



# ICCGV2027

The Tenth International Conference on  
Computer Graphics and Virtuality

**Sapporo, Japan**

**March 27-29, 2027**

Co-sponsored by:



**R** RITSUMEIKAN  
UNIVERSITY

## GET TO KNOW

Following the success of previous seven years' event in Tokyo(2018), Jeju Island(2019), online conferences from 2020-2022, Chengdu(2023), Hangzhou(2024), Chengdu(2025, 2026) respectively, the Tenth International Conference on Computer Graphics and Virtuality (ICCGV 2027) will take place in Sapporo, Japan, during March 27-29, 2027.

Conference consists of keynote lectures, oral presentation, poster presentation, online presentation on all aspects of computer graphics and virtuality. All professors, researchers and university students in related fields are cordially invited to participate in the conference.

You're welcome to contribute a paper to ICCGV 2027.

## DATES TO REMEMBER

Submission Deadline: November 05, 2026

Acceptance Notification: December 05, 2026

Registration Deadline: December 30, 2026

## REACH ME AT:

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## CALL FOR PAPER

The topics of interest include, but are not limited to:

### Track 1: 3D Modeling & Geometry Processing

Neural Radiance Fields (NeRF) and Implicit Reconstruction  
3D Gaussian Splatting (3D GS) and Point Cloud Processing  
Multi-modal 3D Reconstruction  
Large-Scale Scene and Urban-Level Modeling  
Virtual Human and Digital Twin Modeling

### Track 2: High-Performance Rendering & Photorealism

Real-Time Ray Tracing and Hybrid Rendering  
Neural Rendering and AI Acceleration  
Volume Rendering and Atmospheric Effects  
Immersive Projection and Display Technology

### Track 3: Immersive Interaction & XR Technology

Multi-Modal Interaction and Haptic Feedback  
Avatar and Embodied Perception  
Multi-User Collaboration and Distributed XR  
3D User Interface (3DUI) and Interaction Metaphors  
XR Ethics and Security

### Track 4: AI Graphics & Visualization Applications

AIGC and 3D Content Generation  
Application of Multi-Modal Large Models in Computer Graphics  
Scientific and Big Data Visualization  
Image/Video Processing and Enhancement  
Digital Cultural Heritage and Virtual Museums  
Educational and Medical Simulation Applications

**MORE TOPICS: [HTTPS://WWW.ICCGV.ORG/CFP.HTML](https://www.iccg.org/cfp.html)**

## PUBLICATION

Past ICCGV: ICCGV 2024-2025 Proceedings: Scopus and Ei Compendex Index successfully. ([Read More](#))

After a careful reviewing process, all accepted papers after proper registration and presentation will be published in the ICCGV 2027 **Conference Proceedings**, which will be submitted to be indexed by **Ei Compendex, Scopus**.

## SUBMISSION

### Category:

1. Full Paper (Presentation and Publication)
2. Abstract (Presentation ONLY)

### Methods:

A: online system

<https://www.zmeeting.org/submission/iccg2027>

B: Through e-mail

[iccg@chairmen.org](mailto:iccg@chairmen.org)

**FOR ANY INQUIRIES: [ICCGV@CHAIRMEN.ORG](mailto:ICCGV@CHAIRMEN.ORG)**