CALL FOR PAPERS

COMPUTER GRAPHICS INTERNATIONAL CGI 2019

University of Calgary, Alberta, Canada, 17-20 June, 2019

CGI 2019 website: http://www.cgs-network.org/cgi19

Organized by the Computer Graphics Society (CGS)
In cooperation with ACM SIGGRAPH and EUROGRAPHICS

Computer Graphics International is one of the oldest international annual conferences in Computer Graphics and one of the most important ones worldwide, founded by the Computer Graphics Society (CGS). It is a yearly meeting where academics present their latest algorithms, and explore new ideas on various computer graphics topics. Since 1983 it was held in different countries in Europe, Asia, Australia and North & South America. CGI 2019, the 36th annual conference will take place on June 17th – June 20th in Calgary, Alberta, Canada at the foothills of majestic Canadian Rockies. CGI 2019 is organized in cooperation with ACM SIGGRAPH and EUROGRAPHICS.

IMPORTANT DATES

Conference, Tutorials and Workshops June 17 – 20, 2019

Visual Computer papers submission
(Submission is now closed)
Paper notification: March 24, 2019
Camera-ready April 7, 2019

CGI proceedings submission (short and full papers)
Submission deadline: April 7, 2019
Paper notification April 25, 2019
Camera-ready May 03, 2019

The scientific program of the conference will include full papers and short papers. 35 accepted full papers will be included in the Visual Computer journal published by Springer. Other accepted papers (short and full papers) will be included in the conference proceedings published by LNCS, Springer.

KEYWORDS

We invite original contributions that advance the state-of-the-art in topics related to:

- Rendering Techniques, Volume Rendering
- Geometric Computing
- Virtual and Augmented Reality
- Shape and Surface Modelling
- Physically Based Modelling
- Computer Vision for Computer Graphics
- Scientific Visualization
- Data Compression for Graphics
- Biometric Image and Signal Processing
- Medical Imaging
- Computation Geometry
- Image Based Rendering
- Computational Photography
- Computer Animation
- Visual Analytics
- Shape Analysis and Image Retrieval

- Geometric Modelling
- Computational Fabrication
- Image Processing
- 3D Reconstruction & 3D Printing
- Solid Modelling
- Global Illumination
- Graphical Human-Computer Interaction
- Human Modelling
- Image Analysis
- Saliency Methods
- Shape Matching
- Sketch-based Modelling
- Robotics and Vision
- Stylized Rendering
- Textures Pattern Recognition
- Machine Learning for Graphics

Conference Co-Chairs

Marina L. Gavrilova,
University of Calgary, Canada

Hiroshi Ishikawa,
Waseda University, Japan

Program Co-Chairs

Nadia Magnenat Thalmann,
University of Geneva, Switzerland,
and NTU, Singapore

Jian Chang,
Bournemouth University, UK

Local Organizing Chair
Marina L. Gavrilova
University of Calgary, Canada

Local Organizing Committee
Usman Alim, University of Calgary
Ehud Sharlin, University of Calgary
Tony Tang, University of Calgary