

Home of WSCG conferences since 1992
Journal of WSCG and recent proceedings

Have a look at

Pilsen - The European Capital of Culture 2015 <http://www.plzen2015.cz/en/>
The Czech Republic <https://www.youtube.com/watch?v=JLzKrofyrtM> [4 mins.]

or

Czech Republic Beauty <http://wscg.zcu.cz/CzechRepublicBeauty.pps> [5MB]
Castles, Manors, Cities etc. <http://www.zamky-hrady.cz/index-e.htm>

>> [Publication Ethics and Malpractice Statement](#) <<

WSCG 2020

28. International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision 2020

In cooperation with the Eurographics Association
ACM and SIGGRAPH listed
Supported by IFIP TC5 WG 5.10 and NVIDIA (Czech Rep.)

Conference Chair

[Vaclav Skala](#), University of West Bohemia, Plzen, Czech Republic

CoVid-19 coronavirus and WSCG

The WSCG 2020 event will be held in virtual due to CoVir-19
Information will be sent to the corresponding person (paper submitter)
The WSCG event will be held and accepted/presented papers published in proceedings as expected

Final paper submission via the submission server ONLY

<http://wscgreg.zcu.cz>

Venue (in virtual): May 19 - 21, 2020 (will be modified accordingly)
WSCG 2019 - already indexed in Scopus (Journal of WSCG & CSRN)

Help us as a WSCG REVIEWER (PhD REQUIRED)

- register yourself at <http://wscgreg.zcu.cz>
- **AND** send an email to skala@kiv.zcu.cz subject: "WSCG reviewer" and include in the message (use ";" as separator)
First name;Last Name;email address; URL of your reserch WEB page; [Research ID](#) [Web of Science/ISI] (if applicable);
Scopus Auhor ID or ORCID (if applicable)

SUBMISSIONS

Final paper submission only via <http://wscgreg.zcu.cz> no e-mail paper submission will be accepted.

"Pay to publish" strategy submission is NOT acceptable.
At least one author has to present the paper at the conference.
Proceedings will be made after the conference.

Read [How to get your paper accepted](#) and [Instructions for Authors](#) page.

Important Dates

Workshop or special session proposal	December 10, 2019 January 31, 2020 (EXTENDED) via e-mail to skala@kiv.zcu.cz
Submissions via server ONLY	http://wscgreg.zcu.cz
Abstract submission (recommended)	January 10, 2020 January 31, 2020 (EXTENDED)
Paper submission (formatted full text) (Abstract is a part of the paper submission)	January 31, 2020 February 28, 2020 (EXTENDED) 21:00 GMT(London, U.K.)
Acceptance decision	NEW April 16 , 2020 [changed due to CoVir-19]
Final version submission	NEW May 4, 2020 (STRICTLY)

Conference fee (reduced)

May 10, 2020 (strictly)

Venue (expected)

May 19 - May 21, 2020 (Technical sessions)

Main topics (but not limited to)

- Computer graphics
- Scientific visualization
- Medical visualization
- Computer vision
- Image processing
- Pattern recognition
- GPU graphics
- Rendering and animation
- Virtual reality
- Haptic systems
- Medical imaging
- Graphical human computer interfaces
- Graphical interaction
- Computational photography
- Data compression for graphics
- Image based rendering
- Physically based modelling
- Mathematical methods for graphics and vision
- Geometric modelling
- Shape analysis
- Shape modelling
- Shape retrieval
- Surface and volume parameterization
- Parallel graphics
- CAD, CAGD and GIS systems

Related applications and related topics.

All papers accepted and presented will be available on-line at the WSCG WEB site with no access restriction [http://wscg.zcu.cz/DL/wscg_DL.htm].

Accepted and presented full & communication papers and posters will be published in the WSCG proceedings with ISBN in an electronic form after the conference and will be available from the WSCG site (<http://www.wscg.eu>) for download - access free. Printed version will be made for indexing purposes only.

