Pacific Graphics 2020

The 28th Pacific Conference on Computer Graphics and Applications

Proceedings published in 2020, Articles to be presented in 2021:
Wellington, New Zealand

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Preface

The 28th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2020) was intended to be hosted in Wellington, New Zealand. As a highly successful conference series, Pacific Graphics provides a premium forum for researchers, developers, and practitioners from around the world to present and discuss new problems, solutions, and technologies in computer graphics and related areas. However, due to COVID-19 the community was faced with unique circumstances this year, to ensure the health and safety of attendees, we decided to postpone the physical conference and combine it with Pacific Graphics 2021 at Wellington.

Pacific Graphics 2020 received 175 valid submissions. With the help of 100 international experts in our Program Committee and 281 external reviewers, each submission was evaluated during a rigorous review process. The program co-chairs matched paper topics to the expertise and preferences of committee members, and assigned each submission to a primary and a secondary reviewer from the Program Committee. The external reviewers were invited by the primary and secondary reviewers to ensure there are at least three reviews for each paper. Careful choices were made to avoid potential conflicts of interest and to ensure a fair decision making. After all reviews and individual recommendation scores had been made, the primary reviewer led a discussion phase. If provided, this discussion also involved the authors' rebuttal, which could be used to clarify questions raised in the reviews. Each recommendation was based on a consensus among the reviewers. Conditionally accepted full/short papers underwent a second review cycle to include the revisions required in the review summary.

Out of 175 submissions, 53 full papers (acceptance rate: 30.3%) and 7 short papers were finally accepted. They are offered the chance to present their papers by videos this year and physically at Wellington during PG2021. 53 of the full papers are published in the special issue of Computer Graphics Forum. There are seven more papers, which were referred to the regular submission process of Computer Graphics Forum due to required major revisions. The work-in-progress and poster sessions are an integral part of the conference program, which provides an opportunity for authors to display late-breaking technical achievements that are not yet ready for full publication. The authors of work-in-progress and poster papers are also invited to present their work at Wellington during PG2021. All accepted full papers, short papers, posters and work-in-progress papers are published electronically through the EG Digital Library.

We would like to thank all the individuals that have contributed their generous time and energy to make the review process and this special issue a success, including the authors of all submitted papers, the members of PG2020 Program Committees, and all the external reviewers for their hard work. We also thank Stefanie Behnke for her efforts with the submission management system, Bedrich Benes for his help on the reviewing schedule and the referrals to CGF, as well as Marc Stamminger for his help on the conference management and communication with EG. Finally, we would like to thank the authors of the many submissions, which we have received, without whom Pacific Graphics would not exist and congratulate those who had their paper accepted.

We hope to be able to see you all in Wellington soon!

Program Co-Chairs
Fang-Lue Zhang, Elmar Eisemann, and Alec Jacobson

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