CALL FOR PAPERS

20th International Symposium on Visual Computing

November 17-19, 2025

Planet Hollywood Resort & Casino

Las Vegas, Nevada, USA

http://www.isvc.net/

Scope

The purpose of the International Symposium on Visual Computing (ISVC) is to provide a common forum for researchers, scientists, engineers, and practitioners worldwide to present their latest research findings, ideas, developments, and applications in the broader area of visual computing. The symposium will consist of invited and contributed presentations dealing with all aspects of visual computing. The symposium will also include tutorials, keynotes, special tracks, and poster sessions.

Topics

ISVC seeks papers contributing to the state of the art and practice in the four main areas of visual computing: computer vision, computer graphics, visualization, and virtual reality. Of particular interest are papers that combine technologies from two or more areas.

Computer Vision: Early and Biologically-Inspired Vision; Color and Texture; Illumination and Reflectance Modeling; Segmentation and Grouping; Object Recognition/Detection/Categorization; Motion and Tracking; Video Analysis and Event Recognition; Biometrics (Face, Fingerprint, Hand, Iris); Pattern Recognition; Statistical Methods and Learning; Deep Learning; Big Data; Document Analysis; Medical Image Analysis; Image and Video Retrieval; 3D Reconstruction; Shape from X; Physics-based Modeling; Image-Based Modeling; Computational Photography; Human-Computer Interfaces; Vision for Graphics; Vision for Robotics; Performance Evaluation; Sensors and Systems; Secure Image/Video Communication; Image/Video Encoding/Compression; Applications.

Computer Graphics: Geometric Modeling; Physically Based Modeling; Geometric Computing; Shape and Surface Modeling; Graphics Algorithms; Web Based Graphics; Perceptual Aspects of Computer Graphics; Computer Animation; Special Effects; Multimedia and Digital Media; Computational Photography; Image-Based Computer Graphics; Rendering Techniques; Stylized Rendering; Global Illumination, Photo-Realistic Computer Graphics; Volume Graphics, Semi-Transparent Media; Graphics System Architectures; Graphics Hardware and Hardware-Related Techniques (GPU); Data Compression for Graphics; Computer Graphics for Small/Large Displays; Parallelism in Computer Graphics; Graphic Toolkits; Interaction and HCI; Simulation for Computer Graphics; Applications.

Virtual Reality: Augmented Reality; Mixed Reality; Artificial Reality; Real-Time Rendering; Collision detection in VR; 3D Interaction for VR; Modeling and Simulation; Virtual Humans and Artificial Life; VR Systems and Toolkits; Collaborative Virtual Environments; Tele-collaboration; VR System Architecture; Multimodal displays; Projection and Display Systems; Human-Computer Interaction; Presence and Cognition; Integration of VR and Multimedia; Immersive Gaming; Multi-user and Distributed VR and Gaming; Serious Games; Haptics, Audio, and Other Non-Visual Interfaces; Tracking and Sensing; Human Factors; User Studies and Evaluation; Hardware Devices; Applications

Visualization: Visualization Taxonomies and Models; Information Visualization; Scalar, Vector, and Tensor Visualization; Multi-dimensional and Multi-resolution Data Visualization; Time Series Data Visualization; Medical Data Visualization; Molecular Data Visualization; Geographic Data Visualization; Volume Visualization; Flow Visualization; Large Scale Data Set Visualization; Collaborative and Distributive Visualization; Isosurfaces; Rendering Techniques; Visualization Systems; Visual Analytics, Visual Data Mining and Knowledge Discovery; Display and Interaction Technology; Human Perception and Cognition; Human Factors; Haptics for Visualization; Evaluation and User Studies; Hardware for Visualization; Mesh Techniques and Compression; Applications.

Submission Procedure

This is a "double-blind" peer-reviewed symposium. Papers submitted to ISVC must not have been previously published and must not be currently under consideration for publication in another conference. At least one author must attend and present the paper at the symposium. If no authors can attend the symposium and present their paper(s) due to unforeseen reasons, they should contact the steering committee chair to make alternative arrangements (i.e., video presentation or presentation by another attendee). Papers not presented at the symposium without a valid reason will be withdrawn from the symposium proceedings. All papers accepted will appear in the symposium proceedings which will be published by **Springer-Verlag** in **Lecture Notes in Computer Science (LNCS)**.

Important Dates:

Tutorials and Special Track Proposals:	April 30, 2025
Tutorials and Special Track Notifications:	May 12, 2025
Paper submissions:	August 20, 2025
Notification of acceptance:	September 22, 2025
Final paper:	October 20, 2025
Early Registration:	October 20, 2025
Hotel Reservation:	October 20, 2025
ISVC Symposium:	November 17-19, 2025