CVM2025

The 13th International Conference on Computational Visual Media

Hong Kong SAR, China   April 19-21, 2025

CALL FOR PAPERS

Important Dates

Abstract Due
October 9, 2024

Full Papers Due
October 12, 2024

Acceptance Notification
December 13, 2024

Conference Days
April 19-21, 2025

All deadlines are at 23:59 GMT

Organizing Committee

Conference Co-Chairs

Hongbo Fu (The Hong Kong University of Science and Technology, Hong Kong SAR, China)
Karan Singh (University of Toronto, Canada)

Program Co-Chairs

Piotr Didyk (Università della Svizzera italiana, Switzerland)
Junhui Hou (City University of Hong Kong, Hong Kong SAR, China)

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Organization Co-Chairs

Ping Li (The Hong Kong Polytechnic University, Hong Kong SAR, China)
Hui Ye (The Hong Kong University of Science and Technology, Hong Kong SAR, China)

Web Chair

Tai-Jiang Mu (Tsinghua University, China)

The Computational Visual Media Conference series is intended to provide a major international forum for exchanging novel research ideas and significant practical results both underpinning and applying Visual Media.

In light of the rapid advancements in technology, large-scale visual data can be found on the Internet, bringing significant opportunities for novel processing of visual information, as well as commercial applications. Effectively and efficiently managing, analyzing, understanding, and processing such data pose significant challenges. The 13th Computational Visual Media Conference (CVM 2025) will provide a forum for researchers and practitioners to exchange cutting-edge research ideas and showcase practical achievements in the diverse domains and applications of visual media. CVM 2025 will be held in Hong Kong SAR, China, on April 19 - 21, 2025.

Topics of interest include, but are not limited to:

- Animation and physical simulation
- Cognition of visual media
- Content security of visual media
- Datasets and benchmarking of visual media
- Editing and composition of visual media
- Enhancement and re-rendering of visual media
- Geometric computing for image and video
- Geometry modeling and processing
- Generative models
- Low-level analysis, motion, and tracking of visual media
- Image and video retrieval
- Interactive editing of visual media
- Machine learning for visual media
- Recognition and understanding of visual media
- Representation learning for computer vision
- Rendering
- Social networks and social media
- Scene analysis and understanding
- Visualization and visual analytics
- Vision and other modalities

Paper Submission

Submission website: http://iccvm.org/2025/submission.htm

Full papers in English containing original and unpublished results are solicited. The length of a paper should not exceed 14 pages (including references), except for review articles. The paper should be submitted in pdf format (the size is recommended to not exceed 50 MB), and each submission are allowed to upload a supplementary file within 50M.

Proceedings and Special Journal Issues

The program committee will thoroughly review all submitted papers, selecting those of exceptional quality to be accepted as either full papers or poster papers. Accepted full papers will undergo a revision round before being published in prestigious journals, including IEEE Transactions on Visualization and Computer Graphics, Graphical Models (Elsevier), Journal of Computer Science and Technology (Springer), and Computational Visual Media (Springer). Accepted poster papers will be published at the conference proceeding by Springer.

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