EGSR 2019

30th Eurographics Symposium on Rendering

Strasbourg, France | July 10-12, 2019 http://egsr2019.icube.unistra.fr

Call for Papers

The [Eurographics Symposium on Rendering 2019](#) will take place in Strasbourg, France from July 10th to 12th, 2019. This 30th event continues the series of highly successful Eurographics Symposia and Workshops on Rendering. New this year, a single submission track is proposed (no EI&I track): all accepted research papers will be presented at EGSR 2019 and archived as publications in the [Eurographics digital library](#). A selection of the top accepted papers will be published in a special issue of the [Computer Graphics Forum](#) (CGF) journal based on both the recommendations of the reviewers and the outcome of a second cycle of review, while the other "Symposium-only" papers will be published in the EG DL.

We are looking for work that shapes the future of rendering in computer graphics and related fields. In particular, we would like to emphasize that the conference is not exclusively about rendering, and encourage submissions in the related topics such as **virtual/augmented reality**, **deep learning**, **3D fabrication**, and **computational photography**.

There is no fixed minimum or maximum paper length. However, submissions over 12 pages in length will be treated as exceptional cases, and length must be proportional to contribution.

For each submitted paper, a minimum of 3 reviews will be provided to the authors, who will then be able to enter a rebuttal to clarify misunderstandings and answer the reviewers questions. The reviewers will then discuss and decide on the acceptance of the paper to the EGSR 2019 program. In this case, the authors will submit a revised version of their manuscript prior to the conference.

Core conference topics include (but are not limited to):
- Physically-based rendering (PBR)
- Real-time rendering
- Machine learning for rendering
- Rendering for machine learning
- Rendering for augmented/virtual reality
- Offline/high-end rendering
- Image-Based Rendering (IBR)
- Realistic or expressive image manipulation & synthesis
- Computational photography, optics & displays
- Expressive rendering (NPR)
- Acquisition, modeling, and manipulation of light transport & appearance
- Digital materials
- Global illumination
- 3D Printing
- Volume rendering
- Human perception of rendered images
- GPU Algorithms
- Specialized rendering hardware
- Web and mobile graphics
- Scientific Visualization
- Audio/sound rendering

Please submit your work using the [SRM online submission system](). **The submission should use the CGF LaTeX template provided in the CfP.**

Important dates: (All times are midnight, 23:59 UTC)
- Abstract deadline: **9 April 2019**
- Papers deadline: **16 April 2019**
- Reviews due: **17 May 2019**
- Rebuttals due: **24 May 2019**
- Author notification: **3 June 2019**
- Final papers due: **17 June 2019**

Keynote Speakers

Jaakko Lehtinen
Aalto University & NVIDIA

Natalya Tatarchuk
Unity

Ali Eslami
Google DeepMind

Program Chairs

Tamy Boubekeur, Telecom ParisTech, IP Paris & Allegorithmic
Pradeep Sen, University of California, Santa Barbara

Local Chair

Rémi Allègre, Université de Strasbourg, CNRS, France
Jean-Michel Dischler, Université de Strasbourg, France
Basile Sauvage, Université de Strasbourg, CNRS, France

EGSR 2019 International Program Committee

Miika Aittala, MIT, USA
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Elena Garces, Technicolor, France
Iliyan Georgiev, Solid Angle, UK
Abhijeet Ghosh, Imperial College, UK
Toshiya Hachisuka, Tokyo University, Japan
Miloš Hašan, Adobe, USA
Wenzel Jakob, EPFL, Switzerland
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Marcus Magnor, TU Braunschweig, Germany
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Bochang Moon, GIST, South Korea
Diego Nehab, IMPA, Brazil
Derek Nowrouzezahrai, McGill, Canada
Marta Ortín Obón, University of Zaragoza, Spain
Mathias Paulin, Université Toulouse, France
Pieter Peers, College of William & Mary, USA
Tobias Ritschel, University College London, UK
Fabrice Rousselle, NVIDIA

Holly Rushmeier, Yale University, USA
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Xin Sun, Adobe Research, USA
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Xin Tong, Microsoft Research Asia, China
Rui Wang, University of Amherst, USA
Li-Yi Wei, Univ. of Hong Kong, China
Alexander Wilkie, Charles University, Czech Republic
Michael Wimmer, TU Wien, Austria
Hongzhi Wu, Zhejiang University, China
Lingqi Yan, UC Santa Barbara, USA
Lei Yang, NVIDIA, USA
Sung-Eui Yoon, KAIST, South Korea
Cem Yuksel, University of Utah, USA
Shuang Zhao, UC Irvine, USA
Kun Zhou, Zhejiang University, China