

Home Program Accommodation Call for Papers Committees Submission FAQ on Early Submission

Important Notice

Due to the Covid-19 outbreak, EGPGV 2020 will now be an online event.

Important Dates

Early Abstract Deadline Oct 11, 2019

Early Paper Deadline

Nov 1, 2019

Notification
Dec 17, 2019

Abstract Deadline

Feb 28, 2020

Paper Deadline

Mar 08, 2020

Notification

Apr 14, 2020

Camera-Ready Version

Apr 21, 2020

Full Day Symposium

May 25, 2020

(All deadline times are in AOE)

Contact

For questions, please contact the program chairs.

Call for Papers

The Eurographics Symposium on Parallel Graphics and Visualization (EGPGV) aims to foster the exchan experiences and knowledge on exploiting and defining new trends in parallel graphics and visualization. I of growing importance due to the rapidly increasing availability of multi-core CPUs, GPUs, and cluster sys Computationally demanding and data-intensive applications in graphics and visualization are strongly affected and require novel, efficient parallel solutions.

EGPGV has two submission deadlines: early submission in fall and regular submission in spring. This offithe flexibility to choose between two separate submission deadlines. The early submission deadline provious opportunity of improving manuscripts and resubmitting them to the spring deadline in case they are not support the fall review phase, resembling a major revision review process. An FAQ about the early submission probe found here. Please notice also that this year there are abstract deadlines one week in advance to the deadlines.

EGPGV 2020 will be collocated with Eurographics and EuroVis 2020, held May 25-29, 2020, in Norrköpin The proceedings of EGPGV will be published in the Eurographics Proceedings Series and in the Eurogra Library. Best papers from the EGPGV symposium will be invited to submit an extended journal version to Transactions on Visualization and Computer Graphics.

EGPGV seeks papers on graphics and visualization that involve any type of parallel computing, and/or fo large data sets. Papers on techniques, data structures, algorithms, systems, and applications are welcom computing is broadly defined, including high-performance computing and cloud environments, (multi-)GPI and heterogeneous, hybrid architectures, and shared and/or distributed memory architectures. Further, pa focused on processing very large data sets (either for visualization or graphics) are welcomed, even if the have a particular focus on parallelism.

Typical symposium topics include:

- Computationally and data intensive rendering
- Scientific visualization (e.g., volume rendering, flow, and tensor visualization)
- Information visualization and visual analytics
- In situ analytics and in situ visualization
- Out-of-core processing of large data sets for visualization or graphics
- Simulations for virtual environments (physics-based animation, collision detection, acoustics)
- Mesh processing, level-of-detail, and geometric methods
- Visual computing (image- and video-based rendering, image processing and exploitation, segmentatio
- Scheduling, memory management, and data coherence
- Parallelization approaches and algorithms, such as MapReduce
- Database-related methods, algorithms or approaches, and query-based visualization

- Advanced hardware for data handling or visualization
- Large and high resolution displays, virtual environments
- Scientific, engineering, and industrial applications
- Data analytics on large scientific data sets
- Machine learning as applied to parallel graphics, visualization, and/or large data analytics

In general, appropriate topics for the symposium fall into one of four categories:

- 1. Parallel graphics
- 2. Rendering of very large data sets
- 3. Parallel visualization and analytics
- 4. Processing of large data sets for visualization or analytics

EGPGV again calls for Full Papers (8 to 10 pages) and Short Papers (up to 4 pages) in Eurographics forr

For additional information, feel free to contact us via papers@egpgv.org.

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