SGP 2016, Call for papers

Dahlem Cube, FU Berlin, June 20-24
http://www.geometrysummit.org/sgp2016

The Eurographics Symposium on Geometry Processing (SGP) is the premier venue for disseminating new research ideas and cutting-edge results in geometry processing. In this research area, concepts from mathematics, computer science, and engineering are studied and applied to offer new insights and design efficient algorithms for acquisition, modeling, analysis, manipulation, simulation and other types of processing of 3D models and shape collections.

In 2016, SGP will be held in Berlin, Germany, from June 20th to 24th. It will be co-located with Shape Modeling International (SMI) and the Symposium on Solid & Physical Modeling (SPM) as part of the International Geometry Summit 2016. To continue a successful tradition created in the past few years, the summit will offer a graduate school on June 18th and 19th specifically targeted towards graduate students. Courses will be taught by leading experts in the field and complemented by interactive demonstrations to provide an in-depth knowledge of some of the most important aspects of geometry processing.

We invite submissions related to, but not limited to, the following topics:
 • Acquisition and reconstruction
 • Analysis and fabrication for 3D printing
 • Architectural geometry
 • Discrete differential geometry
 • Exploration and learning of shape collections
 • Geometry and topology representations
 • Geometry compression
 • Geometry processing applications
 • Interactive techniques
 • Meshing and remeshing
 • Multiresolution modeling
 • Multimodal shape processing
 • Processing of massive geometric datasets
 • Shape analysis and synthesis
 • Simulation and animation
 • Smoothing and denoising
 • Surface and volume parameterization and deformation

Important Dates:
April 4 Abstract submission
April 8 Full paper submission
May 16 Notification of acceptance
May 30 Camera-ready
June 20-24 Three Days of Conference

Program Chairs:
Maks Ovsjanikov (École Polytechnique)
Daniele Panozzo (New York University)

General Chair:
Leif Kobbelt (RWTH Aachen University)

Geometry Summit Chairs:
Marc Alexa (TU Berlin)
Konrad Polthier (FU Berlin)

Submission format:
Your paper should be prepared according to this year's [template]. There is no strict page limit, but make your paper longer than 10 pages only if this is strongly justified. In order to be considered for reviewing, at least an abstract must be submitted by April 4, and the full paper by April 8 2016 (23:59 UTC/GMT). All submissions should be uploaded to the SRMv2 website: https://srmv2.eg.org/COMFy/Conference/SGP_2016

Proceedings and Posters: The SGP proceedings will appear as a regular electronic issue of Computer Graphics Forum, the International Journal of the EUROGRAPHICS Association. In addition, SGP will have a joint poster session with SMI and SPM.

Graduate School: SGP will feature a joint summer school with SMI and SPM in the weekend before the conference, on June 18 and 19, 2016.

Awards: Following its tradition, SGP 2016 will attribute three best paper awards as well as a software award recognising the authors of an open-source software that has greatly influenced the field. This year there will also be two new forms of recognition: a dataset award and a reproducibility stamp, designed to acknowledge the suppliers of high quality datasets used in geometry processing and to recognize the effort of researchers who, in addition to publishing their paper at SGP 2016, provide a complete open-source implementation of their algorithm. The details about the two awards are given on the Submission page of SGP 2016 website.