

🌐 Switzerland 📅 July 1-3, 2026

CONFERENCE WEBSITE: <https://sgp26.org/>

| About the Conference

Call for papers

SGP (<https://sgp26.org/>) is the premier venue for disseminating research ideas and cutting-edge results in geometry processing. In this research area, concepts from mathematics, computer science, and engineering are developed and applied to offer insights into and to design efficient algorithms for acquisition, modeling, analysis, manipulation, simulation, and other types of processing of 3D models and shape collections.

We invite submissions related to, but not limited to, the following topics:

- Acquisition and reconstruction
- Analysis and fabrication for 3D printing
- Architectural geometry
- Computational geometry
- Differentiable rendering
- Discrete differential geometry

Important Dates

JUL
01

CONFERENCE
DATE
**July 1-3,
2026**

Geometry and topology data structures and representations
Exploration of shape collections
Geometry compression
Geometric deep learning
Geometric representations for machine learning
Geometry processing applications
Interactive techniques
Meshing and remeshing
Multiresolution modeling
Multimodal shape processing
Neural shape representations
Point cloud acquisition and processing
Processing of massive geometric datasets
Shape analysis and synthesis
Simulation and animation
Smoothing, filtering, and denoising
Surface and volume parameterization and deformation

Dataset Papers

SGP encourages submission of dataset papers to the technical papers program. Geometric datasets play a critical role in evaluating the behavior of geometric algorithms, and in recent years they have provided challenging examples that have driven the field forward. We seek papers that build on this success by providing, documenting, and discussing datasets with larger, more challenging examples than those seen before—or datasets that capture new challenges in geometry processing.

The SGP proceedings will appear as a regular electronic issue of Computer Graphics Forum, the International Journal of the EUROGRAPHICS Association. The journal status of the proceedings requires a two-stage review process with conditional acceptance after the first round and final acceptance based on the revised submissions.

For its 2026 edition, SGP uses a double deadline format to provide more researchers with enough time to obtain a visa to attend the conference without penalizing authors who may want to submit to our usual mid-Spring deadline. Authors who choose to submit by the first deadline will receive a notification of acceptance in mid March, and can readily register to the conference and apply for a visa. A paper submitted to the first deadline and rejected can be resubmitted to the second one. All accepted papers will appear in the same Computer Graphics Forum special issue, independently of the deadline they were submitted by.

The timeline is as follows:

First Round of Submission

(Recommended) Abstract submission Feb, 2

Paper Submission Feb, 4

Notification of Acceptance Mar, 16

Revised Version due Mar, 26

Camera Ready due Apr, 2

Second Round of Submission

(Recommended) Abstract submission Apr, 13

Paper Submission Apr, 15

Notification of Acceptance May, 25

Revised Version due Jun, 4

Camera Ready due Jun, 11

Graduate School Jun 29-30

Conference Jul, 1-3

All deadlines are at 23:59 UTC/GMT.

Paper submission via the Submission and Review Management (SRMv2) system:
https://srmv2.eg.org/COMFy/Conference/SGP2026_FP1
(will be available soon)

Awards and Recognitions

Following its traditions, SGP 2026 will attribute three best paper awards, a software award recognising the authors of an open-source software that has greatly influenced the field, and a data set award designed to acknowledge the suppliers of high quality datasets used in geometry processing. In addition, SGP may provide papers with the reproducibility stamp to recognise the effort of researchers who, in addition to publishing their paper at SGP 2026, provide a complete open-source implementation of their algorithm.

Contacts

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Research papers are invited in, but not limited to, the following areas:

Computer Science
& Software
Engineering

Uncategorized

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