The **best selected papers** will be published in the regular **Journal of WSCG** (see <http://www.WSCG.eu> => Digital Library or http://wscg.zcu.cz/DL/wscg_DL.htm).

Journal of WSCG [ISSN 1213-6972 (hardcopy), ISSN 1213-6964 (CD version), ISSN 1213-6980 (on-line)] and WSCG proceedings within **Computer Science Research Notes** (CSRN) series [ISSN 2464-4617] will be sent for indexing to Tompson Reuters/WoS-ISI, SCOPUS, INSPEC and others for citation indexing and other purposes.

[Travelling Instructions](#)

[How to get your paper accepted](#)

IPC members&Board of Reviewers
(After the reviewing period)

Check correctness of your @mail and operating system settings

[Form for VISA Application Support](#)

[Czech/EU VISA Application](#)

Supporting organizations

[University of West Bohemia](#) NVIDIA, Czech Republic [Center of Computer Graphics and Visualization](#), Plzen, Czech Republic <http://www.nvidia.com> Univ. of West Bohemia

Acceptance ratio

	Papers submitted	Reviewed after desktop reject	Full papers includes J WSCG	Short papers	Postes
2020	TBD				
[%]	Ratio				
2019	127	94	38	10	1
[%]	Ratio	74,0%	29,9%	7,9%	0,8%
2018	148	101	24	24	12
[%]	Ratio	68,2%	16,2%	16,2%	8,1%
2017	135	102	34	47	19
[%]	Ratio	75,6%	25,2%	34,8%	14,1%
2016	163	149	20	47	26
[%]	Ratio	91,4%	12,3%	28,8%	16,0%

Workshop or special session proposals

Send proposal via E-mailto: skala#at#kiv.zcu.cz subject: "WSCG 2020-workhop / session"

Submission should contain: Proposer(s) name, affiliation(s), Workshop/Session title, short abstract (max. 250 words) with the motivation and list of related fields (max. 5 keywords), estimated number (but not overestimated) of papers. Organizers (together) can have upto 3 papers within the workshop or 2 papers within the session submissions, but the IPC might require their independent evaluation.

Workshop/session organizer is responsible for collecting papers and papers reviewing and acceptance decision. The IPC will have rights to make their acceptance decision for the final version publication. Minimal number of presented papers in a session is 5, for a workshop minimal number of presented papers is 8 up to 10.

WSCG Accommodation Booking

Conference venue

Primavera Hotel and Congress Centrum

Plzen



20-30 mins. to the Plzen City center by public transport

Accommodation Booking (recommended)

Accommodation booking
promocode **wscg** or **WSCG**

or

recepce@primaverahotel.cz
and **USE in the subject**

WSCG Booking !! IMPORTANT

to Primavera Hotel and Congress Centrum

(<http://www.primaverahotel.cz/>)

Nepomucka 1058/128

CZ 326 00 Plzen

Tel.: +420-378 020 500

Fax: +420-378 020 501

GSM: +420-603 113 853

We recommend you to select **Primavera Hotel and Congress Center**.

The hotel is very close [70 m] to a public transport trolleybus No.13 and No.10 stops.

Plzen [Pilsen] public transport scheme:

<http://www.pmdp.cz/Files/pmdp/Doprava/MHDdenni-20120401.png>

Please, see the Travelling instructions - how to reach the hotel or Primavera-MAP

CONFERENCE DINNER

Conference dinner is to be held (expected) on Wednesday May 20, 2020 (not included in the conference fee).

Raffle in which you can win valuable gifts is a traditional part of this event.

Tickets are available at the registration at a "symbolic" donated price approx. 10-15 EUR.

For accompanying persons as well. To be ordered on Monday registration.

Workshops and Special Sessions

Session: Research Activities and Research Funding

The aim of the session is to put together people interested in common research activities leading to submission grants proposals to European Union and NSF (US) or other granting bodies. Would be reasonable to have an idea where to apply and what project profile would be suitable including a suggestion of the submitting (main leader) institution.

