ACM SIGGRAPH Symposium on
Interactive 3D Graphics and Games
Online: 20-22 April 2021

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Call for Posters

Important Dates

All deadlines are 8 pm Pacific Time.

Poster submission deadline March 16, 2021
Author notification March 23, 2021

Authors are invited to submit their recent work about real-time 3D graphics, interaction, and games as a poster. Topics include, but are not limited to:

- Real-time rendering
- Physics-based animation
- Virtual and augmented reality
- Deep learning for graphics and simulation
- Collision detection
- Real-time computer vision
- Navigation in virtual environments
- Texture synthesis
- Real-time post-processing effects
- Interactive 3D modeling
- In-the-wild 3D reconstruction
- Level-of-detail approaches
- Pre-computed lighting for real-time applications
- Visibility computation
- Real-time surface shading
- Fast shadows, caustics and reflections
- Impostors and image-based techniques
- Motion synthesis and path planning
- Character and crowd animation and simulation techniques

- Interaction devices and techniques
- User studies of interactive techniques
- Sketch-based 3D modeling and design
- Video game techniques
- Content generation techniques for real-time applications

We encourage submission of work-in-progress and works published at another venue that are relevant to the I3D community. Accepted posters will be presented by the authors at the conference in two separate sessions: as a quick fast forward teaser and in-depth discussion with the audience in a virtual poster session.

Submission Information

Poster submissions should be in ACM conference format using the "sigconf" style. They should include author information and must not be longer than two pages. Submissions will be submitted for review electronically at https://easychair.org/conferences/?conf=i3d2021 . They will be reviewed in a single-blind process. After the posters are accepted in the conference, they will appear in an online database for distribution at their authors' discretion. They will NOT appear in the I3D proceedings, nor in the ACM Digital Library.

Questions regarding the submission process should be emailed to posters@i3dsymposium.org.

Call for Papers

Summary: *22 December 2020 deadline; 8 pages + references; anonymous submission; submission link* *https://easychair.org/conferences/?conf=i3d2021*

The ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D) is the leading conference for real-time 3D computer graphics and human interaction. The symposium brings together researchers, engineers, and industry professionals to discuss their latest work on real-time and interactive computer graphics and related applications. The symposium has a long legacy of innovative and excellent technical content, with influential work on rendering, texture synthesis, collision detection, VR interaction, animation, and many other areas of real-time computer graphics having been presented at the conference.

We invite you to submit papers about real-time 3D graphics, interaction, and games. Topics include, but are not limited to:

- Real-time rendering
- Physics-based animation
- Virtual and augmented reality
- Deep learning for graphics and simulation
- Collision detection
- Real-time computer vision
- Navigation in virtual environments
- Texture synthesis
- Real-time post-processing effects
- Interactive 3D modeling
- In-the-wild 3D reconstruction
- Level-of-detail approaches
- Pre-computed lighting for real-time applications
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- Real-time surface shading
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- Impostors and image-based techniques
- Motion synthesis and path planning
- Character and crowd animation and simulation techniques
- Interaction devices and techniques
- User studies of interactive techniques
- Sketch-based 3D modeling and design
- Video game techniques
- Content generation techniques for real-time applications

Submission Information

Research papers should be in ACM conference format using the "sigconf" style. They should contain at most eight (8) pages of content, including appendices but excluding references. The bibliography/reference listing at the end and optional supplemental material do not count towards this limit. Videos are required for techniques involving motion or animation.

Authors of accepted papers will be invited to present a 15 minute talk on their work. At least one (1) author from each accepted paper must register for the conference.

Papers must be submitted anonymously and will be evaluated by double-blind peer review from an international program committee of published authors and tertiary reviewers. There is no rebuttal process. The submission system link is https://easychair.org/conferences/?conf=i3d2021

New for 2021 is that all accepted papers will be published in a special issue of the Proceedings of the ACM in Computer Graphics and Interactive Techniques (PACM CGIT), once all mandatory changes have been addressed and a second round of peer review by the primary reviewer is passed.

Important Dates

All deadlines are 23:59 PM Pacific Time.

22 December 2020 Paper submission deadline
16 February 2021 Notification of committee decisions
2 March 2021 Camera-ready deadline for accepted papers
20-22 April 2021 Conference

All questions about paper submissions should be emailed to papers@i3dsymposium.org.

Dan Casas and Eric Haines
Papers Co-Chairs I3D 2021

Last updated November 5, 2020

Watch here for updates

Important Dates

- **Paper submission deadline:**
  ~~December 22, 2020~~

- **Paper notifications:**
  ~~February 16, 2021~~
- **PACM CGIT revisions deadline:**
  ~~March 1, 2021~~
- **Poster submission deadline:**
  March 16, 2021
- **Poster notifications:**
  March 23, 2021
- **Conference:**
  April 20-22, 2021

Submission Website

- https://easychair.org/conferences/?conf=i3d2021

Registration

- http://bit.ly/i3d2021reg

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