Pacific Graphics 2018
The 26th Pacific Conference on Computer Graphics and Applications

8-11 October, 2018
Hong Kong

Important Dates

Abstract submission	10 Jun, 2018
Full/short papers submission	12 Jun, 2018
Reviews to authors	18 Jul, 2018
Rebuttals due	22 Jul, 2018
Decision notification	01 Aug, 2018
Revision for 2nd review due (for regular papers only)	20 Aug, 2018
Final acceptance notification (for regular papers only)	27 Aug, 2018
Camera ready	31 Aug, 2018
Conference	8-11 Oct, 2018

All deadlines are at 23:59 PDT (GMT-7) on the date shown.

About

Welcome to Pacific Graphics 2018!

The 26th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2018) will be held in Hong Kong, China, during 8-11 October, 2018.

Pacific Graphics is an annual international conference on computer graphics and applications. It is one of flagship conferences of Asia Graphics Association (http://www.asiagraphics.org/). 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.

For any inquiry, please send an e-mail to pg2018.hk@gmail.com (mailto:pg2018.hk@gmail.com).

Submission

Call for Papers

Original unpublished papers are invited in all areas of computer graphics and its applications. The topics include (but are not limited to) modeling, rendering, animation, and imaging, as well as visualization, human-computer interaction, and graphics systems and applications. Any interesting new ideas related to computer graphics and applications are welcome.

Pacific Graphics 2018 accepts full papers, short papers and poster papers. All the full (regular) papers of Pacific Graphics 2018 will be published as a special issue of the Computer Graphics Forum (http://onlinelibrary.wiley.com/journal/10.1111/(ISSN)1467-8659) (CGF), the journal of the Eurographics Association. A few submissions with strong potential but not accepted as regular papers will be recommended for a second review cycle of CGF after major revisions. Short papers and poster papers will not appear in CGF, but will be published electronically through the EG digital library. Extended versions of selected, high-quality, short papers will be invited to a SpringerOpen journal, Computational Visual Media (http://www.springer.com/computer/image+processing/journal/41095).

Submission

Papers submitted to Pacific Graphics 2018 must be original, unpublished work. Any work that has previously been published or simultaneously been submitted in a substantially similar form to any other conference or journal will be rejected. Contributions must be written and presented in English.

Authors may submit to either the full paper or short paper track. Authors can also specify if they would be willing to have their full paper submission considered for short paper in the event the paper is not accepted. For full papers, it is recommended that each paper may have up to **10 pages** (in CGF latex style) including all figures and tables, but excluding references. There is no limit as to the number of references or the number of pages for references. The page limit for each short paper and poster paper is **4 pages** and **2 pages**, respectively, including all figures, tables and references. There will be no separate call for posters. Papers that have interesting ideas but do not reach the quality of short or full papers will be invited for poster presentation at the conference. For those who would like to submit poster papers directly, please submit them under the category of short papers.

The review process will be double blind. Please remove all personal data (e.g. names, affiliation, etc.) from your submission. All the full papers to appear in CGF will go through two rounds of review and the short papers will have only one round of review.

Abstract submission due:
10 June, 2018, 23:59 PDT (GMT-7)

Full paper submission due:
12 June, 2018, 23:59 PDT (GMT-7)

| Go to Submission System | Link (https://srmv2.eg.org/COMFy/Conference/PG_2018)

| Get Latex Template | Link (resources_for_interaction/egPublStyle-PG2018.zip)

Registration

Category		Early Registration (on/before 7 Sep, 2018)	Pre-registration (on/before 1 Oct, 2018)	On-site Registration
Full	AG member	4000 HKD	4500 HKD	5000 HKD
	Non-AG member	4400 HKD	4900 HKD	5400 HKD
Student	AG member	2800 HKD	3300 HKD	3800 HKD
	Non-AG member	3100 HKD	3600 HKD	4100 HKD

| Important Notices: |

- To take advantage of member registration rates, you must be an AG member and provide a valid Membership ID number at the time you register. Credit will NOT be given if you become a member after registering for Pacific Graphics 2018. To become an AG member, please click here (http://www.asiagraphics.org/membership/).
- To take advantage of student registration rates, at the time you register you must upload a copy of identification showing that you are a student in 2018 in the form of a school ID or other official documentation from your educational institution.
- At least one author from each paper/poster must register for the conference before the early registration deadline for your paper/poster to be accepted.
- Cancellations are required to be made up to 14 days (on/before 24 Sep. 2018) in advance. Otherwise, no refund will be issued. A processing fee (500HKD) applies for all approved refunds.

| Register Now | Link (registration.html)

Program

Keynote Speakers

Kavita Bala (https://www.cs.cornell.edu/~kb/)

Chair of the Computer Science Department at Cornell University.

