CGI 2021

HOME   ABOUT   IMPORTANT DATES   CALL FOR PAPERS   FOR AUTHORS

COMMITTEE   PROGRAM   WORKSHOPS   CGI AWARDS   CONTACT   VENUE

REGISTRATION

CGI 2021 CALL FOR SPRINGER LNCS PROCEEDINGS PAPERS and WORKSHOP (Closed)

Computer Graphics International (CGI) 2021 will be ONLINE on September 6-10, 2021. CGI is one of the oldest annual international conferences on Computer Graphics in the world. Researchers are invited to share their experiences and novel achievements in various fields of Computer Graphics.

Former CGI conferences have been held in Yokohama in Japan, Heraklion in Greece, Strasbourg in France, Sydney in Australia, Bintan in Indonesia and Calgary in Canada, and last year, CGI 2020 was virtual. This year, CGI2021 is organized by MIRALab, University of Geneva, Switzerland and supported by the Computer Graphics Society (CGS). The Visual Computer is the official journal of the Computer Graphics Society. **THE CONFERENCE CGI2021 WILL BE VIRTUAL DUE TO THE CONTINUATION OF THE PANDEMIC WORLDWIDE.**

Website: http://www.cgs-network.org/cgi21

All accepted papers to the CGI LNCS track will be included in the CGI conference proceedings published by LNCS, Springer. We invite original contributions that advance the state-of-the-art in topics related to:

- Rendering Techniques
- Geometric Computing
- Virtual and Augmented Reality
- Shape and Surface Modeling

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REGISTRATION

- Volume Rendering
- Solid Modelling

- Geometric Modelling
- Computational Fabrication
- Image Processing
- 3D Reconstruction
- 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
- 3D Fabrication

CGI'21 WORKSHOPS

As part of CGI'21 conference, there will be multiple workshops: http://www.cgs-network.org/cgi21/workshop/

International Workshop on VR/MR in Medicine

Virtual and Mixed Reality (VR/MR) technologies, in recent years, have found their way into

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- Computer vision in VR/MR
- Human Computer Interaction for VR/MR
- Medical VR/MR applications e.g., in clinical practice, education, etc
- Display and immersive projection technologies (e.g., holograms or head-mounted display)
- Real-time computing algorithms
- VR/AR security and authorization
- 3D Printing and VR/MR
- Other relevant topics

Workshop in Homage to Professor T.L.Kunii

This workshop is a full day event with invited contributors, and panel discussions. The event brings together students, faculty, and research scientists who were inspired by Professor Kunii and his great vision. A special Issue in homage to Professor Kunii will be published in the Visual Computer. Invited Authors have to follow the guidelines of the journal. A maximum of 10 pages, double format, is recommended. **Please contact@miralab.ch if you like to give a contribution.**

SUBMIT YOUR PAPER

CALL FOR VISUAL COMPUTER JOURNAL PAPERS (CLOSED)

The scientific program of the conference will include accepted papers from the first call for papers and these accepted papers will be published by Springer in the Visual Computer Journal (impact factor 1.45) by Springer-Verlag. The accepted papers from the second call

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

- Geometric Modelling
- Computational Fabrication
- Image Processing
- 3D Reconstruction
- Global Illumination
- Graphical Human-Computer Interaction
- Human Modelling
- Image Analysis
- Saliency Methods

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Conference Chairs

Victoria Interrante, University of Minnesota, USA

Nadia Magnenat Thalmann, University of Geneva, Switzerland

Program Chairs

First track, papers submitted to CGI to be selected for Visual Computer

Daniel Thalmann, EPFL, Switzerland
George Papagiannakis, University of Crete, Greece

Second track, papers submitted to CGI to be selected for LNCS book

Jinman Kim, Sydney University, Australia
Bin Sheng, Jiao Tong University, China

Publication LNCS Chair

Marina Gavrilova, University of Calgary, Canada

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For any questions regarding

- the conference programme
- publications
- invitations for accepted papers

Please contact the local organizing committee by email at:

cgi2021@miralab.ch

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