



November 6-8, 2026

Wuxi, China

Track 4

Computer Graphics and Virtual Reality

CALL FOR PAPERS

The topics of this track is included, not limited to

- 3D Imaging
- Texture, Shape, Color
- Restoration & Super Resolution
- Computational Geometry
- Computer Animation
- Fractal Geometry
- Illumination & Reflection
- Document Image Analysis
- Remote Sensing
- Image Formation
- Virtual Reality

For more, pls visit at <https://icgip.org/>

IMPORTANT DATE

Submission Deadline (Final Call) :
September 25, 2026

Notification Deadline: October 10, 2026

Contact us

Contact Secretary: Ms. Robin Luo
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Add assistant wechat, remark as "ICGIP 2026",
wechat account: iconf-cs-2



Chair(s)



Assoc. Prof. Wei Li

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SUBMISSIONS

Submit method: <http://icgip.org/sub.html>

Submit full paper/abstract via online system:

<https://easychair.org/conferences/?conf=icgip2026>

PUBLICATION

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