Workshop 01: Meshless Methods in Computer Science, Physical Sciences and Engineering

Organizer: Prof. Vaclav Skala, <http://www.VaclavSkala.eu>, Head of the Center of Computer Graphics and Visualization, <http://graphics.zcu.cz/>, Department of Computer Science and Engineering, Faculty of Applied Sciences, University of West Bohemia, Plzen [Pilsen], Czech Republic

Meshless Research group at the University of West Bohemia - <http://meshfree.zcu.cz/>

E-mail: Submission to via submission server with a copy send to: [skala#at#kiv.zcu.cz](mailto:skala@at#kiv.zcu.cz) subject: "WSCG 2020-Meshless 2020"

Standard computational methods across many application fields require tessellation in 2D or 3D use triangular or tetrahedral meshes. Tessellation itself is computationally expensive especially in higher dimensions and result of computation is again discrete

and physical phenomena are not smoothly interpolated. Meshless methods are scalable to higher dimensions and offer smooth final representation. Meshless methods lead to a solution of system of linear equations, in general. The applicability of meshless methods can be found in several areas.

The workshop is intended to exploration of theoretical foundations and applicability of meshless methods,

Main topics (but not limited to):

- Meshless methods in computer graphics, vizualization and computer vision
 - Meshless methods in engineering problems including ordinary and partial differential equations
 - Meshless methods - theory and practice
 - Meshless interpolation and approximation of large data sets
 - Radial Basis Functions (RBF) in computer graphics, visualization, image processing and computer vision
 - Meshless methods and projective space
 - and othe related topics
-

Recommended activities before / after the conference

Plzen city offers many very historical places and opportunities to visit

- [Guided tour to Pilsen Urquell Brewery and to the Brewery Museum](#)
- [Climbing to Plzen St.Bartholomew's Church tower](#)
- [ZOO and Botanical garden](#)
- Prepare your personal tour - self guided tour

or you can spent additional days visiting (all places are easy to reach by coaches - approx. 60 mins.):

- **Discover Czech Republic** - <http://www.czech.cz/en/Home-en>
- **Discover Castles, Manors, Cities** etc. <http://www.zamky-hrady.cz/index-e.htm>
- **Karlovy Vary** ([Carls Bad](#)) - famous spa in Czech Republic (direct bus connection - 60 mins.)
- **Marianske Lazne** ([Marien Bad](#)) - famous spa in Czech Republic - (direct train connection 40 mins.)
- **Praha** [[Prague](#)] - the Golden City of the Europe (direct connection to Zlicin bus station - 60 mins. + 20 mins. METRO to the city center)
- **Karlstejn Castle** - the famous castle close to Pilsen and Prague (direct train connection to Beroun and then local train - 60 mins. in total - buy a ticket for the castle tour in advance). See also [additional info Wiki](#)
- **Plasy Monastery**

CONTACT

Conference office

Vaclav Skala - Union Agency

Na Mazinach 9

CZ 325 00 Plzen - Radcice

Czech Republic

UnionAgency@volny.cz **subj. WSCG 2020**

Organiser & Chair

prof. Vaclav Skala

c/o University of West Bohemia

Faculty of Applied Sciences

Dept. of Computer Science and Engineering

Univerzitni 8, CZ 306 14 Plzen, Czech Republic

<http://www.VaclavSkala.eu>

REPOSITORY

All WSCG proceedings available via

<http://www.wscg.eu> => **Digital repository since 1992**

WSCG 2019

27. International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision 2019

Conference Chair

[Vaclav Skala](#), University of West Bohemia, Plzen, Czech Republic



[WSCG 2019 Attendees](#) (click on for full resolution)
[Greetings of the WSCG 2019 attendee - video](#) [131 MB]

WSCG 2018

26. International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision 2018


Conference Chair

[Vaclav Skala](#), University of West Bohemia, Plzen, Czech Republic

Keynote talk

[Faramarz Samavati](#): [From Geometric Modeling to Digital Earth](#), University of Calgary, Canada



