

I3D 2019 - Call for Papers

Paper Submission Deadline: 15 December 2018

Conference Website: <http://www.i3dsymposium.org>

Submission Website: <https://easychair.org/conferences/?conf=i3d2019>

Conference Dates: late May / early June 2019

Conference Location: Montreal, Quebec, Canada

The ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D) is the leading conference for real-time 3D computer graphics and human interaction, and 2019 marks the 33rd year since the first conference. We invite you to submit papers across the entire range of topics of interaction, interactive 3D graphics, and games.

List of Topics

Topics include, but are not limited to:

Interaction devices and techniques

Virtual and augmented reality

Deep learning for graphics

Real-time machine vision

Interactive modeling

Level-of-detail approaches

Precomputed lighting

Visibility computation

Real-time surface shading

Fast shadows, caustics and reflections

Impostors and image-based techniques

Animated models

Physics-based animation

Video game techniques

Graphics hardware

Navigation methods

Interactive visualization

User studies of interactive techniques and applications

Sketch-based 3D interaction

Submission Information

Research papers should be in ACM conference format. They should contain at most eight (8) pages of content, including appendices but excluding references. The bibliography/reference listing at the end and optional supplemental material do not count towards this limit. Videos are required for techniques involving motion or animation. Submissions should be converted to PDF and uploaded via the submission website: <https://easychair.org/conferences/?conf=i3d2019>

There is a single track for paper submission and authors will present a 20-minute talk on each accepted paper at the conference. Authors of accepted papers will be invited to also present their work during the posters session to give their co-authors an opportunity to present.

Papers must be submitted anonymously and will be evaluated by double blind peer review from an international program committee of published authors and tertiary reviewers. There is no rebuttal process.

The international program committee will designate each accepted paper as a "Journal Paper" or "Conference Paper." This decision will be based on the maturity of the work and its presentation, not the magnitude of the contribution. The ACM will publish journal papers immediately in a special issue of the Proceedings of the ACM (PACM) journal. PACM papers will have mandatory changes and a second round of peer review by the primary reviewer to verify these changes. Conference papers will appear in the I3D'19 conference proceedings in the ACM digital library and are fast-tracked for an extended revision with 30% content changed in the Journal of Computer Graphics Techniques (JCGT). Page limits will be relaxed for the final versions on both tracks.

Late-breaking re-submissions

This year, the Eurographics paper notifications are just after the I3D deadline. To accommodate authors who

wish to re-submit papers rejected from other venues, authors of papers from EG, ToG, and other venues may re-submit their work to I3D at the extended date of 21 Dec 2018, without formatting or page limits. These papers must include a 1-page cover letter explaining what changes the authors have made to the current version since their original submission, and unedited versions of all of the reviews and the summary decision. If these papers are accepted at I3D, the authors will be required to be reformat them in the ACM template.

Dates

All deadlines are 8 pm Eastern Time.

15 December 2018 Paper submission deadline
22 December 2018 Extension for EG papers (see details above)
15 February 2019 Notification of committee decisions
01 March 2019 Camera-ready deadline for accepted papers

Authors may choose to withdraw their submission after notification of acceptance status. Accepted work will be presented at the conference during oral sessions or as posters during a poster session. Submissions deemed incomplete, inappropriate, or otherwise unacceptable may be desk rejected by the papers or posters chairs without review by the committee. Accepted journal paper authors may instead elect to be published as conference papers.

The official publication date is the date the proceedings are made available in the ACM Digital Library. This date may be up to two weeks prior to the first day of your conference. The official publication date affects the deadline for any patent filings related to published work. (For those rare conferences whose proceedings are published in the ACM Digital Library after the conference is over, the official publication date remains the first day of the conference.)

All questions about paper submissions should be emailed to papers@i3dsymposium.org.

Thank you.

Papers Chairs

Morgan McGuire, NVIDIA
Derek Nowrouzezahrai, McGill University

Posters Chair

Dan Casas, Universidad Rey Juan Carlos (URJC) Madrid

General Chairs

Natalya Tatarchuk, Unity Technologies
Sheldon Andrews, École de Technologie Supérieure