Kavita Bala is the Chair of the Computer Science Department at Cornell University. Bala specializes in computer vision and computer graphics, leading research in recognition and visual search using deep learning; material modeling and acquisition using physics and learning; realistic, physically-based rendering; and material

perception. She has served as the Editor-in-Chief of Transactions on Graphics (TOG). Her research projects have been commercialized into Autodesk's production cloud renderer and GrokStyle's visual search engine; and her work on 3D Mandalas was featured at the Rubin Museum of Art, New York.

Christian Theobalt (http://gvv.mpi-inf.mpg.de/)

Professor, Max-Planck-Institute (MPI) for Informatics, Germany.

Christian Theobalt is a Professor of Computer Science and the head of the research group "Graphics, Vision, & Video" at the Max-Planck-Institute (MPI) for Informatics, Saarbrücken, Germany. He is also a Professor of Computer Science at Saarland University, Germany. From 2007 until 2009 he was a Visiting Assistant Professor in the Department of Computer Science at Stanford University.He received his MSc degree in Artificial Intelligence from the University of Edinburgh, his Diplom (MS) degree in Computer Science from Saarland University, and his PhD (Dr.-Ing.) from Saarland University and Max-Planck-Institute for Informatics.

In his research he looks at algorithmic problems that lie at the intersection of Computer Graphics, Computer Vision and machine learning, such as: static and dynamic 3D scene reconstruction, marker-less motion and performance capture, virtual and augmented reality, computer animation, appearance and reflectance modelling, intrinsic video and inverse rendering, machine learning for graphics and vision, new sensors for 3D acquisition, advanced video processing, as well as image- and physically-based rendering. He is also interested in using reconstruction techniques for human computer interaction.

For his work, he received several awards, including the Otto Hahn Medal of the Max-Planck Society in 2007, the EUROGRAPHICS Young Researcher Award in 2009, the German Pattern Recognition Award 2012, and the Karl Heinz Beckurts Award in 2017. He received two ERC grants, one of the most prestigious and competitive individual research grants in Europe: An ERC Starting Grant in 2013 and an ERC Consolidator Grant in 2017. In 2015, he was elected as one of the top 40 innovation leaders under 40 in Germany by the business magazine Capital. Christian Theobalt is also a co-founder of an award-winning spin-off company from his group - www.thecaptury.com - that is commercializing one of the most advanced solutions for marker-less motion and performance capture.


Xin Tong (https://www.microsoft.com/en-us/research/people/xtong/)

Principal Research Manager, Microsoft Research Asia, China.

Xin Tong is a principal research manager in Internet Graphics Group of Microsoft Research Asia. He joined Microsoft Research Asia after he obtained his Ph.D. degree in Computer Graphics from Tsinghua University in 1999. His research interests include appearance modeling and rendering, texture synthesis, facial performance capturing and modeling, as well as data driven geometry processing. Xin has published more than 80 papers in peer-reviewed graphics and vision conferences and journals, including more than 40 papers in ACM Transactions on Graphics. Xin served as paper co-chair of Pacific Graphics 2013. He is associate editors of IEEE TVCG and ACM TOG now.

Venue

(https://maps.google.com/maps?ll=22.340172,114.168461&z=18&t=m&hl=en-US&gl=US&mapclient=apiv3)
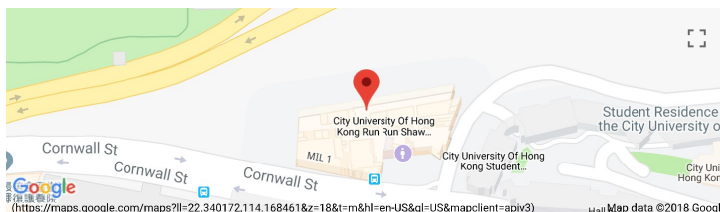
The conference will be held at Run Run Shaw Creative Media Centre (CMC), City University of Hong Kong (http://www.cityu.edu.hk/). City University of Hong Kong is located next to Kowloon Tong MTR station (http://www.mtr.com.hk/eng/tourist/index.html) which is an interchange station for 2 rail lines, making it easily accessible from different parts of Hong Kong. The shopping mall Festival Walk is located next to the university with 200+ retail stores and restaurants. At the university campus, the state-of-the-art Run Run Shaw Creative Media Centre was designed by the world-renowned architect, Mr. Daniel Libeskind.

How to get to Run Run Shaw Creative Media Centre (http://www6.cityu.edu.hk/wayfinder/en/Building/CMC/)

It takes around 10~15 minutes from Kowloon Tong subway station to CMC on foot.

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