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Technical Papers



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[Click here](#) to view the list of Paper IDs that has been conditionally accepted to SIGGRAPH Asia 2022.

Submission Form Deadline: 19 May 2022, 23:59 AoE (Submissions are now closed)

Paper Deadline: 20 May 2022, 23:59 AoE (Submissions are now closed)

Upload Deadline: 21 May 2022, 23:59 AoE (Submissions are now closed)

The SIGGRAPH Asia Technical Papers program is the premier international venue for disseminating and discussing new scholarly work in computer graphics and interactive techniques.

We are looking for high-quality research papers that will advance computer graphics and interactive techniques in both traditional areas such as animation, simulation, imaging, geometry, modelling, rendering, human-computer interaction, haptics, fabrication, robotics, visualization, audio, optics, programming languages, immersive experiences, machine learning for visual computing and anything else that will inspire and advance the field. We value a diverse set of contributions such as AI techniques, algorithms, perceptual studies, systems, benchmarks, and applications. We welcome fundamental ideas as well as applied contributions to the domains of entertainment, games, scientific imaging, medical applications, design, photography, fashion, architecture, communication, forensics, and more. Finally, we encourage creative and original submissions that define their own new area: the scientific excellence of ideas is the predominant acceptance criterion.

The Technical Papers at SIGGRAPH Asia 2022 adhere to the highest scientific standards and are chosen through a rigorous double-blind peer-review process. A prestigious international committee of scientists and researchers from academia and industry with broad expertise and diversity selects the most visionary, innovative, and impactful submissions for presentation. They are published as a special issue of ACM Transactions on Computer Graphics and Interactive Techniques.



JOURNAL PAPERS	CONFERENCE PAPERS
<ul style="list-style-type: none"> Continuation of the same Technical Papers program from previous years Ideas are extensively tried and tested No maximum (or minimum) page length ACM Journal format Published in ACM Transactions on Graphics (TOG) 	<ul style="list-style-type: none"> New program starting in 2022 Exciting new ideas in a shorter format – papers that might be less polished but still have an impact Submissions are limited to 7 double column pages, excluding references. Appendices should only be included in supplementary material Submissions to use the ACM Journal format, and will be revised to use the ACM Conference Proceedings paper format for publication Published in SIGGRAPH Conference Proceedings

*The review process, deadline and committee are the same for both Journal and Conference Papers. More details are in the later sections.

Also, starting in 2022, for the first time we will be giving out Best Technical Papers Awards. Please contact us if you have queries about these changes. We are looking forward to seeing your best work, so be sure to submit it soon!

Video Presentations

As SIGGRAPH Asia would be a Hybrid event, a video presentation will be a prerequisite for all submissions. Depending on the requirements of your program, a pre-recorded video presentation or supplementary video will be used and presented at SIGGRAPH Asia. This will allow your work to gain extensive coverage and give our global community the opportunity to learn about your submission.

[Should I submit my work to Technical Papers, Technical Communications or Posters program?](#)

Technical Papers Chair

[Jehee Lee](#)

Seoul National University
South Korea

Conference Papers Director

[Adam Bargteil](#)

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