



## CALL FOR PAPERS

### COMPUTER GRAPHICS INTERNATIONAL, CGI2024, CAMPUS BIOTECH, GENEVA, SWITZERLAND, JULY 1 – 5, 2024

<https://www.cgs-network.org/cgi24/>

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 has 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).

You are invited to submit your full paper to CGI 2024 via [EasyChair](#). As in previous years, CGI 2024 papers now can be submitted for possible publication in the **CAVW Journal**, **VRH journal** and **CGI Conference Proceedings (LNCS–Springer)**.

## IMPORTANT DATES

**All deadlines are 23:59 GMT time on the date stated.**

Submission Deadline: May 2, 2024

Notification of Acceptance: June 5, 2024

Revised final paper: June 20, 2024

**The main topics of the CGI 2024 conference are the following:**

- 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



## GENERAL GUIDELINES FOR PAPERS SUBMISSIONS

The accepted papers from this call for papers will be included either in the CGI conference Proceedings published by LNCS, Springer, or in the VRIH journal (Virtual Reality and Intelligent Hardware journal published by Science Press), or in the CAVW journal (Computer Animation and Virtual Worlds) published by Wiley.

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 acknowledgements (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.

## CGI2024 Committee

### Honorary Conference Chairs

- David Dagan Feng, University of Sydney, Australia
- Rae Earnshaw, Bradford University, United Kingdom
- Franz-Erich Wolter, Leibniz University of Hannover, Germany
- Enhua Wu, Chinese Academy of Sciences / University of Macau, China

### Conference Chairs

- Nadia Magnenat Thalmann, University of Geneva, Switzerland
- Jinman Kim, The University of Sydney, Australia
- Bin Sheng, Shanghai Jiao Tong University, China
- Jian Zhang, Bournemouth University, United Kingdom

### Program Chairs

- Zhigang Deng, University of Houston, USA
- Enrico Gobbetti, CRS4, Sardegna, Italy
- Ping Li, The Hong Kong Polytechnic University, Hong Kong
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### Publicity Chairs

- Jian Chang, Bournemouth University, United Kingdom
- Marina Gavrilova, University of Calgary, Canada
- Frédéric Cordier, University of Haute-Alsace, France

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