

📅 July 14-18, 2025

CONFERENCE WEBSITE: <https://www.cgs-network.org/cgi25>

| About the Conference

COMPUTER GRAPHICS INTERNATIONAL, CGI 2025

The Hong Kong Polytechnic University, Hong Kong,
July 14 – 18, 2025

Website: <https://www.cgs-network.org/cgi25>

Submission: <https://easychair.org/conferences/?conf=cgi2025>

CGI is one of the oldest annual international conferences on Computer Graphics in the world. Half centuries of influence, we are dedicated to making CGI as a top conference on graphics and media. Researchers are invited to share their experiences and novel achievements in various fields of Computer Graphics, Media, and Virtual Reality. Previous recent CGI conferences have been held in Sydney, Australia (2014), Strasbourg, France (2015), Heraklion, Greece (2016), Yokohama, Japan (2017), Bintan, Indonesia (2018), Calgary, Canada (2019), and Shanghai, China (2023). CGI has been virtual between 2020 and 2022 due to the COVID pandemic, and has been held last year in Geneva, Switzerland (2024).

Important Dates

 **JUL 14** CONFERENCE DATE
July 14-18, 2025

This year, CGI 2025 is organized by The Hong Kong Polytechnic University, and supported by the Computer Graphics Society (CGS). The Visual Computer Journal, published by Springer Nature, is the official journal of the Computer Graphics Society.

You are invited to submit your full papers to CGI 2025 via EasyChair. As in previous years, CGI 2025 papers can be submitted either for possible publication in The Visual Computer journal, or in the CAVW, VRIH journals, and CGI Conference Proceedings (LNCS, Springer).

IMPORTANT DATES

(All deadlines are 23:59 GMT time on the date stated)

[The Visual Computer Journal Submission]

Submission Deadline: February 18, 2025

Preliminary Notification to Authors: March 30, 2025

Revised Paper Submission Deadline: April 27, 2025

Final Notification of Revised Papers: May 10, 2025

[CGI Proceedings (LNCS Book), CAVW Journal, VRIH Journal]

Submission Deadline: May 2, 2025

Notification of Acceptance: June 5, 2025

Revised Final Paper: June 20, 2025

The main topics of the CGI 2025 conference are the following:

- Rendering Techniques
- Geometric Computing
- Metaverse (VR/AR/MR/XR)
- Shape and Surface Modeling
- Physically-Based Modeling
- Computer Vision for Graphics
- Scientific Visualization
- Data Compression for Graphics
- Medical Imaging
- Computational Geometry
- Image-Based Rendering
- Computational Photography
- Computer Animation
- Visual Analytics
- Shape Analysis and Image Retrieval
- AI-Generated Content (AIGC)
- Volume Rendering
- Digital Cultural Heritage
- Computational Fabrication
- Image Processing and Analysis
- 3D Reconstruction
- Global Illumination
- Graphical Human-Computer Interaction
- Digital Humans
- Saliency Methods
- Shape Matching
- Sketch-Based Modeling
- Robotics and Vision
- Stylized Rendering
- Textures
- Machine Learning for Graphics
- 3DGS/NeRF-Based Rendering

Submission Guidelines

The scientific program of the conference will include accepted papers from the first Call for Papers and these accepted papers will be published in The Visual Computer Journal (IF: 3.0) by Springer Nature. The accepted papers from the second Call for Papers will be included either in the CGI Conference Proceedings published by LNCS, Springer, or in the VRIH Journal (Virtual Reality and Intelligent Hardware) published by Science Press, or in the CAVW Journal (Computer Animation and Virtual Worlds) published by Wiley.

Note that for ALL submissions, the review process is double blind, which requires the paper and all supplemental materials to be anonymous. Ensure that self-referencing is anonymous (refer to your full name rather than “I” or “we”). Avoid providing information that may identify the authors in the acknowledgements (e.g., co-workers and grant IDs) and in the supplemental material (e.g., titles in the movies, or attached papers). Avoid providing links to websites that identify the authors. Violation of any of these guidelines will lead to rejection without review.

Committees

Honorary Conference Chairs

- Enhua Wu, Chinese Academy of Sciences / University of Macau, China
- Yiannis Aloimonos, University of Maryland, U.S.A.
- Jian Jun Zhang, Bournemouth University, U.K.

Conference Chairs

- Nadia Magnenat-Thalmann, University of Geneva, Switzerland
- Ping Li, The Hong Kong Polytechnic University, Hong Kong
- Bin Sheng, Shanghai Jiao Tong University, China
- Jinman Kim, The University of Sydney, Australia

International Program Chairs

- Liang Wan, Tianjin University, China
- Lizhuang Ma, Shanghai Jiao Tong University, China
- Daniel Thalmann, EPFL, Switzerland

Contact

All questions about the conference should be emailed to: comp.cgi2025hk@polyu.edu.hk

TOPICS OF INTEREST

4 topics

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

Computer Science
& Software
Engineering

Uncategorized

Artificial

- Intelligence & Machine Learning

Virtual &

- Augmented Reality

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