CGI'17
First Call for Papers

27th June – 30th June, 2017
Yokohama, Japan
http://fj.ics.keio.ac.jp/cgi17/

TOPICS

We invite original contributions that advance the state-of-the-art in topics related to:

- 3D Printing
- 3D Reconstruction
- Affective Computing
- Big Data Visualization
- City Modeling
- Computational Fabrication
- Computational Geometry
- Computational Photography
- Computer Animation
- Computer Vision for Computer Graphics and HCI
- Crowd Simulation
- Data Compression for Graphics
- Deep Learning for Graphics
- Geometric Algebra Computing
- Geometric Algebra for Graphics
- Geometric Processing
- Geometric Modeling
- Global Illumination
- Human-Computer Interaction
- Human Modeling
- Image and Video Processing
- Image-based Rendering
- Information Visualization
- Interactive Graphics
- Medical Imaging
- Meshing and Remeshing
- Non-photorealistic Rendering
- Physically Based Modeling
- Point-based Graphics
- Rendering Techniques
- Saliency Methods
- Scientific Visualization
- Shape Analysis and Image Retrieval
- Shape and Surface Modeling
- Shape Matching
- Sketch-based Modeling
- Solid Modeling
- Stylized Rendering
- Textures
- Virtual and Augmented Reality
- Virtual Geographical Environments
- Visual Analytics
- Volume Rendering
- Web Graphics

Computer Graphics International is one of the oldest international annual conferences in Computer Graphics. It is an essential yearly meeting where academics present their latest models and technologies, and explore new trends and ideas in the field. In previous years, it had been held in numerous different places in Europe, Asia, and America.

CGI'17: Computer Graphics International 2017, the 34th annual conference will take place on June 27th – 30th, 2017 in Keio University Hiyoshi Campus, Yokohama, Japan. The conference will be organized by the Computer Graphics Society and hosted by Faculty of Science and Technology, Keio University, Japan.

The scientific program of the conference will include full papers, short papers and posters. The accepted full papers will be published in the Visual Computer Journal by Springer-Verlag. The accepted short papers will be included in the conference proceedings to be published in ACM Digital Library. Authors of the highest-ranked short papers will be invited to submit an extended version of their work to the Visual Computer; these papers will follow a fast track review process.

Important Dates	Submission Deadline	Paper Notification	Camera-Ready
Full Papers	February 13, 2017	March 20, 2017	April 10, 2017
Short Papers/Posters	April 10, 2017	May 8, 2017	May 22, 2017

Committee

Hononary Chair:
Nadia-Magnenat Thalmann
Nanyang Technological University, Singapore & MIRALab, Switzerland

Conference Chair:
Issei Fujishiro
Keio University, Japan

Program Co-Chairs:
Xiaoyang Mao, University of Yamanashi, Japan
Daniel Thalmann, EPFL, Switzerland & Nanyang Technological University, Singapore
Marina Gavrilova, University of Calgary, Canada

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