

Pacific Graphics 2021

The 29th Pacific Conference on Computer Graphics and Applications

Short Papers, Posters, and Work-in-Progress Papers

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Preface

As a part of the 29th Pacific Conference of Computer Graphics and Applications (Pacific Graphics 2021) papers, the conference track papers consist of short papers, work-in-progress papers, and poster papers. For Pacific Graphics 2021, each submitted paper was assessed by three reviewers, and finally, a total of 14 short papers, three work-in-progress papers, and four poster papers were accepted. All the accepted papers will be published electronically through the EG Digital Library, and will be presented at Pacific Graphics 2021 throughout four sessions: *Fast Rendering and Movement*, *Neural Rendering and 3D Models*, *Works-In-Progress and Posters*, and *Image Processing and Synthesis*.

We wish to thank those who submitted their work to Pacific Graphics 2021 and the external reviewers. We also thank Fang-Lue Zhang for his advice and assistance on behalf of Program Chairs and Stefanie Behnke for handling the submission system and the publication process. Finally, we appreciate the Pacific Graphics Steering Committee for their great advice.

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Sung-Hee Lee, KAIST

Stefanie Zollmann, University of Otago

Makoto Okabe, Shizuoka University

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