

## For Authors

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# Call For Papers

including **IMPORTANT** updates considering **COVID-19**

The 28th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2020) was intended to be hosted in Wellington, New Zealand. Pacific Graphics is an annual flagship conference of the Asia Graphics Association. 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.

**IMPORTANT UPDATES:** In 2020, the whole community of Computer Graphics has a unique set of circumstances due to COVID-19. Following the updates on the situation from the World Health Organization (WHO) and New Zealand government, we have decided to postpone the physical conference and combine it with Pacific Graphics 2021 at Wellington. The health and safety of all the attendees is always our top priority.

Please note that we assure all the accepted papers will still be published in the Digital Library at 2020. Please see the details from the call for Papers, WIP, and Posters.

**FULL/SHORT PAPERS:** We assure that all the accepted full/short papers will still be published in the Digital Library. The full/short papers will be archived in the EG digital libraries. The full papers will be published in a special issue of Computer Graphics Forum (CGF), the journal of the Eurographics Association, in print and online in 2020. A few submissions with strong potential but not accepted as full papers will be recommended for a second review cycle of CGF after major revisions. Selected and very promising short papers will be invited to submit an extended full-paper version to Computers & Graphics.

Full and short papers containing high-quality original and unpublished results are solicited. The expected topics include (but are not limited to): modeling, rendering, animation, imaging, visualization, virtual reality/augmented reality, human-computer interaction, graphics systems, and related disciplines. Each paper should be 7-12 pages in length for the full papers or 4-6 pages for the short papers. Each paper receives reviews from the committee and external tertiary reviewers. Committee members know the author's identities, but tertiary reviewers do not. Authors do not know the identities of the reviewers.

**ADDITIONAL UPDATES:** All the accepted full/short papers should prepare a 30-seconds fast-forward video and an optional 3-minutes presentation video for the PG2020 website.

In addition, the conference will also include poster and work-in-progress sessions. As a premier forum for exchanging recent research ideas and practical achievements – Pacific Graphics is of exceptional value for students, academics and industry researchers.

## Important Dates

(All times UTC 23:59:59)

Abstract submission	28 JUN 2020 <del>08 JUN 2020</del>
Paper submission	30 JUN 2020 <del>10 JUN 2020</del>
Review due	31 JUL 2020
Rebuttal due	05 AUG 2020
Post-rebuttal discussion	09 AUG 2020
Decision notification	14 AUG 2020
Final revision due	05 SEP 2020
Final acceptance notification	12 SEP 2020
Publication	2020
Presentation	2021

## Submitting

We are using the SRM submission system this year. All submissions must use the LaTeX template, provided below.

[SUBMISSION SYSTEM](#)

[LATEX TEMPLATE](#)

## Program Chairs

Fang-Lue Zhang, Victoria University of Wellington  
Elmar Eisemann, Delft University of Technology  
Alec Jacobson, University of Toronto

# Call for Work-in-Progress Papers and Posters

The Pacific Graphics 2020 welcomes work-in-progress (WIP) and poster submissions in the areas of (but are not limited to): modeling, rendering, animation, imaging, visualization, simulation, virtual reality, augmented reality, human-computer interaction, graphics systems, and related disciplines. Pacific Graphics is a flagship conference of the Asia Graphics Association and has a CORE ranking of A. Authors are encouraged to submit work-in-progress and practical applications to demonstrate a novel and applicable ideas in all aspects of computer graphics.

## Presentation and Publication

Because the offline meeting of PG2020 will be held in Wellington, New Zealand in "2021", we have different time schedule for the publication and presentation. We are happy to announce that all accepted WIP papers and posters will be archived in EG digital library (<https://diglib.eg.org/>). The publication year is 2020.

The authors of accepted WIP papers and posters are encouraged to present their work in 2021 conference, but it is NOT required. In the conference held in 2021, authors of accepted WIP papers will have an approximately fifteen-minute oral presentation of their work at the conference. Accepted posters will be displayed during the conference and also will form the focus of a poster session in conjunction with one of the social events. Authors of accepted posters are expected to present their posters during the poster session to discuss their work and answer questions. More details will follow when the conference program is finalized.

A publication fee of 50 Euro will be charged for each WIP paper or poster.

## Submission Details

Authors can make an electronic submission through the Submission and Review Management system. Authors are asked to indicate their preferences whether the submission needs to be considered as a work-in-progress paper or a poster. When both options are selected, the work will first be reviewed as a work-in-progress paper, and then evaluated as a poster submission.

Work-in-progress papers and posters submission should strive not to exceed two pages and must be formatted according to the Pacific Graphics Author's guideline. Authors may accompany a preliminary version of the actual poster if they choose to be considered as a poster submission. Each paper receives reviews from the committee and external tertiary reviewers. Committee members know the author's identities, but tertiaries do not. Authors do not know the identities of the reviewers. Please remove all personal data (e.g., names, affiliation, etc.) from your submission.

## Important Dates

Submission	22 AUG 2020 <del>01 AUG 2020</del>
Decision notification	12 SEP 2020 <del>22 AUG 2020</del>
Camera ready	06 OCT 2020 <del>15 SEP 2020</del>
Publication	2020
Presentation	2021

## Submitting

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*Note: submission link now fixed*

[SUBMISSION SYSTEM](#)[LATEX TEMPLATE](#)

## Poster Chairs

Sung-hee Lee, KAIST  
Stefanie Zollmann, University of Otago

## Work In Progress (WIP) Chairs

Makoto Okabe, Shizuoka University  
Burkhard Wuensche, The University of Auckland