[WSCG 2018 Attendees](#) (click on for full resolution)
[Greetings of the WSCG 2018 attendee - video](#) [108 MB] 

Photos for download & Courtesy of

Vaclav Skala (soon) [Matea Zilak](#) [Ashkerov Mikhail](#)

Conference Session Chairs

Francisco Feito, Alexandar Rikalovic, Alexandre Benoit, Jonathan Metzgar, Pavel Vlasanek, Tapio Takala, Markus Friedrich, Alvin Jude, Joel Ilao, Michal Smolik, Vaclav Skala, Faramaz Samavati, Sidonia Lefkovits, Anders Hast

WSCG 2017

25. International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision 2017

Conference Co-Chairs

[Paul Bourke](#), University of Western Australia, Perth, Australia
[Vaclav Skala](#), University of West Bohemia, Plzen, Czech Republic

Keynote speaker

Alexandru C. Telea: [Image-based information visualization \(or how to unify SciVis and InfoVis\)](#)
Institute Johann Bernoulli, Univ. of Groningen, The Netherlands

WSCG 2017 Attendees



[Greetings of the WSCG attendee - video \[207 MB\]](#)
[Photos - WSCG2017, Dinner, Trip to Prague \[572 MB\]](#)

Acceptance ratio 2017

Submitted: 161 (after "desktop" rejection)

Accepted: Full papers (incl. Journal of WSCG): 34 (21,1%), Short papers: 47 (14.9%), Posters: 19 (11.8%)

WSCG 2016

24. International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision 2016

GraVisMa 2016 and **HCI-Europe 2016** were part of the **WSCG 2016**

Conference Co-chairs

[Zhigeng Pan](#), Hangzhou Normal University, Hangzhou, China
[Vaclav Skala](#), University of West Bohemia, Plzen, Czech Republic

Acceptance ratio

Submitted: 149 (after "desktop" rejection)

Accepted: Full papers (incl. Journal of WSCG): 20, Short papers: 47, Posters: 26



WSCG 2016 Attendees

[Greetings of the WSCG attendee - video \[150MB\]](#)
[Photos and Videos WSCG 2016 & Trip to Prague - ZIPed \[1.1 GB\]](#)
[Plzen City Grand Tour - HTM format](#)

WSCG 2015

23. International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision 2015

Conference Co-Chairs

Keynote speakers

Marina L. Gavrilova, Computational Intelligence in Pattern Recognition, University of Calgary, Canada

Full papers acceptance ratio 33,81%



WSCG 2015 Attendees

WSCG 2014

22. International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision

Keynote speakers

Manuel M.Oliveira: Performing High-Dimensional Filtering in Low-Dimensional Spaces, Universidade Federal do Rio Grande do Sul, Porto Alegre, Brazil

RECORD [ZIP 74MB]

Tino Weinkauff: Flow maps - Benefits, Problems, Future Research, Max-Planck-Institut für Informatik, Saarbrücken, Germany

RECORD [ZIP 97MB]

Brian A. Barsky: Simulating Human Vision and Correcting Visual Aberrations with Computational Light Field Displays, University of California, Berkeley

NO RECORD [not recorded]



CLICK ON to download image in FULL resolution

WSCG 2014 Photos

WSCG 2014 - 1 [ZIP 398 KB] WSCG 2014 - 2 [ZIP 347 KB] WSCG 2014 - 3 [ZIP 348 KB] WSCG 2014 - 4 [ZIP 353 KB] WSCG 2014 - 5 [ZIP 506KB]



CLICK ON to download image in FULL resolution

WSCG 2013 Photos

[Photo-set-1 \[280MB\]](#) [Photo-set-2 \[491MB\]](#) [Photo-set-3 \[296MB\]](#)

Additional photos made by attendees

Yu Weng [WSCG1 \[16.1 MB\]](#) [WSCG2 \[15.5MB\]](#) [WSCG3 \[11.6MB\]](#)

