

*Due to the developing COVID-19 situation, we have pushed back the research papers abstract deadline to Monday April 13 and the paper submission deadline to April 17.*

*Furthermore, this year's EGSR will take place completely virtually. We are currently evaluating available options for remote attendance and the format and details for this are still being worked out. Authors of accepted papers this year will be asked to present their work remotely. We encourage authors to submit work to EGSR despite the altered circumstances of a virtual EGSR meeting.*

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

## **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 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 13, 2020 (**Updated**)
- Papers deadline: April 17, 2020 (**Updated**)
- 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

## Program committee

- Andrea Weidlich, Weta Digital, NZ
- Anton Kaplanyan, Facebook, USA
- Belen Masia, Univ. Zaragoza, Spain
- Christoph Peters, KIT, Germany
- Derek Nowrouzezahrai, McGill, Canada
- Diego Nehab, IMPA, Brazil
- Elena Garces, Technicolor, France
- Elmar Eisemann, TU Delft, Netherlands
- Eric Heitz, Unity, France
- Fabio Pellacini, Sapienza University of Rome, Italy
- George Drettakis, INRIA, France
- Hendrik Lensch, Tübingen University, Germany
- Holly Rushmeier, Yale University, USA
- Hongzhi Wu, Zhejiang University, China
- Iliyan Georgiev, Solid Angle, UK
- Jaakko Lehtinen, Aalto University and NVIDIA, Finland
- Jan Novak, NVIDIA, Switzerland
- Jeppe Revall Frisvad, Technical University of Denmark, Denmark
- Karthik Vaidyanathan, Intel, USA
- Kun Xu, Tsinghua University, China
- Kun Zhou, Zhejiang University, China
- Laszlo Szirmay-Kalos, Budapest University of Technology and Economics, Hungary
- Li-Yi Wei, Univ. of Hong Kong, Hong Kong
- Lingqi Yan, UC Santa Barbara, USA
- Marta Ortín Obón, University of Zaragoza, Spain
- Matthias Zwicker, Univ. of Maryland, USA
- Michael Wimmer, TU Wien, Austria
- Miika Aittala, NVIDIA, Finland

- Nicolas Holzschuch, INRIA, France
- Nima Kalantari, Texas A&M University, USA
- Pedro Sander, Hong Kong, China
- Peter-Pike Sloan, Activision, USA
- Philip Dutr e, KU Leuven, Belgium
- Pieter Peers, College of William & Mary, USA
- Rachel Brown, NVIDIA, USA
- Steve Marschner, Cornell, USA
- Sung-Eui Yoon, KAIST, South Korea
- Tamy Boubekour, Adobe, France
- Toshiya Hachisuka, Univ. Tokyo, Japan
- Tzu-Mao Li, MIT, USA
- Wojciech Jarosz, Dartmouth, USA
- Yue Dong, MSR, China