PDF format. This PDF paper should NOT contain any name or affiliation (**blind paper**). You may include videos in MP4, WMV and AVI format in the easychair system for your paper submission. For multiple videos, please use zip file. Please note that **there is a maximum file size of 40 MB per submission**.

We strongly encourage authors to improve the reproducibility of their research along three directions: open data, open implementations, and appropriate evaluation design and reporting. Where possible, we invite authors to use open data or to make their data and code available for open access by other researchers.

Note that for ALL submissions, the review process is **double blind**, which requires the paper and all supplemental materials to be anonymous. Ensure that self-referencing is anonymous (refer to your full name rather than “I” or “we”). Avoid providing information that may identify the authors in the acknowledgments (e.g. co-workers and grant IDs) and in the supplemental material (e.g. titles in the movies, or attached papers). Avoid providing links to websites that identify the authors. Violation of any of these guidelines will lead to rejection without review.

### Call for CGI 2023 Workshops

The CGI 2023 conference will host a variety of satellite events including workshops, challenges, and tutorials. Workshops have become essential components of CGI conferences, particularly as the field

has undergone steady growth and has expanded into a diverse set of areas. The deadline for submission of workshop/special sessions proposals is 25 February 2023. Final decisions on revised proposals will be 8 March 2023. More details can be found in the website:

<http://www.cgs-network.org/cgi23/workshops-special-sessions/>

### **Call for CGI 2023 Challenges**

Among other satellite events, challenges have become an integral part of CGI 2023. Their aim is to provide a fair and direct comparison of different methodological solutions to a common problem. Challenges should address a well-defined open problem relevant to computer graphics and virtual reality, provide high-quality data for testing / training algorithms, and define a clear assessment procedure. Examples of topics from previous challenges include: rendering, modeling, animation, segmentation, detection and visualization. Proposals related to accessible, fair, responsible, and translational graphics applications are particularly welcome. The deadline for submission of challenge proposals is 25 February 2023. Final decisions on revised proposals will be 8 March 2023. More details can be found in the website:

<http://www.cgs-network.org/cgi23/cgi-challenge/>

### **Honorary Conference Chairs**

Enhua Wu      Chinese Academy of Sciences /University of Macau, China  
Dagan Feng    The University of Sydney, Australia

### **Conference Chairs**

Nadia Magnenat Thalmann      University of Geneva  
Bin Sheng                              Shanghai Jiao Tong University  
Jinman Kim                            The University of Sydney

### **Program Chairs**

Daniel Thalmann      École Polytechnique Fédérale de Lausanne (EPFL)  
Stephen Lin              Microsoft Research  
Lizhuang Ma            Shanghai Jiao Tong University  
Ping Li                      Hong Kong Polytechnic University

### **Contact:**

For any questions regarding the CGI 2023 conference, please contact the organizing committee by emailing to: [vrar@cs.sjtu.edu.cn](mailto:vrar@cs.sjtu.edu.cn)