This year, EGSR features two paper submission tracks: the **Research Track** and the **Industry Track** (new as of last year).

At this time, the plan is to hold EGSR as usual. We continue to monitor the developing COVID-19 situation, however, and will reassess this decision as necessary. Due to these uncertainties, authors of accepted papers this year are not required to present their work in person and may elect to present remotely instead. We encourage authors to submit work to EGSR even if they do not think they will be able or willing to attend in person due to the virus situation and/or travel restrictions that may be in place at the time.

Research Track

A PDF version of Research Track call for papers is available to download from **here**.

The Eurographics Symposium on Rendering 2020 will take place in London, England from June 30th to July 2nd, 2020. This 31th event continues the series of highly successful Eurographics Symposia and Workshops on Rendering.

All accepted research papers will be presented at EGSR 2020 and archived in the **Eurographics digital library** (exact publication modalities pending). Furthermore, a selection of accepted papers will be published in an issue of the **Computer Graphics Forum** (CGF) journal, based on both the recommendations of the reviewers and the outcome of a second cycle of review.

We are looking for work that shapes the future of rendering in computer graphics and related fields, such as virtual and augmented reality, deep learning, and computational photography.

There is no fixed minimum or maximum paper length. However, submissions over 12 pages in length will be treated as exceptional cases, and length must be proportional to contribution.

For each submitted paper, a minimum of 3 reviews will be provided to the authors, who will then be able to provide a rebuttal to clarify misunderstandings and answer the reviewers' questions. The reviewers will then discuss and decide on the acceptance of the paper to the EGSR 2020 program. In the event of acceptance, the authors will submit a revised version of their manuscript prior to the conference.

Topics of interest

We invite original contributions that advance the state-of-the-art in topics related, but not limited, to:

- Physically-based rendering (PBR) and global illumination
- Monte Carlo sampling and integration
- Real-time rendering, including ray tracing, acceleration structures, and GPU algorithms
- Image processing for rendering, including denoising
- Machine learning for rendering and rendering for machine learning
- Augmented/virtual reality, including rendering, input, and output technologies
- Rendering software systems
- Procedural modelling, texture, geometry, and simulation
- Image-based rendering (IBR)
- Computational photography, optics & displays
- Expressive rendering and image manipulation (NPR)
- Material and scattering models
- Inverse and differentiable rendering
- Acquisition and modeling of geometry and appearance
- Human perception of rendered images
- Specialized rendering hardware
- Scientific visualization, e.g. large-scale data visualization and volume rendering
- Audio/sound rendering

How to Submit Your Work

Please submit your work using the **SRM online submission system**. **The submission should use the EGSR 2020 LaTeX template available on SRM following this link** (first create an account on the SRM system to download the template).

Important dates (All times are midnight, 23:59 UTC)

- Abstract deadline: April 2, 2020
- Papers deadline: April 7, 2020
- Reviews released to authors: May 10, 2020
- Rebuttals due: May 14, 2020
- Author notification: May 25, 2020
- Final papers due: June 15, 2020

Program chairs

- **Carsten Dachsbacher**, Computer Graphics Group, Karlsruhe Institute of Technology
- **Matt Pharr**, NVIDIA

Local chairs

- **Abhijeet Ghosh,** Imperial College London
- **Tobias Ritschel,** University College London
- **Tim Weyrich**, University College London

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