Call for papers to EGSR 2022

This year, EGSR features two paper submission tracks: the Research Track and the Industry Track.

Research Track

A PDF version of Research Track call for papers will be provided shortly.

The Eurographics Symposium on Rendering 2022 will take place from July 4th to July 6th, 2022, hosted by Charles University in Prague. This 33rd event continues the series of highly successful Eurographics Symposia and Workshops on Rendering.

The current plan is for a 4 day hybrid event with EGSR being preceded by the MAM workshop on July 3rd, with in-person conference attendance that will be compatible with fully remote/virtual participation for those who cannot attend in-person for health/logistic reasons.

All accepted research papers will be presented at EGSR 2022 and archived in the Eurographics digital library. Furthermore, a selection of them 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 and image synthesis in computer graphics and related fields, such as human perception, mixed-reality/meta-verse, deep-learning, and computational photography.

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

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 2022 program. In the event of acceptance, the authors will submit a revised version of their manuscript prior to the conference. All papers will be presented either in-person or virtually. An in-person event is currently planned, but virtual presentation will be allowed if required.

Topics of interest

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

Physically-based rendering and global illumination
Monte Carlo sampling, reconstruction, and integration
Real-time rendering, including ray tracing, acceleration structures, and GPU algorithms
Rendering software systems
Specialized rendering hardware systems
Inverse and differentiable rendering
Image processing for rendering and compositing, such as denoising, matting, deblurring, colorization
Image manipulation, such as warping, inpainting, relighting
Machine learning for rendering, rendering for machine learning
Deep generative models of image synthesis
Neural representation for rendering
Material and scattering models
Acquisition, modeling, and fabrication of geometry, appearance, and illumination
Color science, spectral modeling and rendering
Face and human capture and rendering
Computational photography, optics, and displays
Image-based rendering (IBR), lightfields
Expressive/Non-Photorealistic rendering (NPR)
Vector graphics and other non-pixel-based rendering formats
Procedural modeling, texturing, and simulation
Augmented/virtual/mixed reality, including rendering, input, and output technologies
Human perception on rendering
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 2022 LaTeX template available on SRM under this link (first create an account on the SRM system to download the template). shortly.

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

- Abstract deadline: April 8th
- Papers deadline: April 15th
- Reviews released to authors: May 18th
- Rebuttals due: May 24th
- Author notification: June 7rd
- Final papers due: June 20th
- Conference: July 4th - July 6th

Industry Track

The Eurographics Symposium on Rendering (EGSR) 2022 includes an Industry Track that includes invited papers from our colleagues in industry that are on topics of interest to the general rendering community. The goal of this track is to provide an accessible venue for getting out ideas that have found practical use in industry and could impact the future of rendering research, but might not meet the standards/expectations of scientific evaluation expected in formal research papers. These papers will be curated by the paper co-chairs and will be presented in the conference along with the traditional research papers.

We are looking for papers that present ideas and applications of rendering (both high-end and real-time), as well as other aspects of image synthesis (e.g., image-based rendering, rendering for AR/VR, machine learning for rendering, etc.). Topics for possible Industry Track papers could include, but are not limited to:

- Novel rendering ideas that are interesting and already successfully used in practice but might not be developed to the point of a formal research paper
- Extensions or twists on existing rendering algorithms that have been found to produce better results in practice
- A description of a state-of-the-art rendering pipeline or software/hardware system
- A new dataset that would facilitate research in rendering
- Position papers that pose interesting problems found in industry rendering applications that should be more emphasized in academic research

Papers accepted in this Industry Track will be published in the Eurographics Digital Library for archival purposes and presented at EGSR 2022, which will take place from July 4th to July 6th, 2022, hosted by Charles University. Note that all papers will be presented either in-person or virtually. An in-person conference is planned, but in-person attendance by authors won't be mandatory.

How to Submit Your Work

Please email the program chairs at chairs-egsr2022@eg.org with a PDF of your paper submission with the subject "Industry Track Submission" by the deadline below. The chairs will then curate the industry track program from the submitted papers and provide feedback to the authors. We expect that most papers will be fairly short (around 1-4 pages) although authors can submit longer ones if necessary to describe their idea.

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

- Industry Track papers deadline: May 23rd
- Author notification: June 6th
- Final papers due: July 4th

Committee

Program chairs

Abhijeet Ghosh, Imperial College London
Li-Yi Wei, Adobe Research

Conference chair

Alexander Wilkie, Charles University